



Altair **SimLab**™

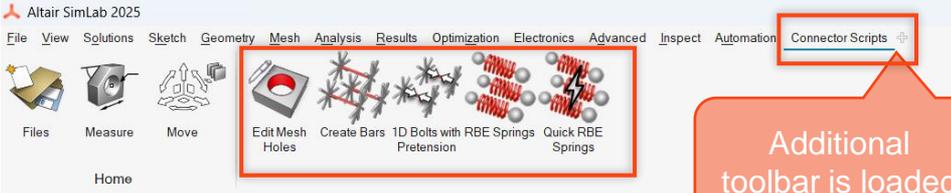
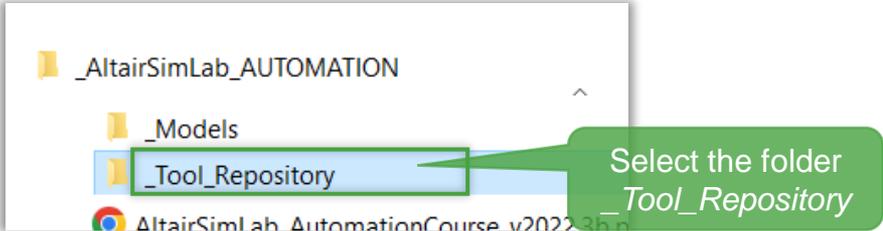
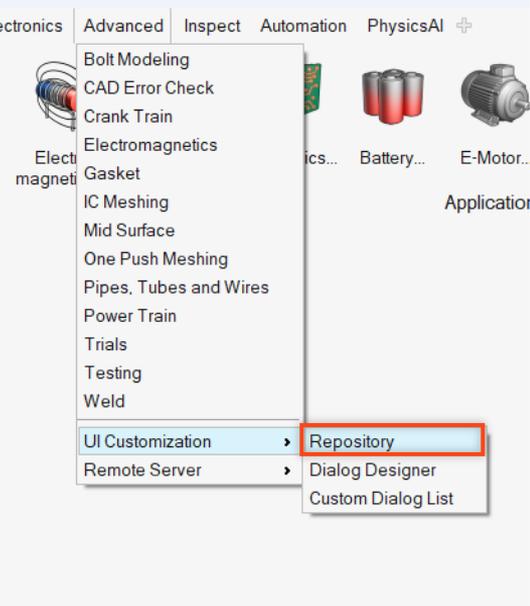


**ALTAIR SIMLAB AUTOMATION SAMPLES
CONNECTOR SCRIPTS**

Alessio Librandi – v2025

Tool Repository folder

Select the *Repository* folder





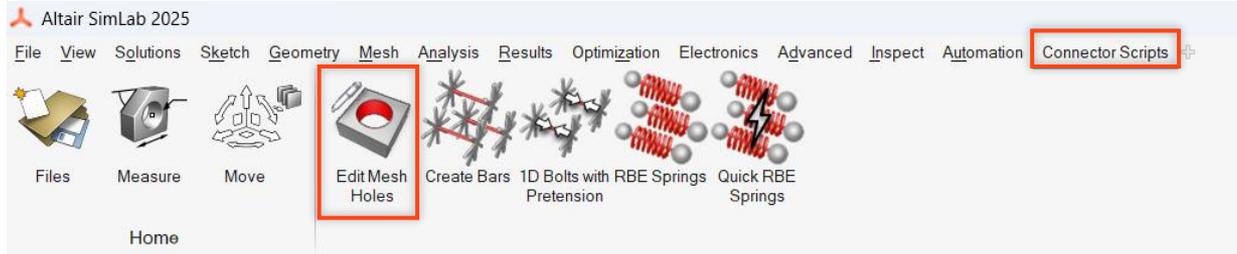
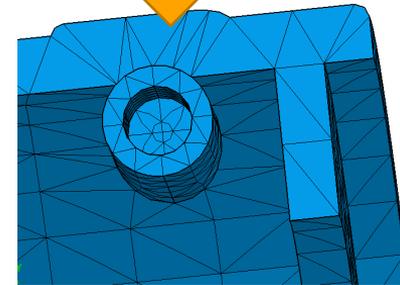
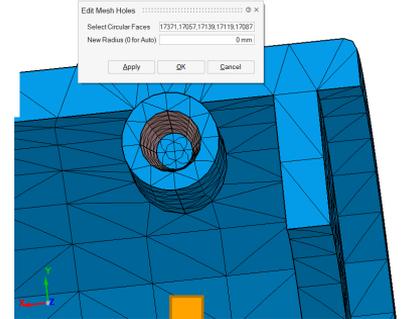
EDIT MESH HOLES

[CONE TO CYLINDER + EDIT CYLINDER RADIUS]

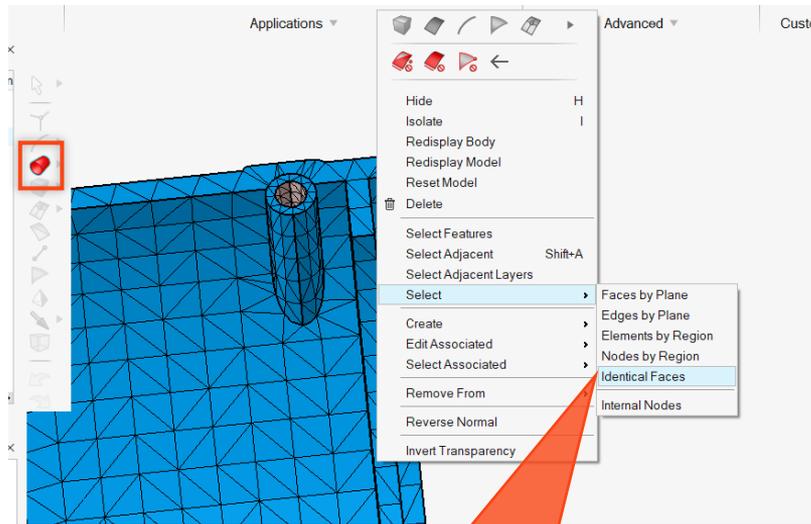
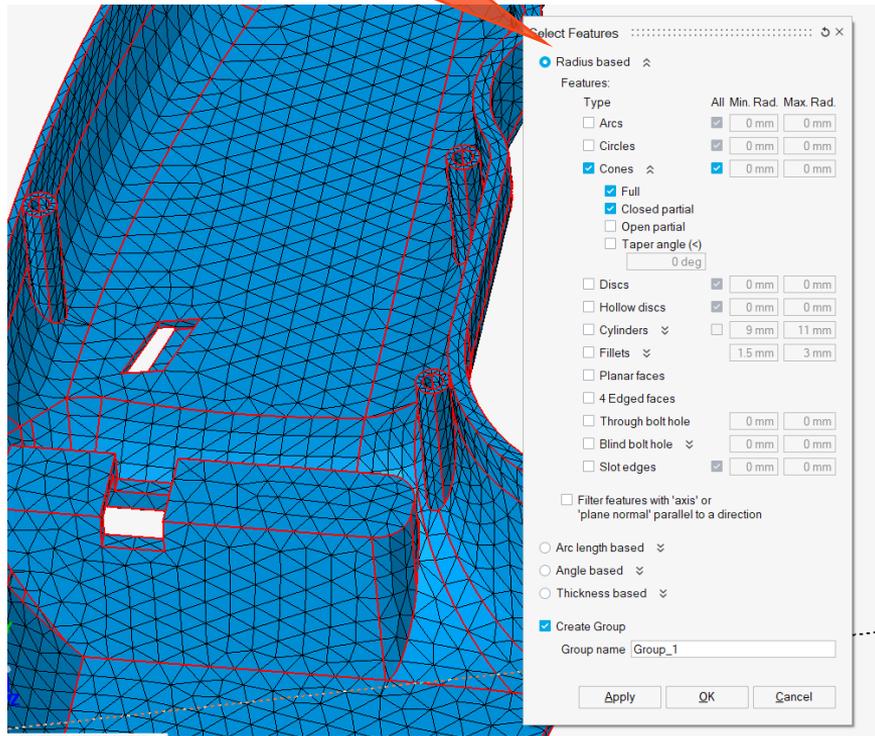
Script: Edit Mesh Holes

- Select circular **Mesh Faces** to edit the radius (works cone and cylinders, open/closed, full/ partial).
- **Cone** faces will be converted into cylinders (useful for creating **hex bolts in plastic parts with cone holes**).
 - Leave Radius = 0 to create a cylinder using the max cone radius.

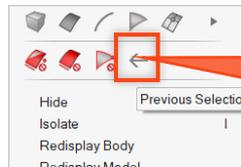
Use *Select Features* to select many cylinders/cones at once (retrieve the selection with *Previous Selection* after panel opens).



Use *Select Features* to find all conical holes



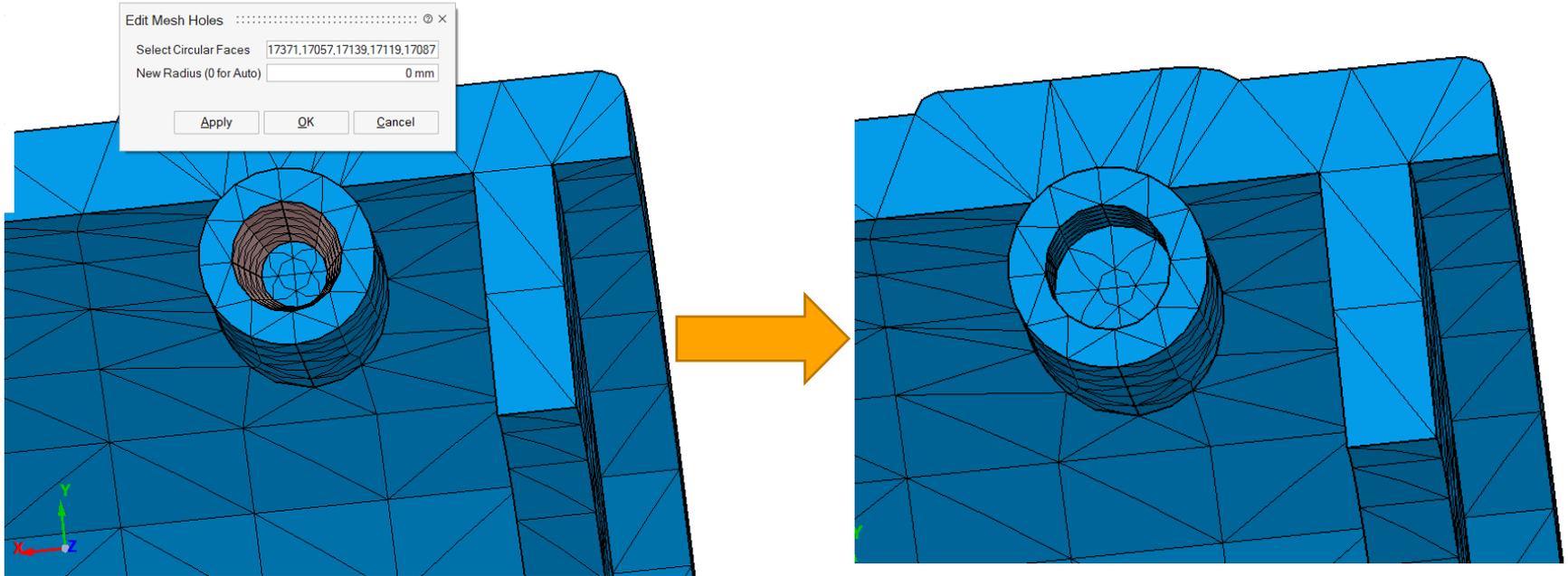
Also: pick one cone and *Select | Identical Faces*



Retrieve selection after opening the Macro GUI

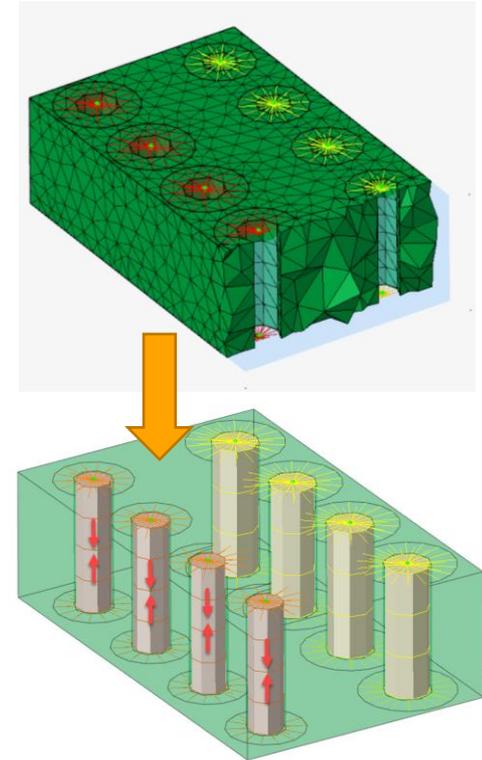
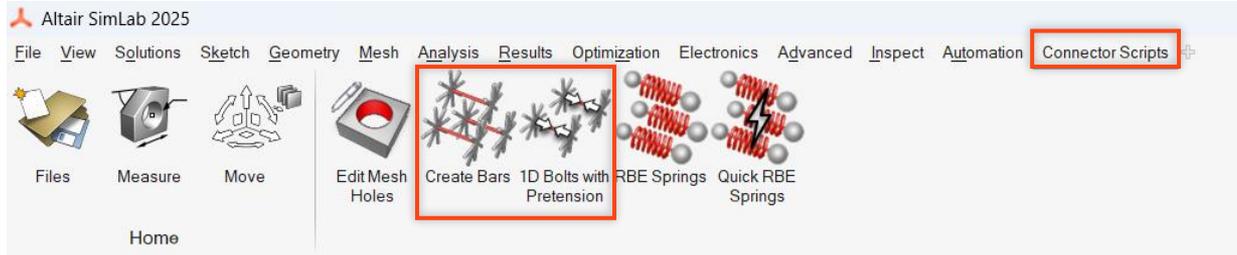
Cone to Cylinder

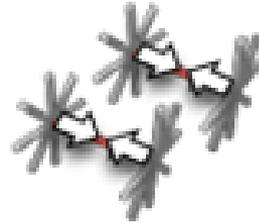
Radius = 0 will convert cones into cylinder using the maximum cone radius.



Scripts: 1D Bolts, Bar and Beams

- The two scripts create Bar or Beam elements between RBE center nodes to model 1D Bolts.
- It can be specified the number of bars to be used for the connection.
- Material and Properties are created for Bar or Beam elements.
- Pretension load can be added.





1D BOLTS WITH PRETENSION

[PRETENSIONED BARS FROM RBES]



Files



Measure



Move

Home

Fast
Spring_Set

Create Bars

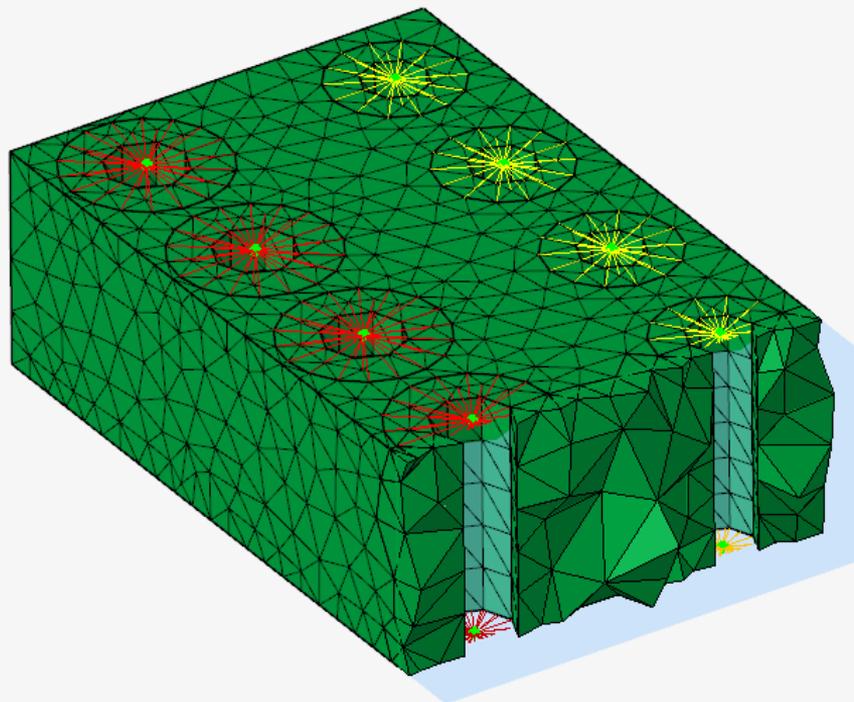
1D Bolts with
Pretension

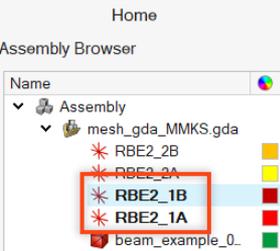
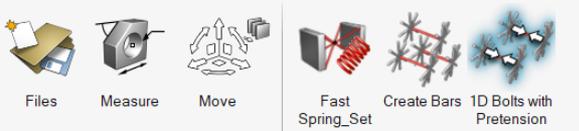
Start the script to connect Lower and Upper RBE Bodies through 1D Bolts with pretension

Assembly Browser

Name	Property	Material
Assembly		
mesh_gda_MMKS.gda		
* RBE2_2B	Yellow	---
* RBE2_2A	Yellow	---
* RBE2_1B	Red	---
* RBE2_1A	Red	---
beam_example_0_	Green	---

The script will search for the nearest center nodes across the two RBE groups and join them.





Bolt diameter, number of bars, pretension force

Define Material
Use different IDs if you don't want to overwrite existing materials

Element Type (BAR / BEAM)

Pick merged RBE bodies, 1 on each side

1D Bolts with Pretension

RBE Body - Top	RBE2_1A
RBE Body - Bottom	RBE2_1B
Diameter	10 mm
Number Of Bars	2
Pretension Force	100 N

Material:

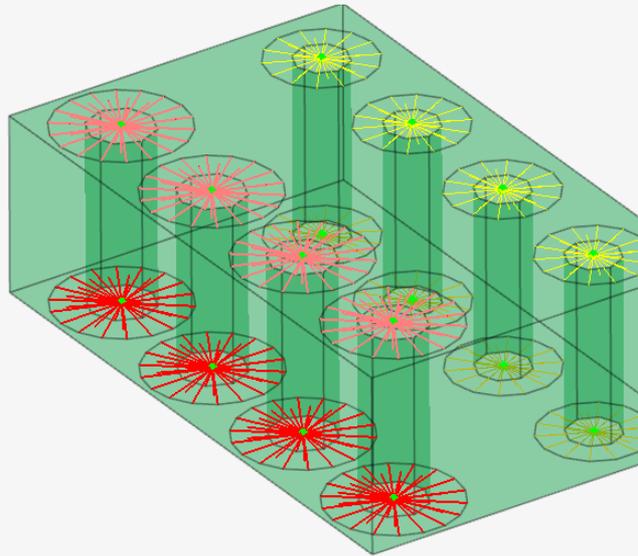
ID (unused)	1001
Density	7.8e-09 kg/mm3
Young's Modulus	208000 MPa
Poisson's Ratio	0.3
Damping Coefficient	0.04

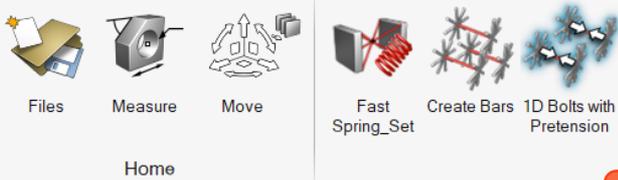
Analysis Property:

Create: One property

Element Type: BAR

Apply OK Cancel

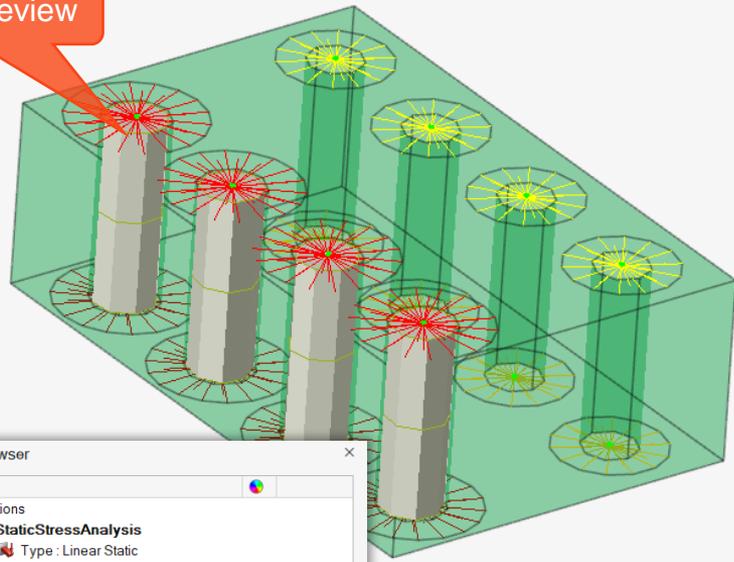




Assembly Browser

Name	Property	Material
Assembly		
mesh_gda_MMKS.gda		
Body 770	1001	1001
RBE2_2B		---
RBE2_2A		---
RBE2_1B		---
RBE2_1A		---
beam_example_0_		---

Diameter preview



Property Browser

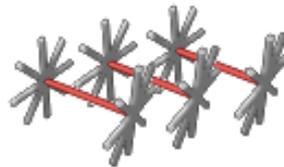
Name	ID	Entity
Materials		
Solid		
1001	1001	
Aluminium		
Cast Iron		
Steel		
Fluid		
Multiphase		
Polymer		
Orientations		
Properties		
1001	1001	Bar
Tables		

Material and Property

Solution Browser

Name
Solutions
StaticStressAnalysis
Type: Linear Static
Mesh
Settings
Loads and Constraints
BAR_PT_10000001
BAR_PT_10000002
BAR_PT_10000003
BAR_PT_10000004
Results

Pretension Loads



CREATE BARS

[CONNECT RBES WITH BAR/BEAM ELEMENTS]

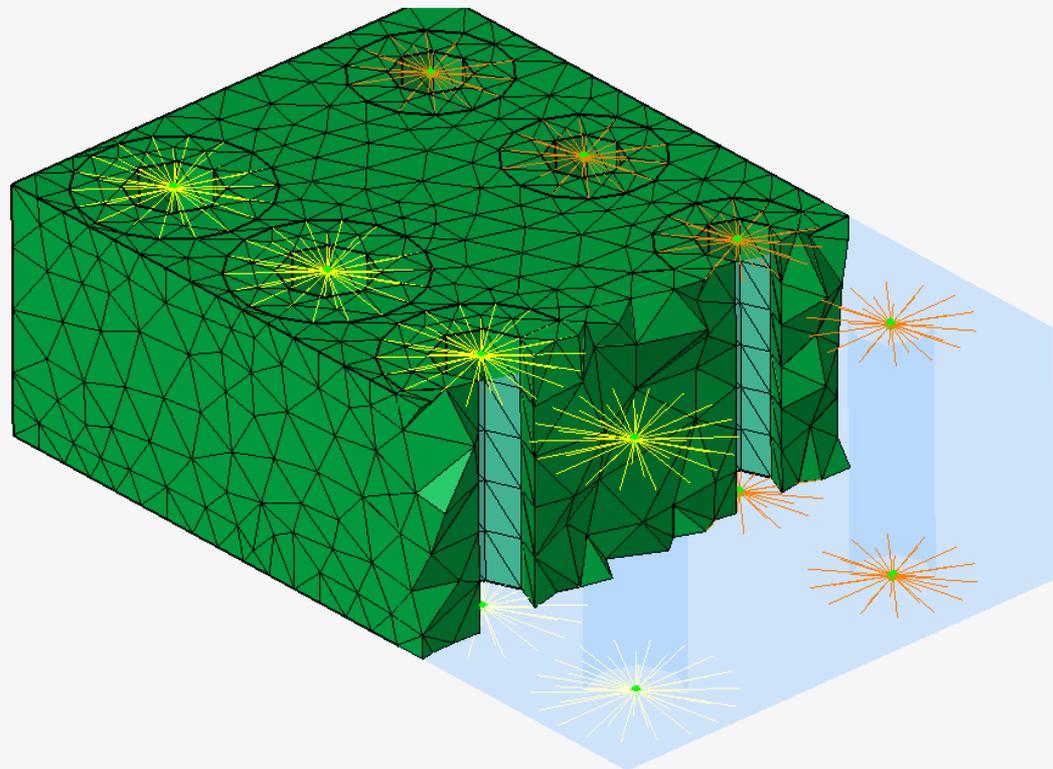


Start the script to connect Lower and Upper RBE Bodies through BAR or BEAM elements

Assembly Browser

Name	Original Name	Mesh Con
Assembly		
mesh_gda_MMKS.gda		
* RBE2_2B		Orange
* RBE2_2A		Orange
* RBE2_1B		Yellow
* RBE2_1A		Green
beam_example_02.prt.1		Green

The script will search for the nearest center nodes across the two RBE groups and join them.





Home

Assembly Browser

Name	Original Name	Color	Icon
Assembly			
mesh_gda_MMKS.gda			
RBE2_2B		Orange	Star
RBE2_2A		Orange	Star
RBE2_1B		Light Blue	Star
RBE2_1A		Light Blue	Star
beam_example_02.prt.1		Green	Star

Pick RBE bodies,
1 on each side

Create Bars

RBE Body - 1	RBE2_1A
RBE Body - 2	RBE2_1B
Bar Body Name	RBEBars
Radius	4 mm
Number Of Bars	2

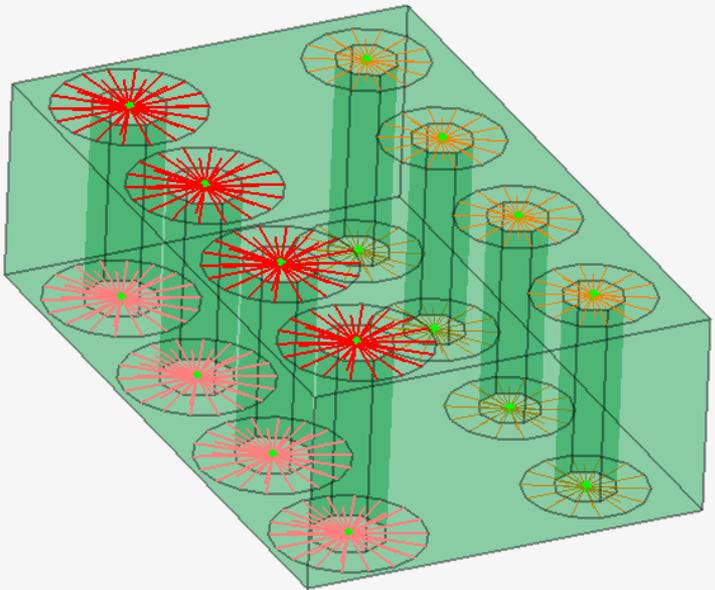
Material / Property

Create Property	<input checked="" type="checkbox"/>
ID	1005
Density	7.8e-09 kg/mm3
Young's Modulus	210000 MPa
Poisson's Ratio	0.3
Damping Coefficient	0.04
Element Type	BAR

Apply OK Cancel

Material and
Element Type
(BAR / BEAM)

Use different IDs if you
don't want to overwrite
existing materials

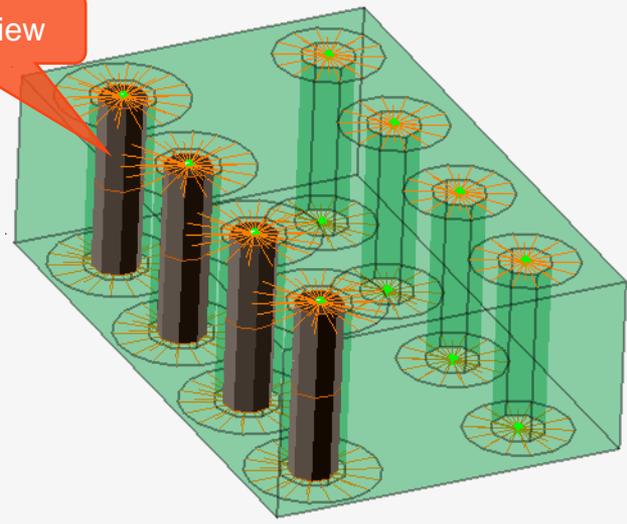




Assembly Browser

Name	Original Name		
Assembly			
mesh_gda_MMKS.gda			
RBEBars0			
* RBE2_2B			
* RBE2_2A			
* RBE2_1B			
* RBE2_1A			
beam_example_02.prt.1			

Radius preview



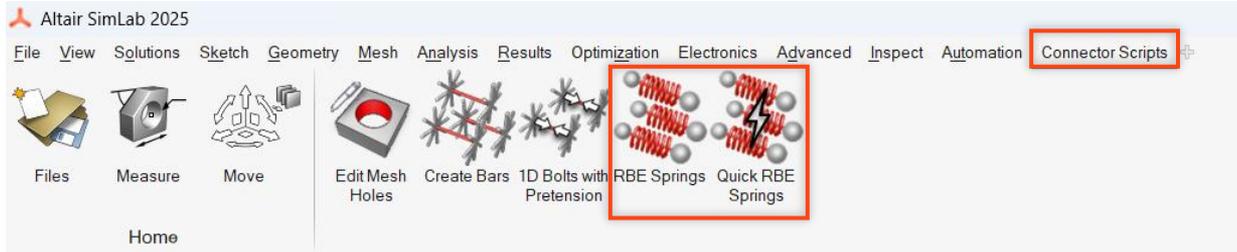
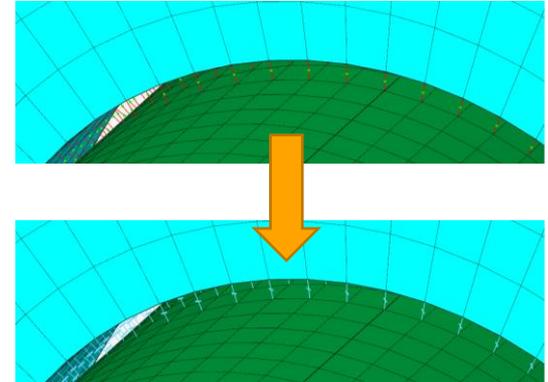
Property Browser

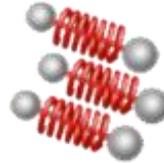
Name	ID
Materials	
Solid	
1005	1005
Fluid	
Multiphase	
Polymer	
Properties	
1005	1005
Tables	

Material and Property

Scripts: Multiple Spring Connectors

- The two scripts convert multiple RBEs into Spring (or Bush) connectors.
- The “RBE Springs” tool allows to equivalence RBE free nodes to the adjacent bodies before creating the connectors. It supports both Spring and Bush elements.
- The “Quick RBE Springs” tool should be preferred when thousands of connectors are involved.
- Both tools allow to specify:
 - Stiffness values
 - Coordinate system in which the stiffnesses are defined
 - Option to define stiffness through parameters.

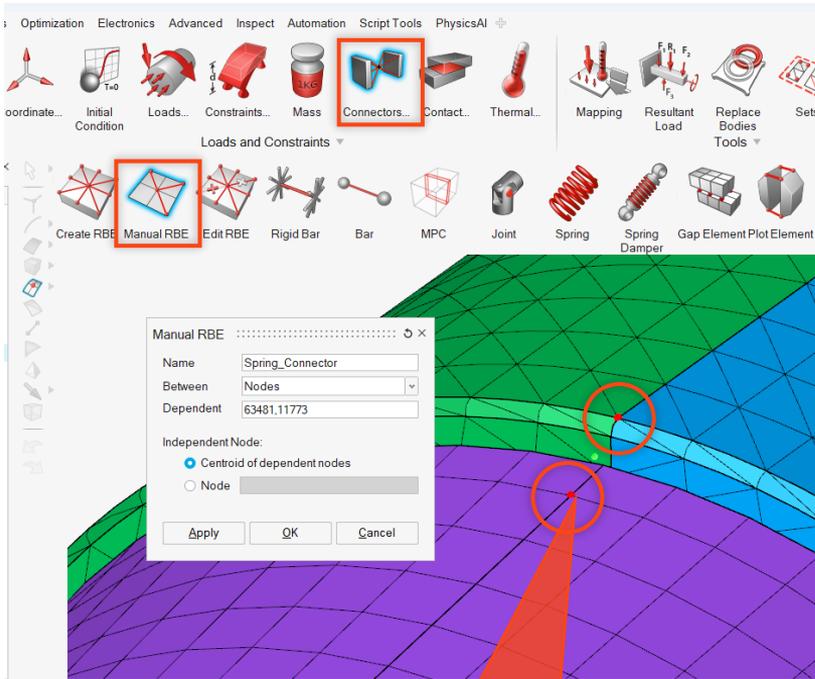




RBE SPRINGS

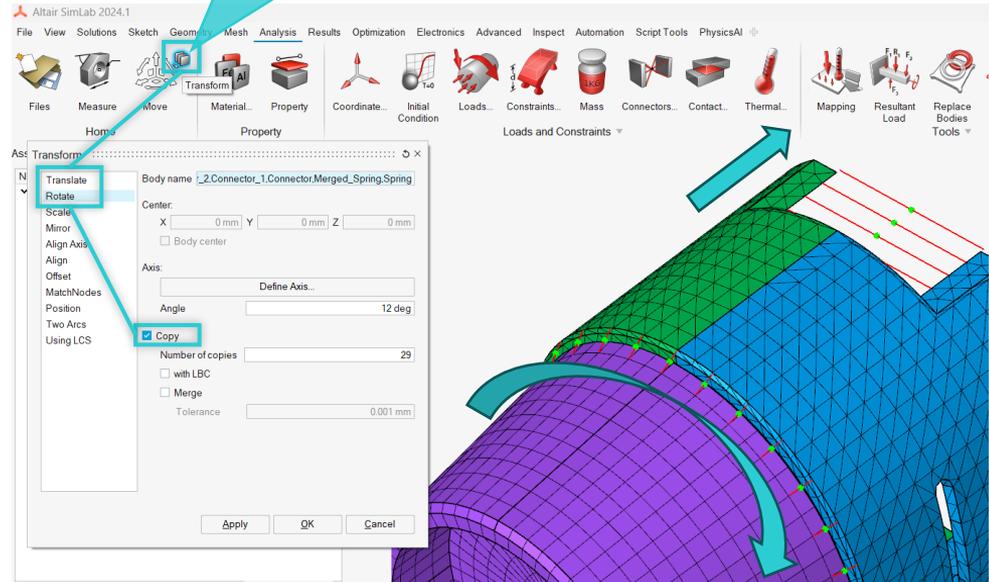
[CONVERT RBE BODIES INTO SPRING/BUSH CONNECTORS]

Spring/Bush Connectors through RBEs



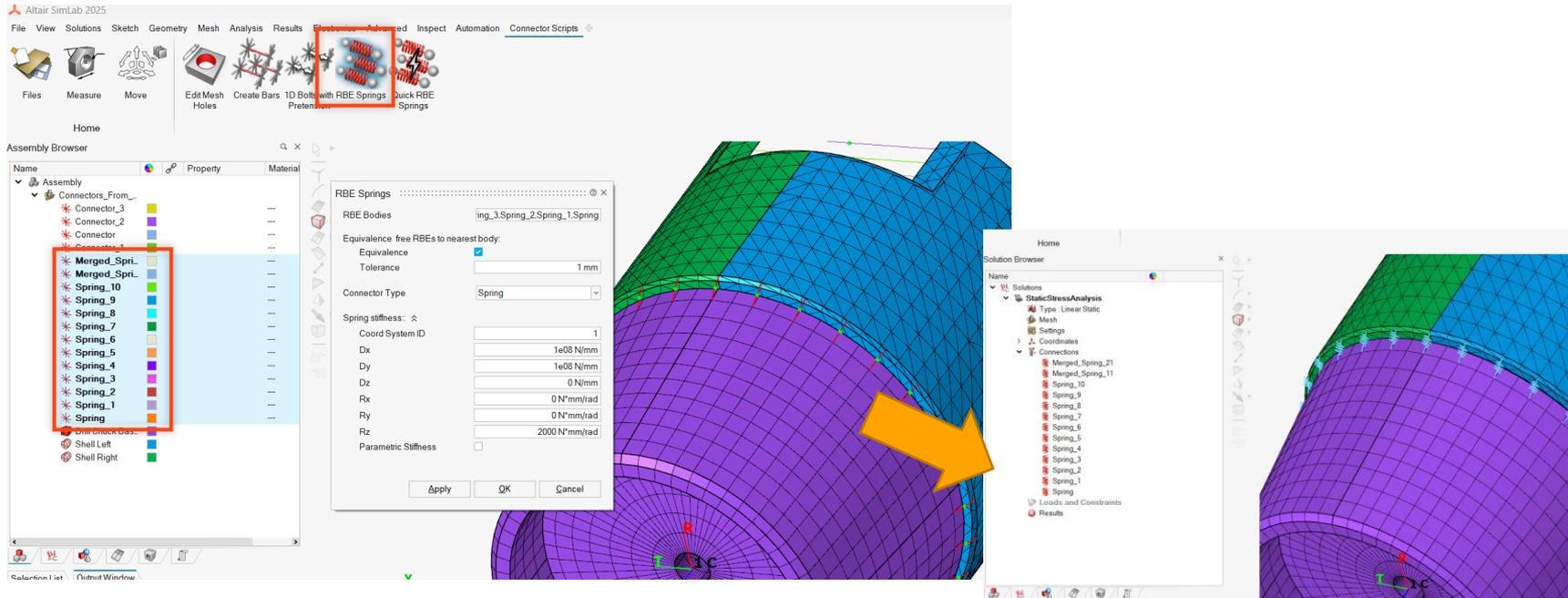
Create node-to-node connectors with *Manual RBE*

Use *Transform* to copy the connector



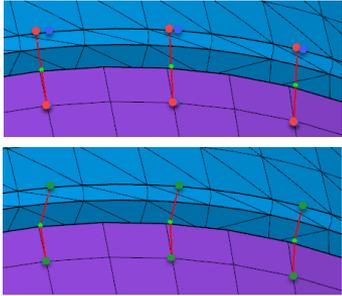
Select existing RBE bodies to link them to the nearest node and convert them into Springs or Bushes.

- Springs/Bushes are created in the current solution or alternatively in the LC Browser.
- Supported for all solvers with Spring/Bush elements.
- Both RBE2/RBE3 are supported.
- RBE name will be retained for the connectors.





Equivalence nodes within tolerance to connect free RBEs to the nearest body



RBE Springs

RBE Bodies: Connector_1.Merged_Spring_21

Equivalence free RBEs to nearest body:

Equivalence

Tolerance: 1 mm

Connector Type: Spring

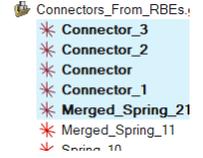
Spring stiffness:

Coord System ID	Global
Dx	2e08 N/mm
Dy	2e08 N/mm
Dz	0 N/mm
Rx	0 N*mm/rad
Ry	0 N*mm/rad
Rz	0 N*mm/rad
Parametric Stiffness	<input type="checkbox"/>

Buttons: Apply, OK, Cancel

RBE bodies to convert

- RBE names are used for connectors;
- If RBE are merged, springs will be grouped accordingly (bushes will not be grouped)



Inputs for coordinate system:

- "Global" (default)
- "Element" (for Bush connectors only)
- ID ("1", "2", etc.) for local coordinate systems

Spring Stiffnesses
Parametric option will use SimLab parameters

Translational Stiffness:

X, X \$DxStiff

Y, Y \$DyStiff

Z, Z \$DzStiff

Rotational Stiffness:

X, X \$RxStiff

Y, Y \$RyStiff

Z, Z \$RzStiff

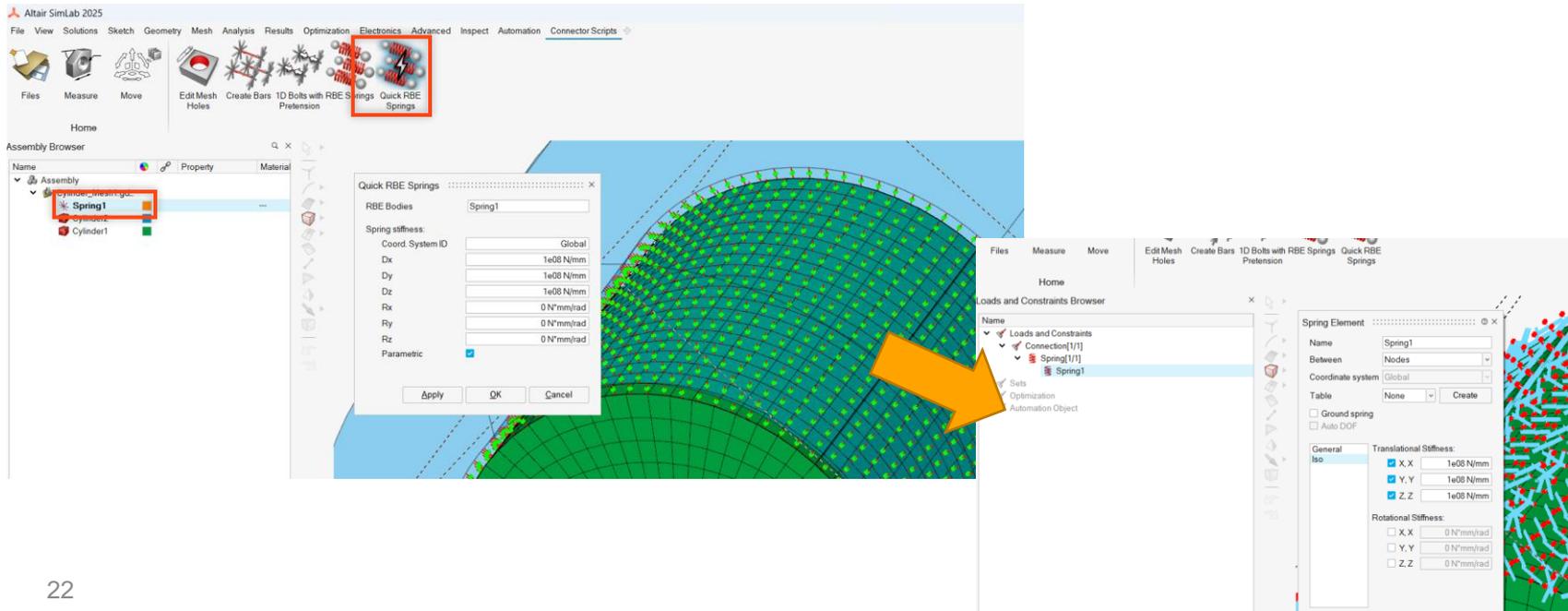


QUICK RBE SPRINGS

[CONVERT MANY RBE BODIES INTO SPRINGS]

Similar to “RBE Springs” tool, but:

- No equivalencing and no bushes available
- Better performance for a HIGH NUMBER of connectors to be created (thousands of springs)
- Automatic check of failed spring creation
- Please merge springe together to improve the performances.





Inputs for **coordinate system**:

- “Global” (default)
- “ID (“1”, “2”, etc.) for local coordinate systems

Quick RBE Springs

RBE Bodies: Spring1

Spring stiffness:

Coord. System ID	Global
Dx	1e08 N/mm
Dy	1e08 N/mm
Dz	0 N/mm
Rx	0 N*mm/rad
Ry	0 N*mm/rad
Rz	500 N*mm/rad
Parametric	<input checked="" type="checkbox"/>

Buttons: Apply, OK, Cancel

RBE bodies to convert

- RBE names are used for connectors;
- If RBE are merged, springs will be grouped accordingly

Spring Stiffnesses

Parametric option will use SimLab parameters

Translational Stiffness:

X, X

Y, Y

Z, Z

Rotational Stiffness:

X, X

Y, Y

Z, Z