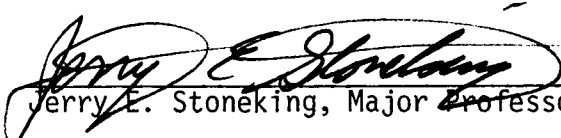
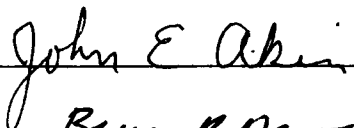


To the Graduate Council:

I am submitting herewith a thesis written by Douglas Walter Stillman entitled "INGRID: A Three-Dimensional Mesh Generator Based on an Expanded Index Notation." I recommend that it be accepted in partial fulfillment of the requirements for the degree of Master of Science, with a major in Engineering Science.


Jerry E. Stoneking, Major Professor

We have read this thesis
and recommend its acceptance:




Accepted for the Council:


Vice Chancellor
Graduate Studies and Research

de

INGRID: A THREE-DIMENSIONAL MESH
GENERATOR BASED ON AN EXPANDED
INDEX NOTATION

A Thesis
Presented for the
Master of Science
Degree
The University of Tennessee, Knoxville

Douglas Walter Stillman
December 1981

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ABSTRACT

This report presents a program named INGRID which aids in the preparation of models for finite element programs. An expanded I, J, K indexing scheme is provided to minimize input data. Algorithms for duplicate node removal, structure plotting, and hidden surface removal are presented to improve computational efficiency.

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I. INTRODUCTION

Automatic mesh generation is a useful tool for preparing finite element models, and numerous computer programs are available which have mesh generation capability.¹ An efficient index mesh generation technique was developed by Cook.² This author expanded Cook's index mesh generation scheme and developed a more general index notation for defining and manipulating three dimensional computer models of objects. The expanded index scheme is implemented in a computer program designated INGRID.

The use of generalized index notation enables INGRID to perform isoparametric mapping, drag mesh, replication, and warping of structures. Complex combinations of mapping, drag mesh, replication, and warping occur naturally when using index notation and do not require any special programming.

INGRID's features include:

- Seven functions which permit a wide variety of mesh generation techniques.
- Interactive plotting.
- Calculation of desired boundary conditions for combinations of plate, beam, and solid elements.
- Generated output can be selected to be compatible with SAP5,³ SAP6,⁴ PAFEC,⁵ and MOVIE.BYU.⁶

Two dimensional index mesh generation was first implemented by Becker and Brisbane.⁷ Three dimensional indexing is based on body-oriented coordinate systems such as is shown in Figure 1.⁸ This body can be defined in the (X,Y,Z) coordinate system; however, an easier approach is to use the (α , β , γ) coordinate system to generate

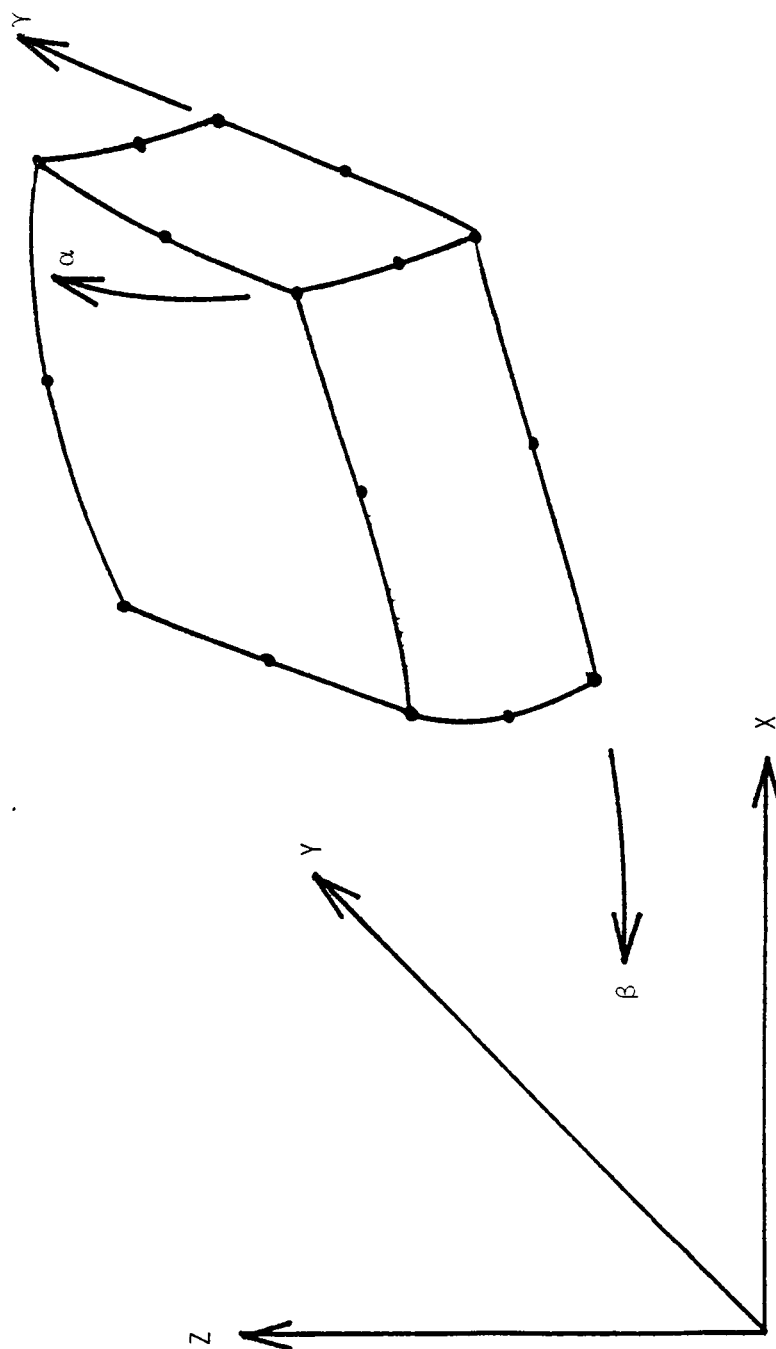


Figure 1. Body Oriented Coordinates

the mesh and then change to rectangular coordinates. If positions along the (α, β, γ) axes are assigned integer values, then the coordinate transformation is a mapping from index space to the object. The structure can be manipulated in index space and then mapped into its final form in cartesian coordinates. A detailed description of index notation is in Appendix A.

Two computer programs which use index notation are INGEN² and SLIC.³ These programs provide several methods for manipulating meshes in the index space, but these methods have limitations. Their ability to transform from integer space to cartesian coordinates is minimal and, as a consequence, much of the usefulness of the notation is lost. The index space can be an obstacle when generating meshes since different parts of a structure require different body oriented coordinate systems.

INGRID avoids these problems by modifying the integer space. Structures are divided into parts which each have their own natural body-oriented coordinates. The parts are individually generated in their own integer space and mapped into their final location in the object space. This not only allows parts to be generated in their own coordinate system, but also allows parts to be generated completely independent of each other.

Table I shows the different types of functions available in INGRID. All mesh generation programs use the Type 1 functions. Type 1 functions include assigning coordinates to a node, generating nodes along lines or arcs, and generating nodes in the interior of plane or solid regions. The Type 2 function changes a single coordinate at a given node point. This is used, for example, to place groups of nodes along the same line or plane. Type 3 functions are used to warp planes

TABLE I
FUNCTIONS

Type	Function	Description
1	$\bar{P} = \bar{F}(\alpha, \beta, \gamma)$	Point Generation
2	$Q = F(\alpha, \beta, \gamma)$	Coordinate Generation
3	$\bar{P} = \bar{F}(\alpha, \beta, \gamma) + \bar{P}$	Warping Function
P ~ Position of point		
Q ~ Position of point (α, β, γ) along the X, W, or Z axis.		

or solids to match boundaries. Cylindrical surfaces can be made by using a single warping function.

The Type 2 and Type 3 functions are not unique to index mesh generators; however, they are natural to use with the body-oriented coordinates and give index mesh generation a significant advantage over other methods. INGEN provides only Type 1 functions, and thus much of the advantage in using the index space is not utilized.

Another problem with index mesh generation schemes is the amount of data necessary to describe regions in the index space. To generate a cube using INGEN or SLIC requires 16 cards - eight cards to define the eight vertices, six cards to define the six surfaces, one card to generate the nodes, and one card to generate the elements. Input data requirements are simplified in INGRID. The program reads a command to

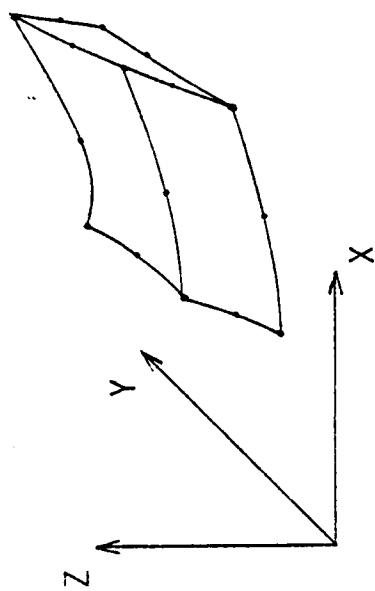
generate elements in a region and internally generates the other required fifteen commands. Further reductions in input data are achieved by using index progressions which are defined on page 51 of Appendix A. The index progression provides a simple method for defining multiple regions in the index space. INGRID uses the expanded notation to minimize the amount of input data necessary for complex structures.

Comparisons with Other Mesh Generation Schemes

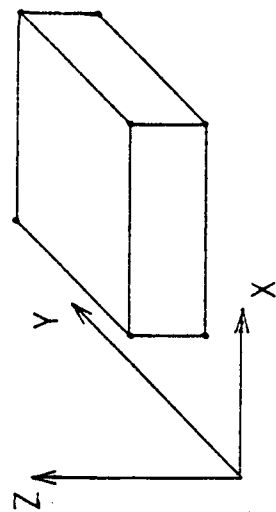
A comparison of the input data requirements for the computer programs PAFEC, INGEN, and INGRID is given using the examples in Figure 2. TABLE II shows the amount of data required by each of these programs for the cases in Figure 2. PAFEC uses node numbering to label nodes while INGEN and INGRID use indexing. PAFEC was chosen for the comparison since PAFEC's mesh generation scheme is similar to many other programs.

For Case 1, Table II shows that INGRID substantially reduces the amount of data required by INGEN to define the mesh. PAFEC requires less data than INGRID; however, the indexing system has further advantages over the node numbering system used in PAFEC. Boundary conditions, material numbers, and other properties within a region can be specified easily using indexing, whereas node numbering provides very little control of mesh properties.

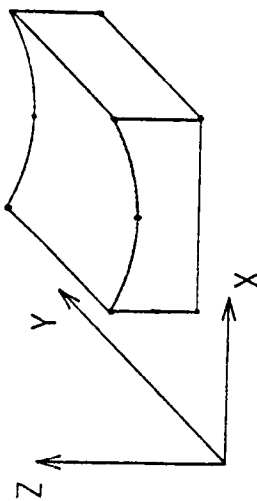
Many mesh generation problems have convenient body oriented coordinate systems such as are used in Case 2 of Figure 2. The mesh in Case 2 can be mapped onto an object by performing a simple coordinate transformation. Although INGEN is designed to take advantage of body oriented coordinate systems, Table II shows very little savings of



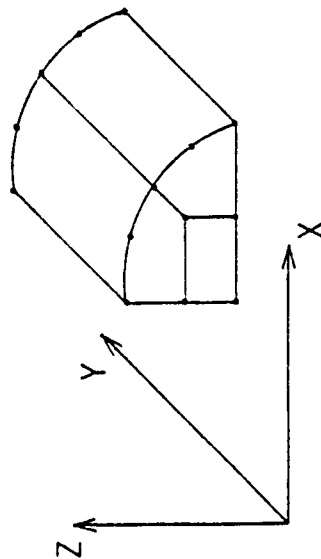
Case 1 - General Solid Region



Case 2 - Region with Body Oriented Coordinates



Case 3 - Slightly Irregular Region



Case 4 - Multiple Regions

Figure 2. Mesh Generation Problems

TABLE II
COMPARISON OF INPUT DATA REQUIREMENTS

Case	PAFEC			INGEN			INGRID		
	a ¹	b ²	c ³	a ¹	b ²	c ³	a ¹	b ²	c ³
1	43	60	23	144	60	28	102	60	23
2	19	24	12	144	24	28	6	6	6
3	23	30	14	144	30	28	18	9	8
4	28	36	17	222	42	42	44	14	10
4 ⁴	48	54	24						

¹a ~ number of integers required

²b ~ number of floating point numbers required

³c ~ number of input cards required

⁴Case 4 is a special case for PAFEC. This is the amount of data that would be required for similar programs that did not have this as a special case.

input data for Case 2. The reductions in input data for PAFEC are the result of curved edges in Case 1 becoming straight in Case 2. INGRID, on the other hand, shows a 93% decrease in input data which is due primarily to using body-oriented coordinates. Cases 3 and 4 demonstrate that this advantage is not lost even if the body-oriented coordinates are not completely natural for the structure.

Many other generation techniques have been developed to solve special problems in mesh generation. If the mesh has certain properties, the input data can be reduced significantly. Some of these techniques which require special programming arise naturally when using body-oriented coordinates and the modified index system. An example of this is the drag mesh¹⁰ generation system used in the UNISTRUC program.

The basic assumption of the drag mesh is that for certain objects the cross sectional area remains the same along some curvilinear axis such as the object in Figure 3. The cross section is first defined and the object is "dragged" along a circular arc to produce the mesh. This scheme simplifies mesh generation since the nodes which must be input are the ones which lie on the original cross section. Using the example in Figure 3, INGRID can generate the same mesh in the same manner as UNISTRUC. First, a cylindrical coordinate system is chosen for the body-oriented coordinate system. Functions are used which assign constant (R, Z) values to arcs of the mesh. Finally, the completed mesh is generated with less data than is required by UNISTRUC.

Program Features

INGRID was designed as a preprocessor for PAFEC, SAP5, and SAP6. Data from INGRID can be formatted to be compatible with any of these

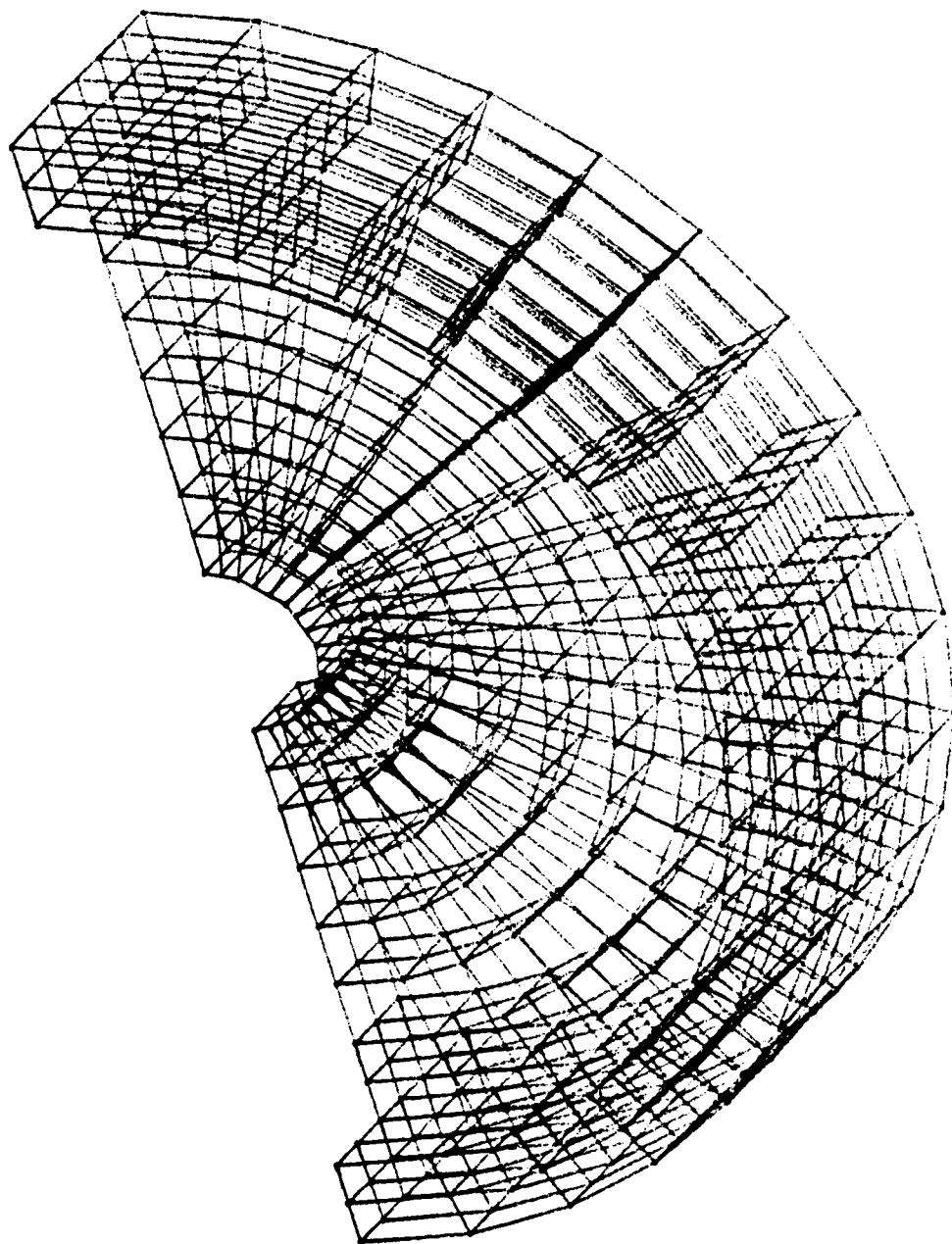


Figure 3. Example of a "Drag Mesh"

three programs. Further processing is performed to insure that the data are completely compatible with the program chosen. Solid elements are placed in either a right- or left-handed coordinate system depending on the program to be used. Midside nodes on 8-node plates are also moved so that they lie in the plane of the plate.

To increase the usefulness of INGRID, a boundary condition generator is included which automatically generates any necessary boundary conditions for any configuration of plates, beams, and solids. Since PAFEC has its own boundary condition generation, they are not generated for PAFEC. Boundary conditions can also be input to INGRID and generated in the final output.

INGRID provides an efficient plotting package to verify the accuracy of meshes. The plotting package takes advantage of information created during mesh generation to minimize the number of lines which are plotted. If each element is plotted individually as is done in many mesh generators, then a line which is common to several elements is plotted several times. INGRID tries to avoid plotting lines several times by generating plot commands directly from input information. INGRID also checks for consecutive plot vectors which lie in a line. These are plotted as one pen command to increase plotting speed. Curved lines are plotted for edges of quadratic elements.

A utility program, MOVE, reads special output data from INGRID and processes the data to be compatible with the MOVIE.BYU⁶ plotting program. Since MOVIE.BYU is primarily used to plot only the visible surface of a structure, MOVE attempts to remove any surfaces which cannot be seen. The solid element data from INGRID is read and each solid

element is divided into six faces, as required by MOVIE.BYU. If two solid elements are adjacent, then they share one face in common which is not visible. These faces are removed from the input to MOVIE.BYU to minimize the amount of computer time required for plotting.

Although the index notation presented is not adequate for all mesh generation problems, a large number of cases can be solved using this notation. Further additions to the notation can be made to increase the generality of the notation and reduce the amount of data necessary for many problems.

II. PROGRAM ORGANIZATION

A partial outline of subroutines in INGRID is shown in Figure 4. The program is divided into four segments. Subroutine INIT reads the job control cards and initializes INGRID. Subroutine DLEE generates nodes, elements, and a plot file. Interactive plotting is controlled by subroutine INPLOT and the final data processing and formatting is performed by subroutine OUTPUT.

Table III contains a brief description of the subroutines listed in Figure 4. Descriptions of the algorithms used to perform the various operations are also given.

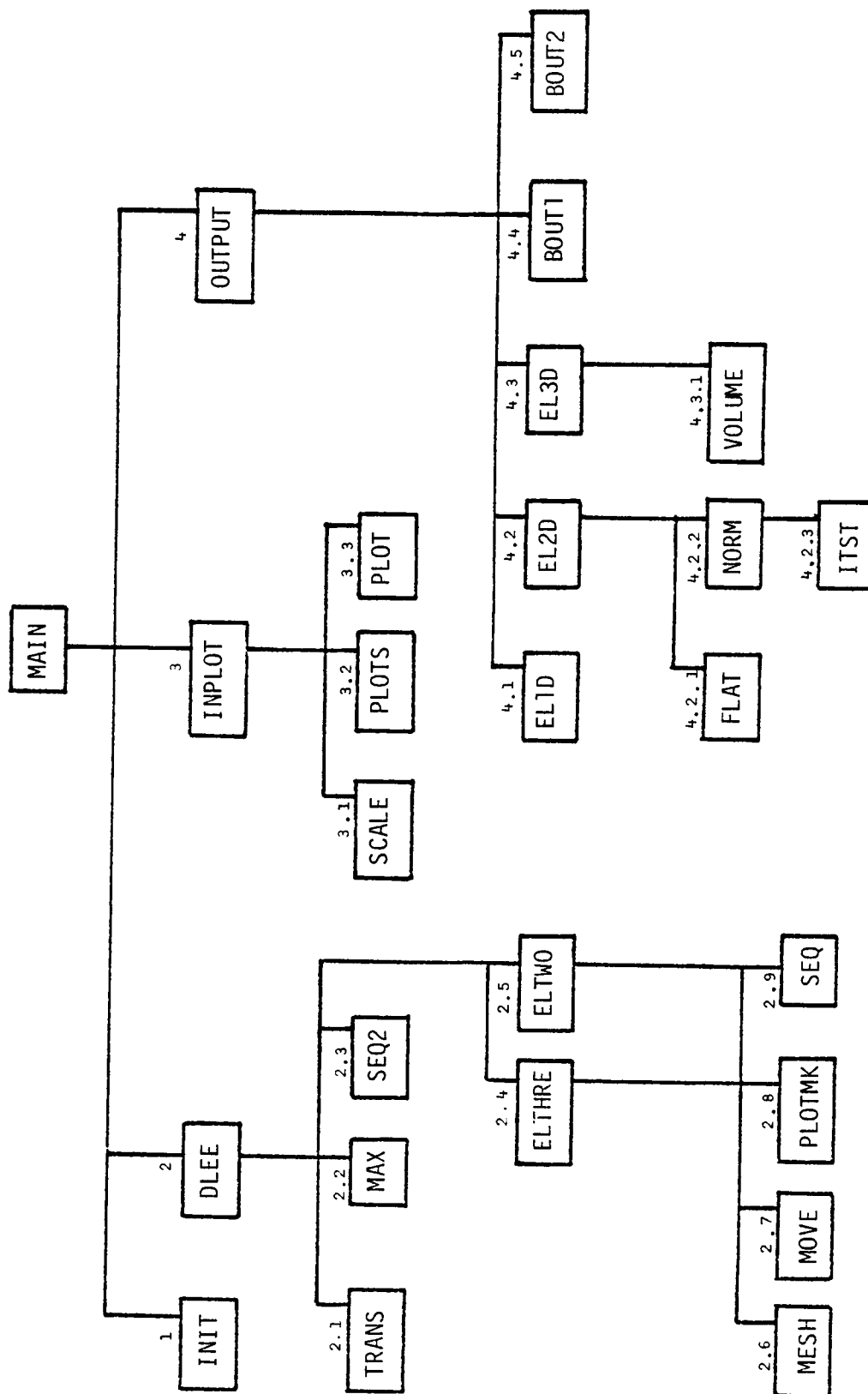


Figure 4. Program Organization

TABLE III
SUBROUTINE DESCRIPTIONS

Subroutine	Descriptions
2.1 TRANS	Mesh modules are transferred from the input data file onto unit 11. Comments are removed and commands to repeat the module are processed.
2.2 MAX	The dimensions of the system matrices are determined for the mesh module on unit 11.
2.3 SEQ2	Functions are read and executed. All vertices of regions are calculated.
2.4 ELTHRE	Nodes, elements, and a plot file are created for solid elements.
2.5 ELTWO	Nodes, elements, and a plot file are created for shell elements.
2.6 MESH	Locations of nodes within a region are determined by linear interpolation from the vertices.
2.7 MOVE	Vectors are added to nodes according to the arc commands in the input file.
2.8 PLOTMK	The plotfile is created for a region.
2.9 SEQ	The mesh module's index progression is divided into the regions defined.
3.1 SCALE	The limits of the plot data are determined and scaled to fit a Tektronix 4010 terminal.
3.2 PLOTS	Initialize plotting (similar to CALCOMP subroutine PLOTS).
3.3 PLOT	Plot a vector (Similar to CALCOMP subroutine PLOT).
4.1 EL1D	Reformatting and boundary conditions are determined for beam elements.
4.2 EL2D	Reformatting and boundary conditions are determined for plate elements.
4.3 EL3D	Reformatting and boundary conditions are determined for solid elements.

TABLE III (continued)

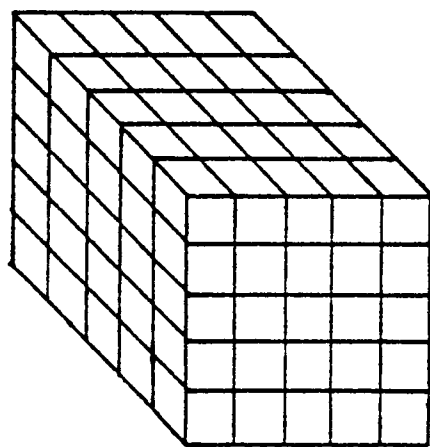
Subroutine	Descriptions
4.4 BOUT1	If the rotational constraints lie along a coordinate axis, then the appropriate global degrees of freedom are constrained.
4.5 BOUT2	Boundary elements are output to constrain rotations normal to plate elements.
4.2.1 FLAT	Midside nodes of a plate element are moved parallel to the elements' normal vector until they lie in the plane of the element.
4.2.2 NORM	The normal vector to a plate is determined.
4.2.3. ITST	For each node of a plate element, the normal vector is compared to previously defined normal vectors of adjacent plate elements.
4.3.1 VOLUME	The approximate volume of a solid element is calculated to determine if it is defined in a left-handed coordinate system.

III. REGION GENERATION

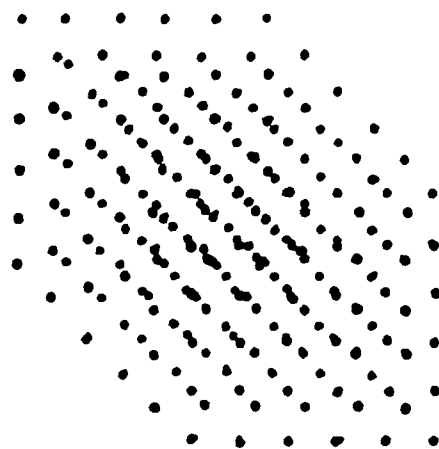
Region generation is performed by subroutine SEQ and involves the interpretation of an index progression. The first time SEQ is called, it reads the index progression cards which are in the mesh module on unit 11. Progressions are stored using three matrices which are then optimized to decrease storage by subroutine DOUBLE. Subroutine DOUBLE also multiplies all indices by two when quadratic elements are requested instead of linear elements. The first region found is returned to the calling routine.

Subsequent calls to SEQ each return a design until all regions are determined. Finally the program returns a flag which indicates that no more data are available.

For each index progression, there can be defined a vertices matrix such as is shown in Figure 5 where each vertice is the vertice with the minimum indices for a possible region. SEQ compares all of the points in the vertices matrix for each of four possibilities. The vertice could be the minimum point for a solid region, or a plane of constant i , j , or k . Each time SEQ is called, a pointer is updated which points to the next possible region. If the region tested for does not exist at this vertice, the pointer is updated until either a region is found or there is no more data.



(a)



(b)

Figure 5. Vertices of Regions

IV. NODE GENERATION

Node generation in INGRID is performed by subroutines MESH and MOVE. The initial coordinates of nodes are determined by linear interpolation in subroutine MESH. Displacement vectors are added to nodal points in subroutine MOVE to match curved boundaries.

Subroutine MESH calculates nodal point coordinates for each region by interpolating between vertices of the region. The following equations are used:

$$WI = (IX - I)/(IX - IM)$$

$$WJ = (JX - J)/(JX - JM)$$

$$WK = (KX - K)/(KX - KM)$$

$$\begin{aligned} X(I, J, K) = & X(IM, JM, KM) * WI * WJ * WK + X(IX, JM, KM) \\ & * (1.0 - WI) * WJ * WK + X(IM, JX, KM) * WI * (1.0 - WJ) * WK \\ & + X(IM, JM, KX) * WI * WJ * (1.0 - WK) + X(IX, JX, KM) \\ & * (1.0 - WI) * (1.0 - WJ) * WK + X(IX, JM, KX) * (1.0 - WI) * WJ \\ & * (1.0 - WK) + X(IM, JX, KX) * WI * (1.0 - WJ) * (1.0 - WK) \\ & + X(IX, JX, KX) * (1.0 - WI) * (1.0 - WJ) * (1.0 - WK) \\ Y(I, J, K) = & Y(IM, JM, KM) * WI * WJ * WK + Y(IX, JM, KM) * (1.0 - WI) \\ & * WI * WK + Y(IM, JX, KM) * WI * (1.0 - WJ) * WK + Y(IM, JM, KX) \\ & * WI * WJ * (1.0 - WK) + Y(IX, JX, KM) * (1.0 - WI) * (1.0 - WJ) \\ & * WK + Y(IX, JM, KX) * (1.0 - WI) * WJ * (1.0 - WK) + Y(IM, JX, KX) \\ & * WI * (1.0 - WJ) * (1.0 - WK) + Y(IX, JX, KX) * (1.0 - WI) \\ & * (1.0 - WJ) * (1.0 - WK) \\ Z(I, J, K) = & Z(IM, JM, KM) * WI * WJ * WK + Z(IX, JM, KM) \\ & * (1.0 - WI) * WJ * WK + Z(IM, JX, KM) * WI * (1.0 - WJ) * WK \\ & + Z(IM, JM, KX) * WI * WJ * (1.0 - WK) + Z(IX, JX, KM) \\ & * (1.0 - WI) * (1.0 - WJ) * WK + Z(IX, JM, KX) * (1.0 - WI) \\ & * WJ * (1.0 - WK) + Z(IM, JX, KX) * WI * (1.0 - WJ) * (1.0 - WK) \\ & + Z(IX, JX, KX) * (1.0 - WI) * (1.0 - WJ) * (1.0 - WK) \end{aligned}$$

where

IM ~ minimum i index of region	I ~ i index of node
JM ~ minimum j index of region	J ~ j index of node
KM ~ minimum k index of region	K ~ k index of node
IX ~ maximum i index of region	
JX ~ maximum j index of region	
KX ~ maximum k index of region	

The number of calculations are reduced by using:

FA = WI * WJ	F4 = FA - F1
FB = WJ * WK	F5 = WK - FC - F2
FC = WI * WK	F6 = WJ - FB - F4
F1 = FA * WK	F7 = WI - FA - F3
F2 = FB - F1	F8 = 1 + FA - WI - WJ - F5
F3 = FC - F1	

$$X(I, J, K) = X(IM, JM, KM) * F1 + X(IX, JM, KM) * F2 + X(IM, JX, KM) * F3 \\ + X(IM, JM, KX) * F4 + X(IX, JX, KM) * F5 + X(IX, JM, KX) * F6 \\ + X(IM, JX, KX) * F7 + X(IX, JX, KX) * F8$$

$$Y(I, J, K) = Y(IM, JM, KM) * F1 + Y(IX, JM, KM) * F2 + Y(IM, JX, KM) * F3 \\ + Y(IM, JM, KX) * F4 + Y(IX, JX, KM) * F5 + Y(IX, JM, KX) * F6 \\ + Y(IM, JX, KX) * F7 + Y(IX, JX, KX) * F8$$

$$Z(I, J, K) = Z(IM, JM, KM) * F1 + Z(IX, JM, KM) * F2 + Z(IM, JX, KM) * F3 \\ + Z(IM, JM, KX) * F4 + Z(IX, JX, KM) * F5 + Z(IX, JM, KX) * F6 \\ + Z(IM, JX, KX) * F7 + Z(IX, JX, KX) * F8$$

Similar equations are used for node generation in plane regions.

Curved boundaries are matched by adding a displacement vector to every node within a region which has a curved boundary. Figure 6 shows a typical curved boundary. Point 1 and point 2 are vertices of a region and point 3 lies somewhere along the curve. Subroutine SEQ2 reads commands to form a circular arc through three points using either a parabola or a circle. Subroutines PARABO and CIRCLE reduce this information to a set of constants which are stored until they are

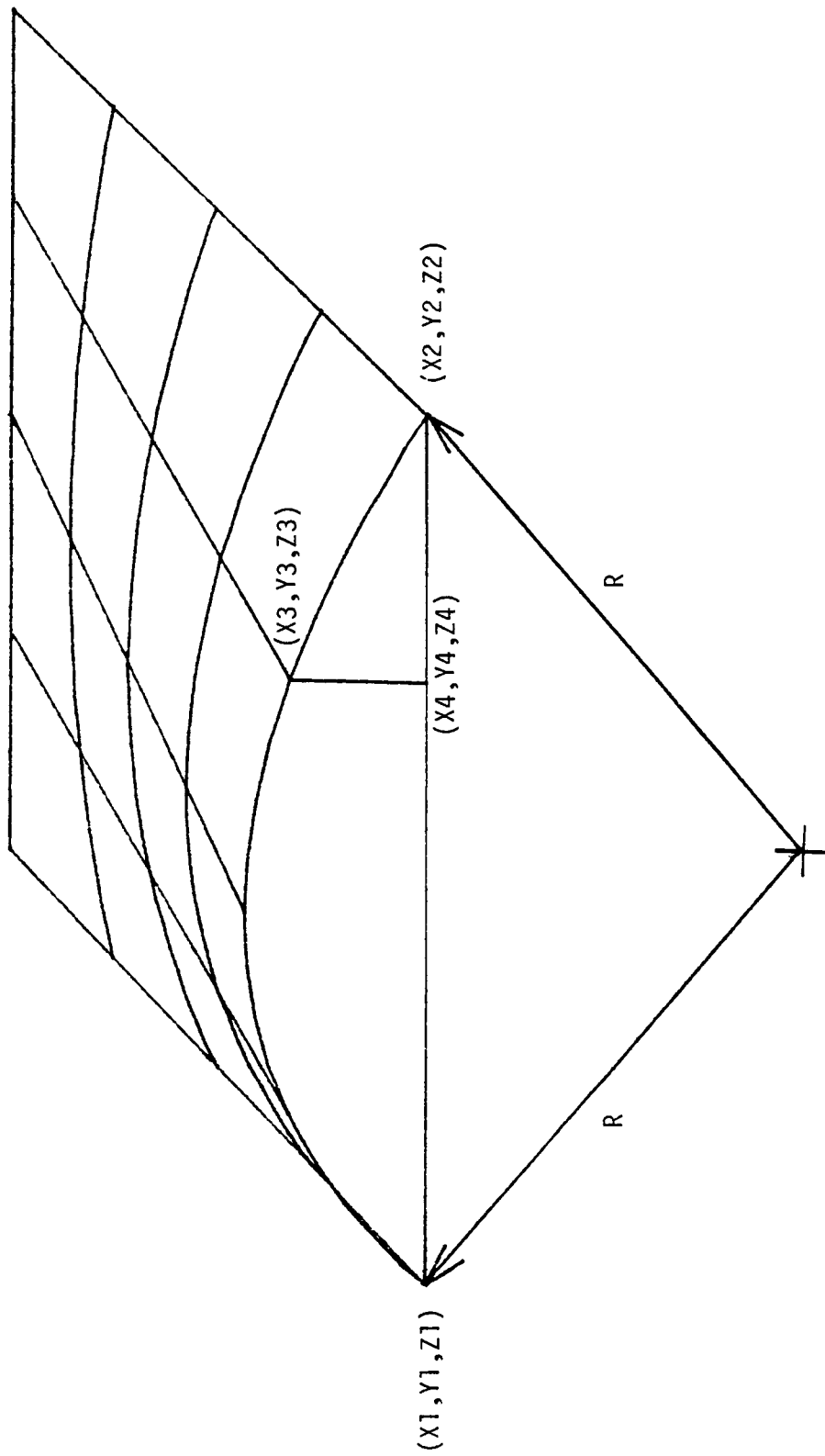


Figure 6. Forming a Curved Boundary

required in subroutine MOVE. These constants are used to determine the displacement vectors.

The equation for a parabola through three points is:

$$\begin{pmatrix} X \\ Y \\ Z \end{pmatrix} = \begin{vmatrix} X_1 & X_2 & X_3 \\ Y_1 & Y_2 & Y_3 \\ Z_1 & Z_2 & Z_3 \end{vmatrix} \cdot \begin{pmatrix} 3T - 1 - 2T^2 \\ 4(T - T^2) \\ 2T^2 - T \end{pmatrix}$$

where T varies from 0.0 at point 1 to 1.0 at point 2. The displacement vector is equal to zero at points 1 and 2 so the equation of the line through points 1 and 2 is subtracted from the parabola to give the displacement vector:

$$\begin{pmatrix} XV \\ YV \\ ZV \end{pmatrix} = \begin{vmatrix} X_1 & X_2 & X_3 \\ Y_1 & Y_2 & Y_3 \\ Z_1 & Z_2 & Z_3 \end{vmatrix} \cdot \begin{pmatrix} 2T^2 + 1 - 3T \\ 4(T - T^2) \\ 2T^2 - T \end{pmatrix} - \begin{pmatrix} 1 - T \\ 0 \\ T \end{pmatrix}$$

$$= \begin{vmatrix} X_1 & X_2 & X_3 \\ Y_1 & Y_2 & Y_3 \\ Z_1 & Z_2 & Z_3 \end{vmatrix} \cdot \begin{pmatrix} 2(T^2 - T) \\ 4(T^2 - T) \\ 2(T^2 - T) \end{pmatrix}$$

These equations are reduced as follows:

$$XV = (4X_3 - 2X_1 - 2X_2)(T - T^2) = C_1(T - T^2)$$

$$YV = (4Y_3 - 2Y_1 - 2Y_2)(T - T^2) = C_2(T - T^2)$$

$$ZV = (4Z_3 - 2Z_1 - 2Z_2)(T - T^2) = C_3(T - T^2)$$

$$C_1 = 4X_3 - 2X_1 - 2X_2$$

$$C_2 = 4Y_3 - 2Y_1 - 2Y_2$$

$$C_3 = 4Z_3 - 2Z_1 - 2Z_2$$

C_1 , C_2 , and C_3 are stored for later use in subroutine MOVE.

For a circular boundary, the constants stored are the unit vector normal to the line through points 1 and 2, the radius of the arc, and the distance from point 1 to point 2. These parameters are derived from Figure 7. Since angle θ equals angle A, $\sin \theta = a/2R = \sin A$. Since

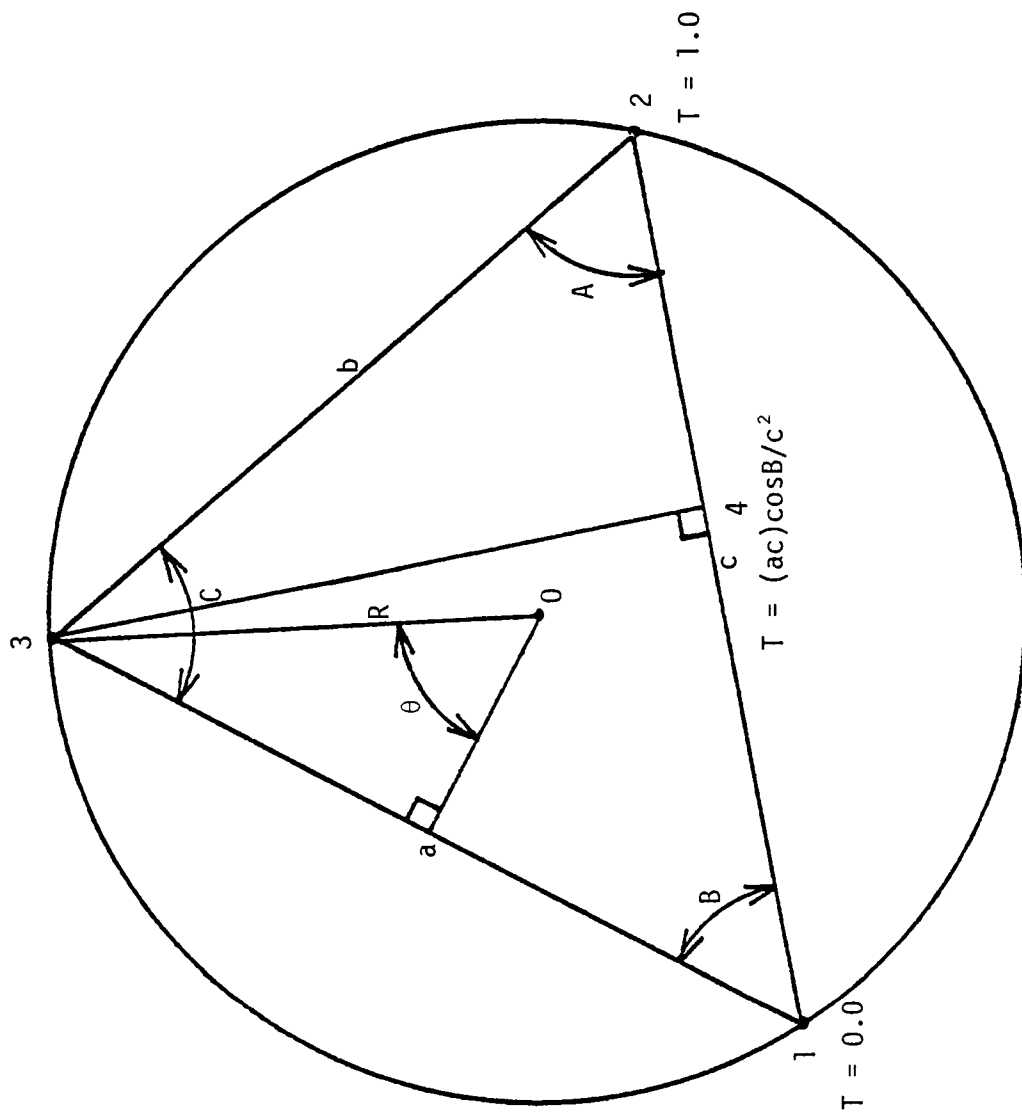


Figure 7. A Circular Boundary

$AREA = bc \sin A / 2.0$, $b/2R = (2/ac)AREA$ or $R = abc/(4.AREA)$. The area is determined using Hero's formula

$$AREA = \sqrt{s(s-a)(s-b)(s-c)} \quad \text{where } s = (a+b+c)/2.$$

The distance from point 1 to point 4 is

$$acosB = (ac)\cos B/c$$

The ratio of the distance from 1 to 4 divided by the distance from 1 to 2 is $(ac)\cos B/c^2$. From the law of cosines, $b^2 = a^2 + c^2 - 2accosB$ therefore

$$\begin{aligned} T &= (ac)\cos B/c^2 \\ &= (a^2 + c^2 - b^2)/2c^2 \end{aligned}$$

and

$$X_4 = (X_2 - X_1) * T + X_1$$

$$Y_4 = (Y_2 - Y_1) * T + Y_1$$

$$Z_4 = (Z_2 - Z_1) * T + Z_1$$

$$\hat{\mu} = \frac{(X_3 - X_4)\hat{i} + (Y_3 - Y_4)\hat{j} + (Z_3 - Z_4)\hat{k}}{\sqrt{(X_3 - X_4)^2 + (Y_3 - Y_4)^2 + (Z_3 - Z_4)^2}}$$

The five constants, $\hat{\mu}$, R , and C are stored. Figure 8 shows how the point P is moved to point P' on the arc. The vector $ys \hat{\mu}$ is added to P . Using the parameter T , $XS = C * (T - 0.5)$ and

$$D_1^2 = R^2 - XM^2, D_2^2 = R^2 - XS^2$$

Therefore

$$YS = \sqrt{R^2 - XS^2} - \sqrt{R^2 - XM^2}$$

Each point throughout the regions adjacent to the arc is moved by a displacement vector. For a solid region, the displacement vector for a node depends on it's location in the regions as follows:

$$\bar{X}(I, J, K) = \bar{X}(I, J, K) + \bar{F}(T) * W_\alpha * W_\beta$$

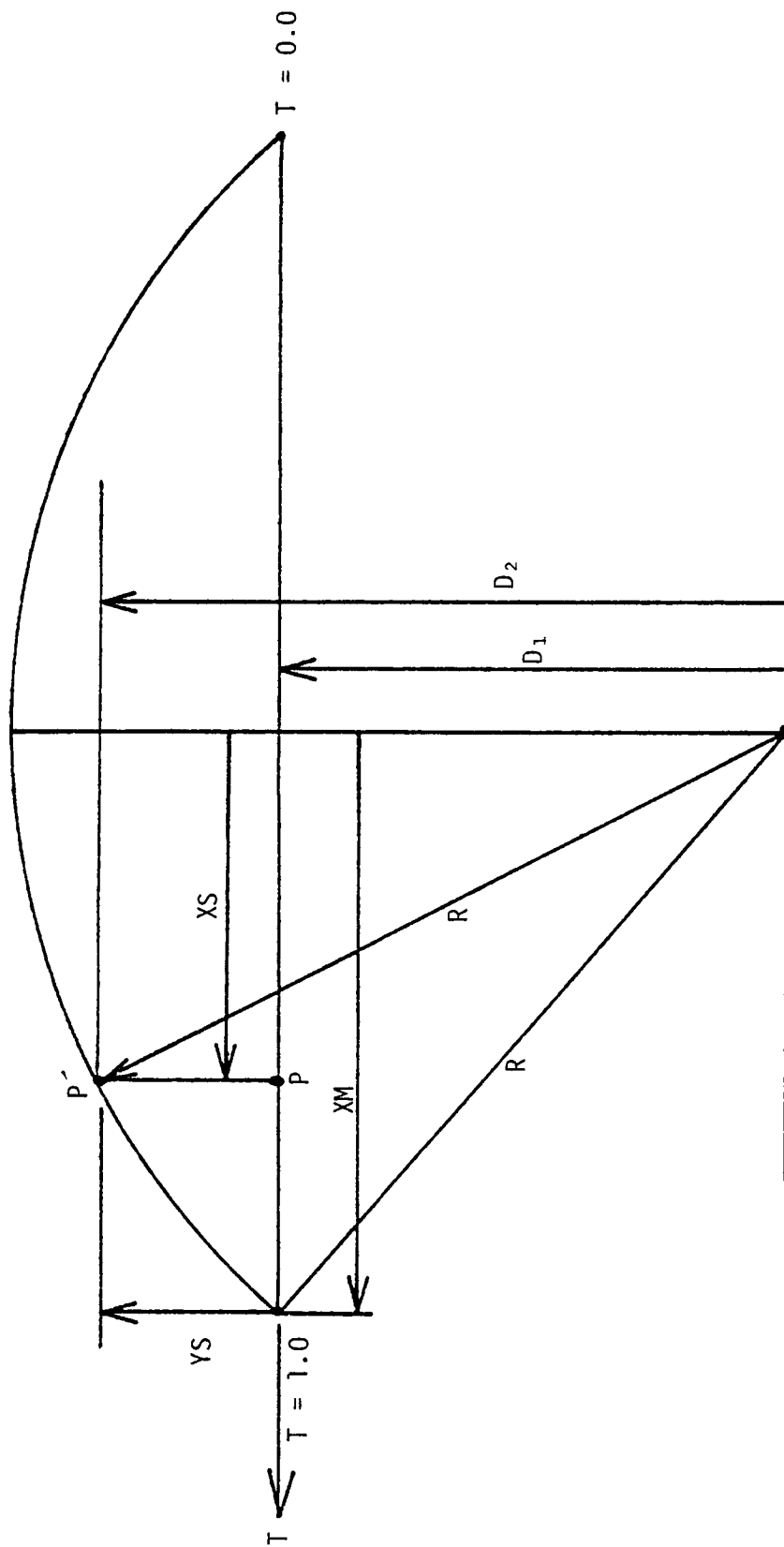


Figure 8. Forming a Circular Boundary

Where $\bar{F}(T)$ is the displacement vector for either a circle or a parabola, $W\alpha$ and $W\beta$ are scale factors determined by the distance along the axes perpendicular to T from the boundary to the point of interest as in Figure 9.

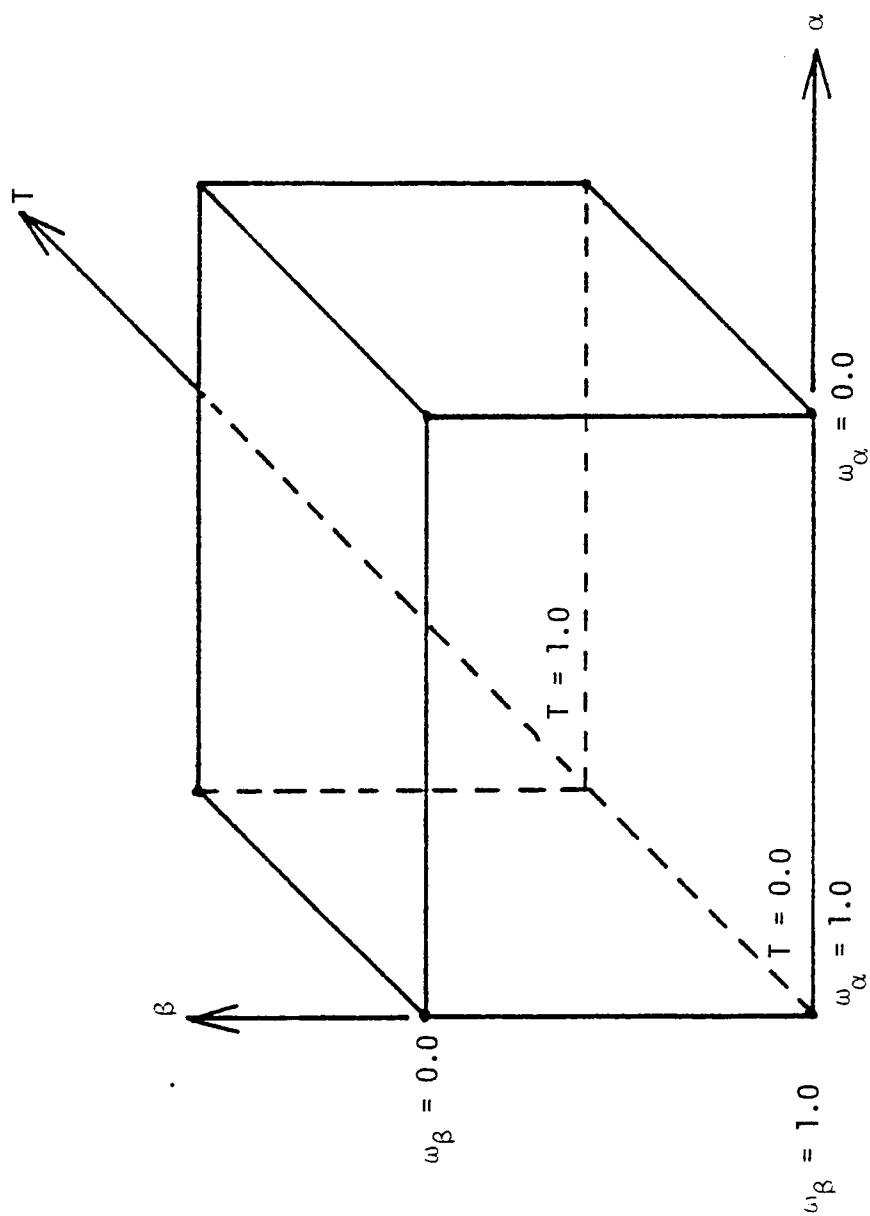


Figure 9. Scale Factors

V. STRUCTURE PLOTTING

Plotting is performed in two steps. First, a plot file is created during mesh generation which has a series of pen commands. Each command consists of three node numbers which represent the beginning, the midpoint, and the endpoint of an arc. Second, these commands are processed by subroutine INPLOT to produce the final plot.

Plot File Creation

The plot file is produced by subroutine PLOTMK. For every element that is generated, subrouting PLOTMK produces the pen commands which plot the edges of the element. Plate elements each have four edges and require four plot commands, and solid elements require twelve plot commands. Since edges can be adjacent to more than one element, the amount of plotting can be reduced by eliminating duplicate edges.

Figure 10(a) shows a region which has 16 elements and requires 40 plot commands. Since each plot command requires both a command to position the pen at the beginning of a line, and a command to draw a line, the plotting speed can be increased by using a special ordering of plot commands. Figures 10(b) and 10(c) show a series of plot commands which can be superimposed to give the plot in Figure 10(a). In this case the number of times that the pen is repositioned is reduced to ten while the ordering of the plot commands allows straight lines to be detected.

Each plot command consists of three node numbers which define beginning and end points of an element edge along with a midside node. For linear elements that do not have midside nodes, the midside node

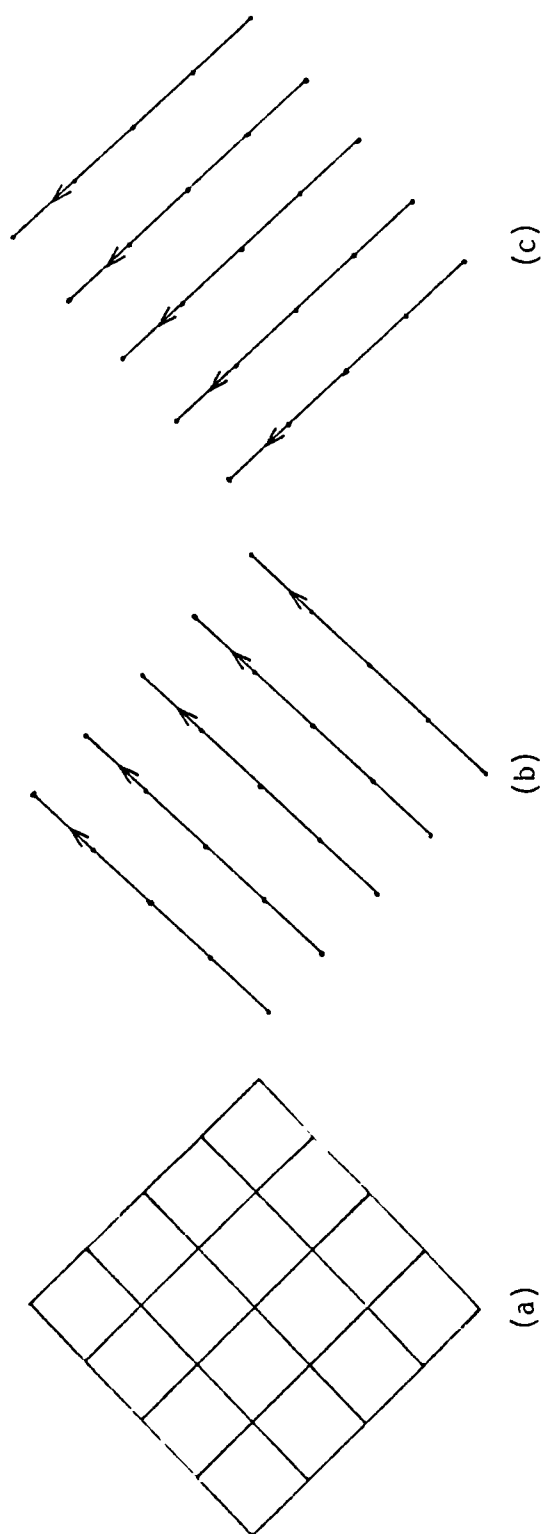


Figure 10. Plot Vectors

number is zero. If the midside node does not exist, then a straight line is drawn from the beginning to the end points. Otherwise, a parabole is plotted through the three node points.

Node Projection

The screen coordinates of nodes are determined by mapping the coordinates of an object on to a plane normal to the viewing direction. These coordinates are then scaled so that the plot will fit properly on a graphics terminal screen. The coordinate transformation used in INGRID is shown in Figure 11. The equations for this transformation are:

$$B = -X \sin\beta + Y \cos\alpha$$

$$A = -X \cos\beta \sin\alpha - Y \sin\beta \sin\alpha + Z \cos\alpha$$

Each node point is transformed using these equations. During mesh generation, the maximum and minimum coordinates for each part are stored by subroutine MAXMIN. This data is used to determine the scale factors for plotting. A list of parts is input by the user in subroutine PART. From this list of parts the maximum and minimum coordinates of the collection of parts are determined using the data created by MAXMIN. The parts are then enclosed in a sphere from which the final scaling equations are derived:

$$A = (A_i - A_0) \cdot \left(\frac{RU}{2R}\right) + C_A$$

$$B = (B_i - B_0) \cdot \left(\frac{RU}{2R}\right) + C_B$$

where

A_i, B_i = are the coordinates of a node to be plotted
 A, B are the image of the scaled node

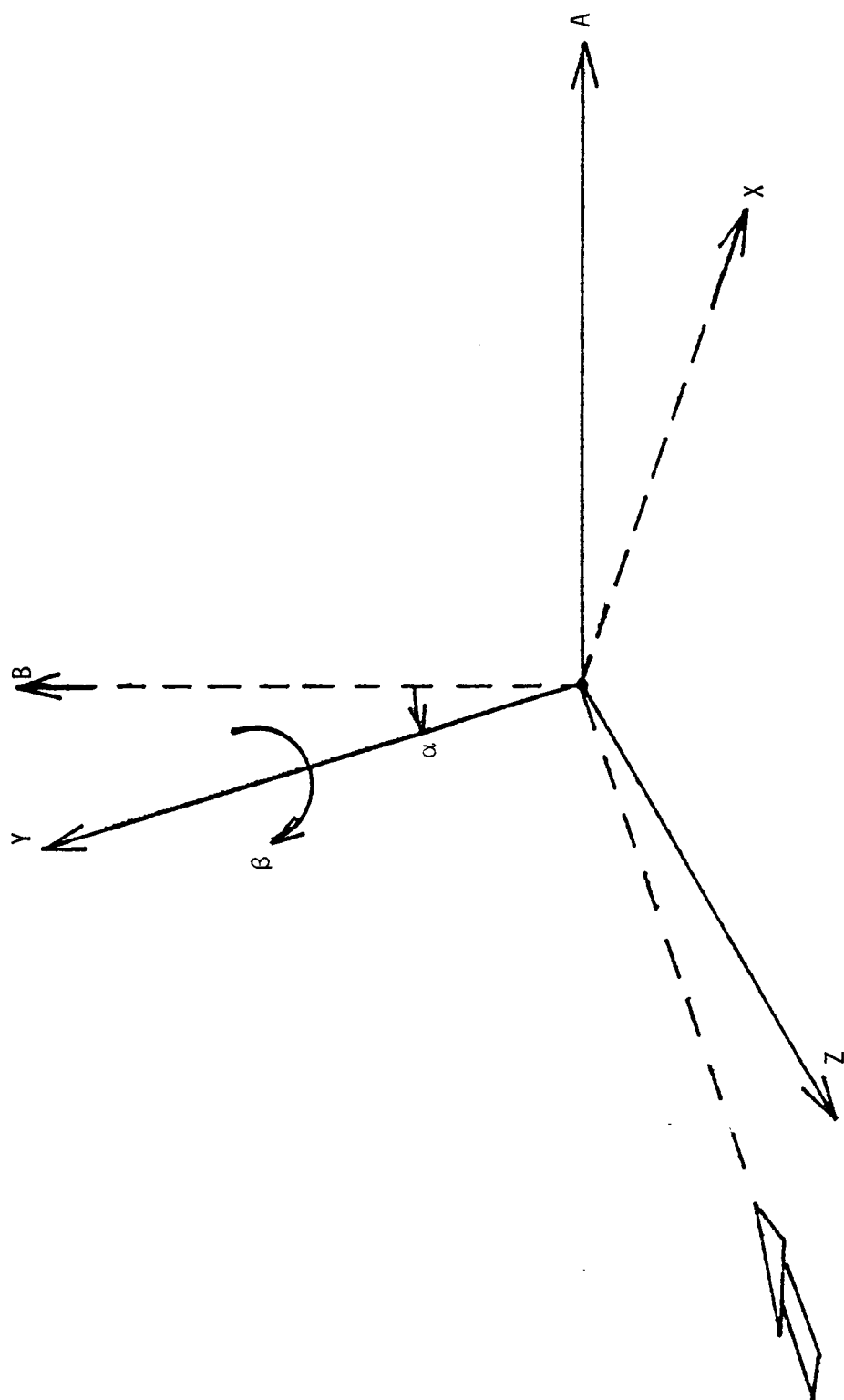


Figure 11. Project of Coordinates for Viewing

- A_0, B_0 are the coordinates of the center of the sphere containing the parts to be plotted
- C_A, C_B are the coordinates of the center of the plotting device in raster units
- R is the radius of the sphere which contains the parts to be plotted
- R_u is the number of raster units that can be plotted on the particular device.

Projections are performed by subroutine MAP and the final scaling is performed in subroutine PLOT.

Plotting

Reading and processing of plot commands is performed by subroutine INPLOT. When a command is read, it is first compared with the parts list to determine if it should be plotted. Plot commands are then checked to determine if they are lines or curves. If the midside node number is zero then the command is a line. Subroutine FN2 determines if curves are approximately straight and changes the midside node number to zero if the three nodes are colinear.

Curves are divided into eight line segments. Each line segment is plotted in sequence using the following equation to determine the coordinates of intermediate points along the curve:

$$\begin{pmatrix} A \\ B \end{pmatrix} = \begin{vmatrix} A_1 & A_2 & A_3 \\ B_1 & B_2 & B_3 \end{vmatrix} \begin{pmatrix} (s^2 - s)/2 \\ 1 - s^2 \\ (s + s)/2 \end{pmatrix}$$

where

A, B is the intermediate node

A_1, B_1 is the starting node

A_2, B_2 is the midside node

A_3, B_3 is the end node

S is a parameter which varies from -1.0 to 1.0.

Subroutine FN1 determines the locations of the intermediate nodes while subroutine PLOT performs the final scaling and vector plotting.

Before a line is plotted, it is compared with the next plot command to determine if the two lines are colinear. If they are colinear, the two commands are combined and the process is repeated. Otherwise, the old command is plotted and the new command is stores. The subroutines which perform the manipulation of line plotting commands are described in Table IV.

TABLE IV
PLOTING SUBROUTINES

Subroutine	Description
PLTADD	Adds a plot command to the plot buffer
PLTAD2	Combines two plot commands in the plot buffer
PLTCHK	Checks if the next plot command and the command in the plot buffer are colinear
PLTDMP	Dumps the plot buffer

After all plot commands are processed, the appropriate files are initialized and the user is prompted for more commands.

VI. OUTPUT

The final processing of data is performed by subroutine OUTPUT. This includes removal of duplicate nodes, determining the necessary boundary conditions, flattening plates, and renumbering solid elements. Following is a description of the algorithms used for these problems.

Duplicate Node Removal

Removal of duplicate nodes involves comparing coordinates of each node with all other nodes to determine if any lie within a certain distance of each other. If the nodes are within a tolerance value, they are combined to form a single node. Since this process can be expensive, a special algorithm is used to minimize the cost.

Using the structure in Figure 12 as an example, the number of comparisons necessary to remove duplicate nodes is $\text{NODES}^2/2$ where NODES is the number of node points in the structure. If the structure has 2,000 nodes, then 2,000,000 comparisons must be performed. The number of comparisons can be reduced by dividing the structure as shown in Figure 12. A code which lies in the i th region needs to be compared only to the nodes in the $(i-1)$ region, the (i) region, and the $(i+1)$ region. If the nodes are distributed evenly throughout the structure and there are 99 divisions, then the total number of comparisons is approximately $\text{NODES}^2/66$. Again using a structure with 2,000 nodes, this would only require 61,000 comparisons.

To efficiently implement this algorithm required the use of additional arrays. Figure 13 shows a diagram of the required storage. IARRAY contains a list of node numbers which are ordered by the

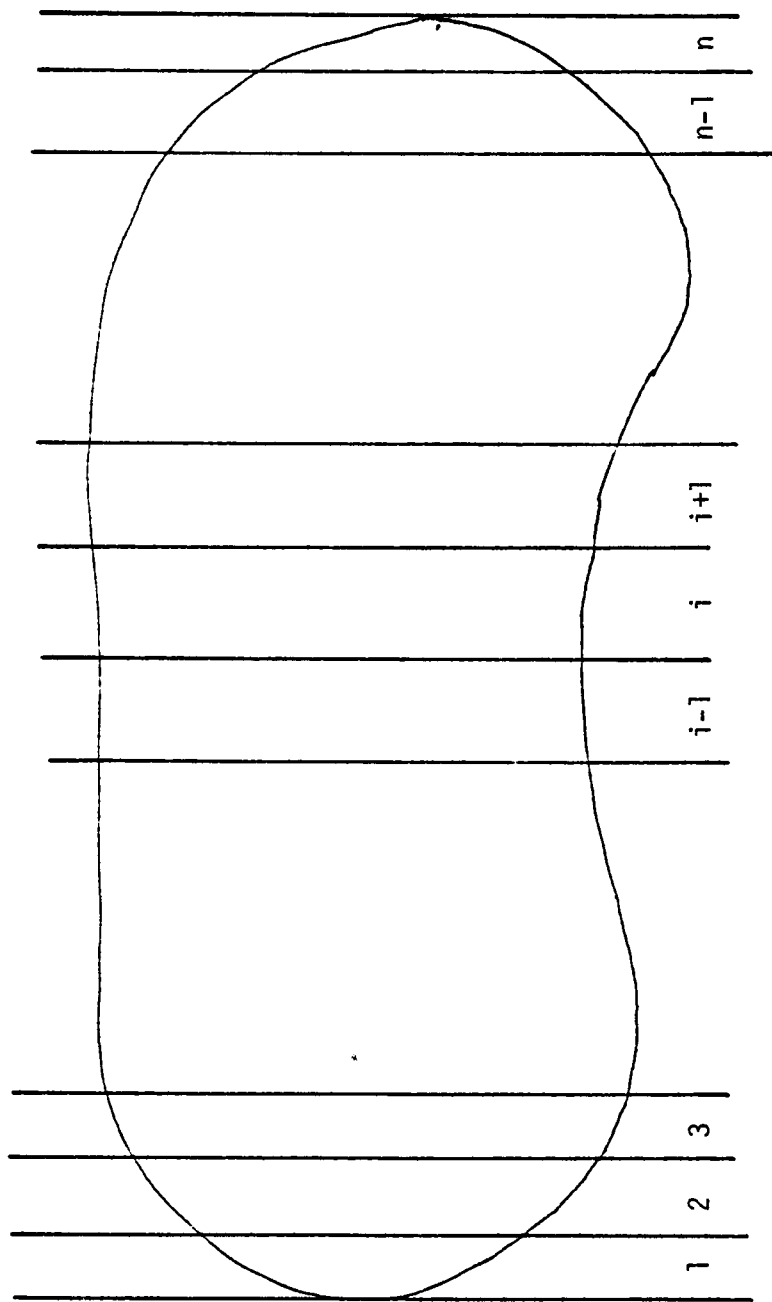


Figure 12. Division of an Object for Tolerancing

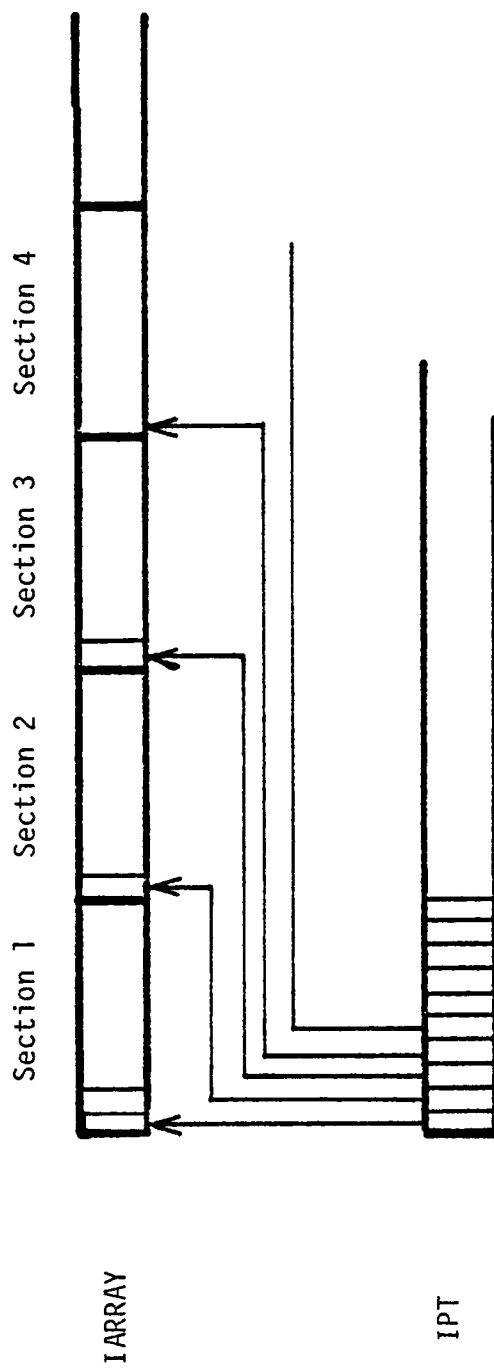


Figure 13. Storage Diagram for Tolerancing Routines

sections they occur in. All of the node numbers which occur in the first division of the structure are located at the beginning of IARRAY followed by the other sections. In order to determine where a section starts and stops, a second array, IPT, is also included which has pointers to the beginning of each section. Thus, to find the nodes adjacent to another node in the I th region requires comparisons to be made on every node from location $[(IPT(I - 1))]$ to $(IPT(I + 2) - 1)$ in IARRAY.

Plate Flattening

For quadratic shell elements generated over a curved surface the midside nodes lie out of the plane formed by the element vertices; however, it is frequently necessary that all of the nodes lie in the same plane. For a typical shell element such as in Figure 14 the midside nodes are moved normal to the element until they lie in the plane defined by nodes 1, 2, and 4. The unit normal is determined from the cross produce of $\bar{V}_1$ and $\bar{V}_2$:

$$\hat{U}_{12} = (\bar{V}_1 \times \bar{V}_2) / V_1 V_2$$

The distance from any midside node to the plane of the plate is:

$$D = \bar{Q} \cdot \hat{U}_{12}$$

The final location of a midside node is:

$$\bar{X} = \bar{X} - D \hat{U}_{12}$$

Renumbering Solid Elements

Numbering solid elements properly is important since an improperly numbered element will result in a negative jacobian in a finite element program. Improper numbering of elements can be detected by

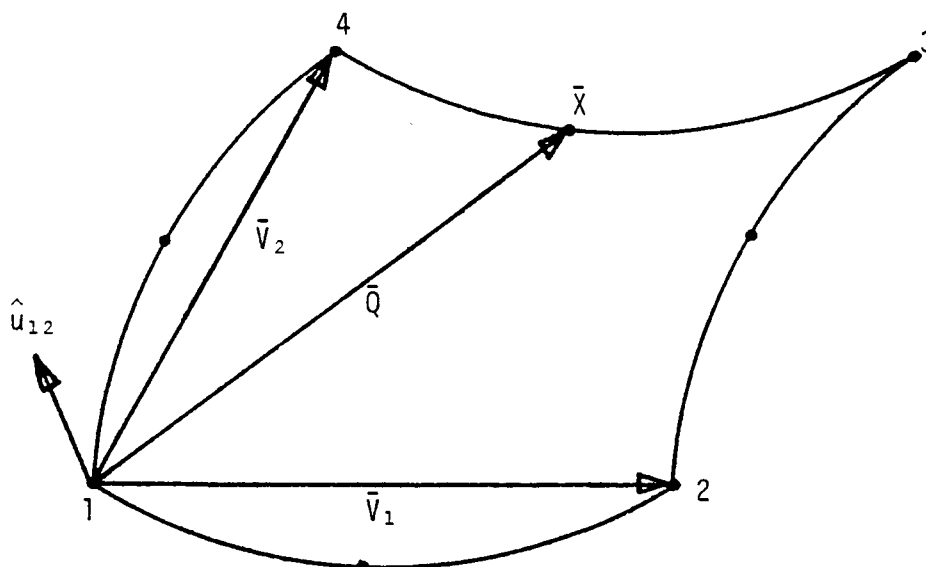


Figure 14. Flattening of Plate Elements

calculating the volume of the element. If the volume is negative, then the nodes are reordered to give a position volume. For the element in Figure 15, the volume is approximately determined by the scalar triple product of three vectors:

$$\text{Volume} = (\bar{V}_1 \times \bar{V}_2) \cdot \bar{V}_3$$

For the SAP 5 program all elements must have a positive volume; however, SAP6 and PAFEC both require elements to have a negative volume when using INGRID's numbering convention. Depending on the output type, all elements are numbered to have either a positive or a negative volume and then output in the specified format.

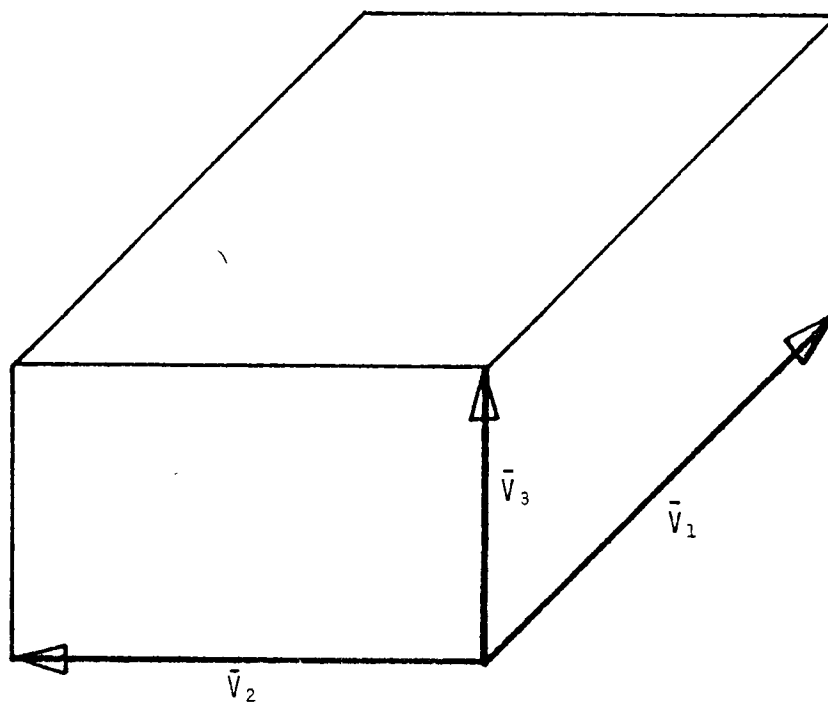


Figure 15. Calculating the Volume of a Solid Element

VII. CONCLUSION

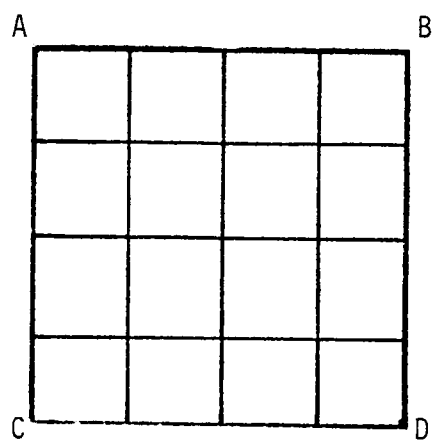
INGRID has adequately demonstrated its ability to solve a wide variety of mesh generation problems; however, there are still many improvements which can be made in all aspects of the program. The improvements can be made in the areas of data input, index notation, mesh generation, functions, plotting, and post-processing of data. These changes are directed towards increasing both the generality and efficiency of the program in order to make it as widely applicable as possible. Following is a description of many of the possible improvements.

Index Notation

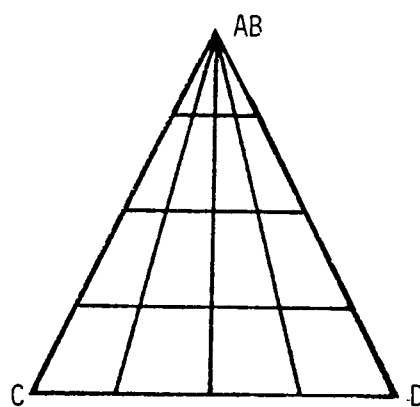
The index notation presented suffers from two limitations: triangular and pentahedral elements cannot be defined using the notation, and it is difficult to perform mesh grading. These problems can be overcome by some minor modifications to the index notation.

Index notation is most convenient for definition of regions such as shown in Figure 16(a). Figure 16(b) shows a region which would best be modeled using triangles. If nodes A and B of Figure 16(a) are assigned the same coordinates, the mesh becomes that of Figure 16(b) which is not only characterized by poor aspect ratios, but also has zero jacobians for elements adjacent to AB. Such conditions can be recognized by INGRID and appropriate routines called to produce triangular meshes such as in Figures 16(c) and 16(d).

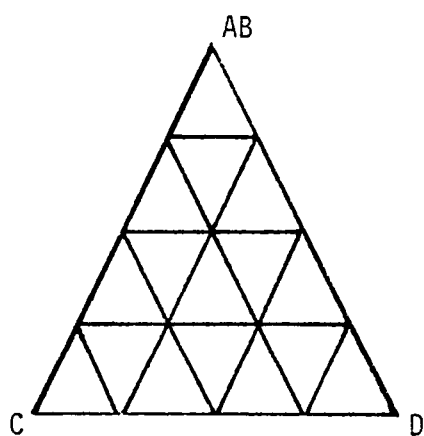
Thus, the further convention can be added that if two vertices of a region which lie on the same edge have the same coordinates, then



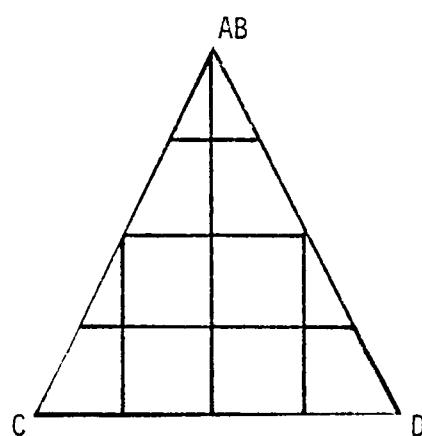
(a)



(b)



(c)



(d)

Figure 16. Triangular Element Generation

INGRID can be programmed to automatically model the region with triangular elements. Since assigning two vertices of a region the same coordinate is illegal using the present notation, this change would make the notation more general. The triangular region along with its edges and vertices can still be referred to by the index notation which insures the usefulness of this addition.

Similar conventions can be used for the representation of pentahedral wedge elements or pyramid elements. Illegal regions, such as occur if nodes A and D of Figure 16(a) were coincident, can also be deleted. An example of this is in Figure 17. Region BCEF is illegal and can be automatically deleted.

One of the most difficult problems in mesh generation is the problem of mesh grading. Imafuku, et al. suggest an algorithm for mesh grading which can be useful in connection with the index notation.¹¹ By adding a function which changes the number of elements along the i , j , or k direction, INGRID can recognize regions which require either mesh refinement or mesh grading. The appropriate routines can be called to perform the necessary mesh refinement or mesh grading. Again, it is useful to notice that this in no way restricts the present notation and only represents a generalization of the notation.

Functions

Much of the effectiveness of INGRID depends on choosing a complete set of functions which are both general enough to define all the necessary information for a finite element model and simple enough to be comprehended by the user. Further generalization of the functions in INGRID can meet this goal. Although the functions now used are

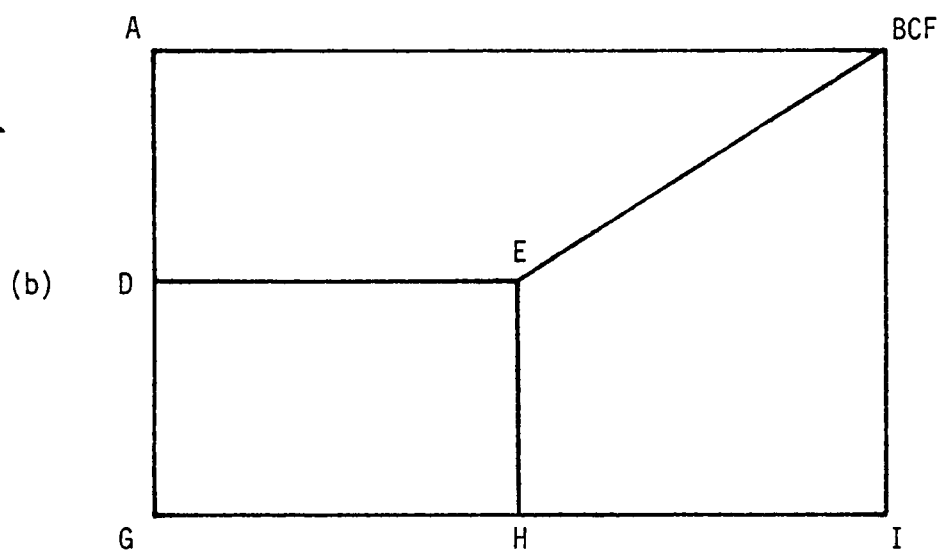
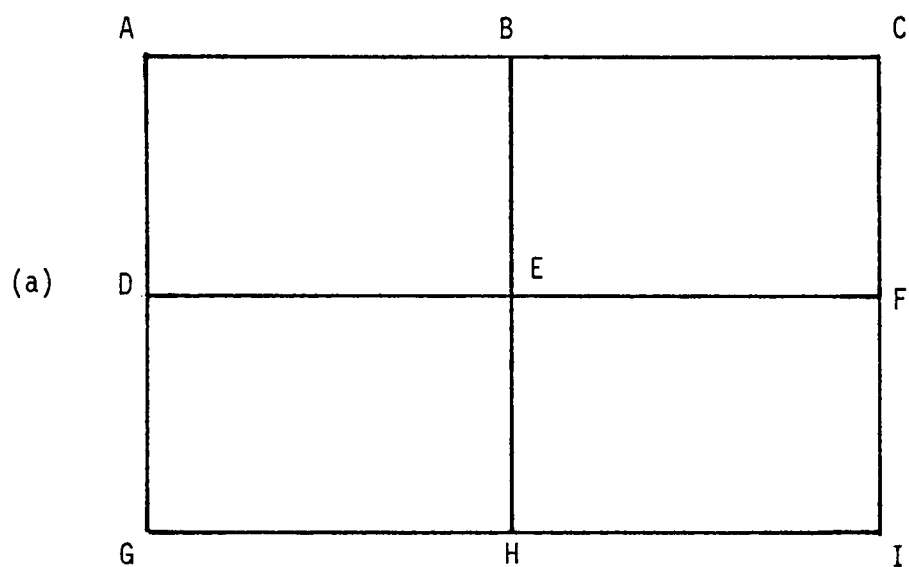


Figure 17. Automatic Region Deletion

completely separate, they have many features in common which can be used to combine the functions into a very simple system. One possible function which requires a special free format is of the form:

```
(index specification)/command = parameter, parameter,  
... /command = ...
```

examples:

```
(2, 3, 1, 4, 5, 2)/MATERIAL = STEEL  
or (1, 0, 5)/X = 9.0/Y = 6.0  
or (1, 3, 5, 7, 4, 6)/DELETE/CYLINDER = I/PRESSURE = 50.0  
(put a circular hole in the structure and apply a 50 lb pressure)
```

As can be seen from the examples, the user only needs to have a knowledge of index notation and a list of keywords. The notation is both concise and readable.

Plotting

A very helpful feature of INGRID is the ability to quickly plot a grid for verification. When a user is viewing a complex grid at a slow baud rate, much time is wasted. If iterations need to be performed on the plot, then this situation becomes even worse.

For this reason, every effort has been made to decrease the number of vectors plotted; however, substantial improvements still can be made to decrease the plotting costs even further. INGRID decreases the plotting time for some problems by determining which vectors within a region of the index space lie on a straight line. Straight lines frequently cross several regions. By determining which regions are adjacent, the plot file can be arranged to find straight lines which cross several regions. This can provide savings of more than 50% for plotting many meshes.

Since the speed of pen plotters is generally a function of the total distance travelled by the pen, substantial savings can be achieved by adjusting the sequence of pen commands. Figure 18(a) shows the normal sequence of pen commands. Moving the pen from the end of one line to the beginning of the next requires almost as much time as drawing a line; however, in Figure 18(b) a different sequence is presented which can decrease the plotting time. This sequence can be programmed into the plot file generator with no extra CPU time required while decreasing the total plotting time from 30% to 45% for the average problem.

Other useful features which can be included are node and element numbering and a hidden line algorithm for plotting curved surfaces. A hidden surface algorithm can also be made extremely efficient by taking advantage of adjacencies in the index space.

Data Base

A permanent data base is useful in many aspects of computer aided design. Figure 19 shows a typical problem which might require several design iterations and can take advantage of a data base. Since INGRID is capable of producing complex primitives such as are required to model the pipe joint accurately, the user should be able to store these in a permanent data base which can be accessed with only the necessary parameters. Modifications to INGRID which allow a permanent data base can be made to increase the applications to computer aided design.

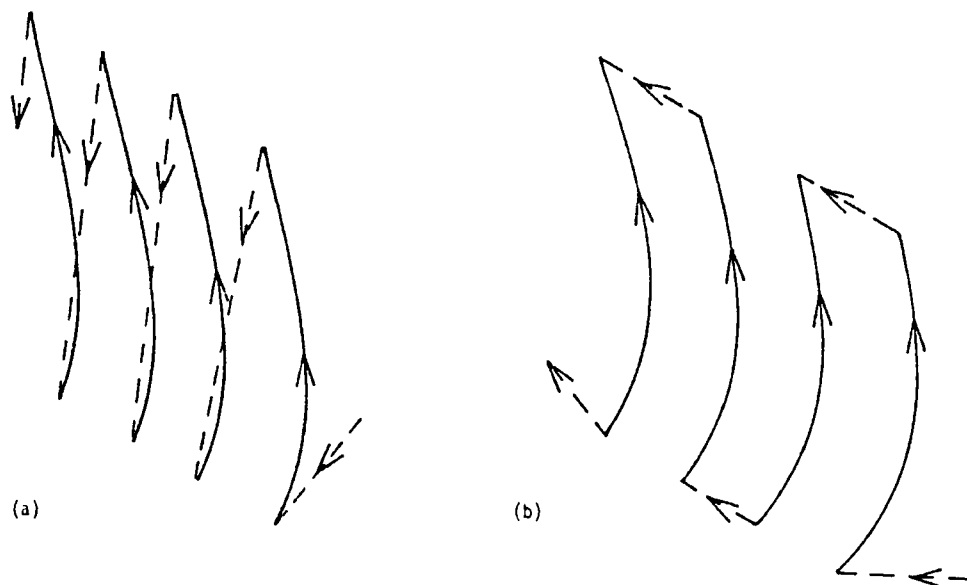


Figure 18. Plotting Sequences

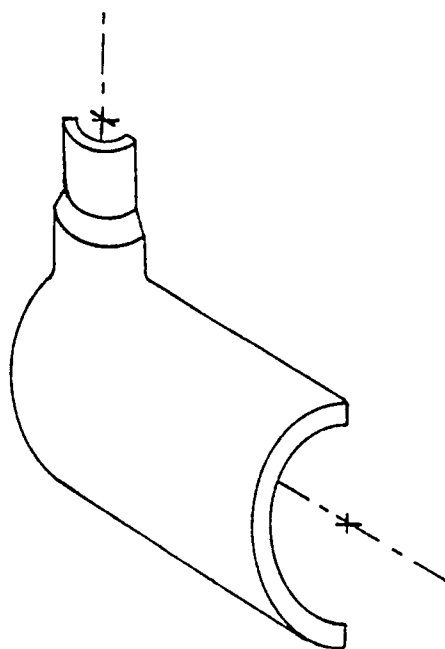


Figure 19. Pipe Joint

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APPENDICES

APPENDIX A

INDEX NOTATION

INGRID is based on the index space notation which is used in INGEN. Since the index space notation is not completely adequate for manipulating geometries, another notation, the "Index Progression," is derived from the index space. Index progressions provide a concise and simple method for describing complex structures, and are used to input data to INGRID. Following is a detailed description of the index space notation and the index progression. This information provides the user with the concepts necessary to use INGRID effectively.

Index Space

Node generation in INGEN is done by a mapping from Index space onto the object of interest as is shown in Figure A.1. Each region of the object is referenced by a set of six indices. (IMIN, JMIN, KMIN) specify the minimum indices for a region in the index space and (IMAX, JMAX, KMAX) specify the maximum indices. For a solid region, all eight corner nodes must be defined by the combinations of minimum and maximum indices. Table A.1 lists the indices of the vertices in the example of Figure A.1. We assume that any set of three indices, (I, J, L), defines a point; and any set of six indices, (IMIN, JMIN, KMIN, IMAX, JMAX, KMAX), defines a region in space.

If KMIN is set equal to KMAX, the resulting region is a plane of constant K as shown in Figure A.2(a). Similarly, a plane of constant I is defined when IMIN is set equal to IMAX and a plane of constant J for

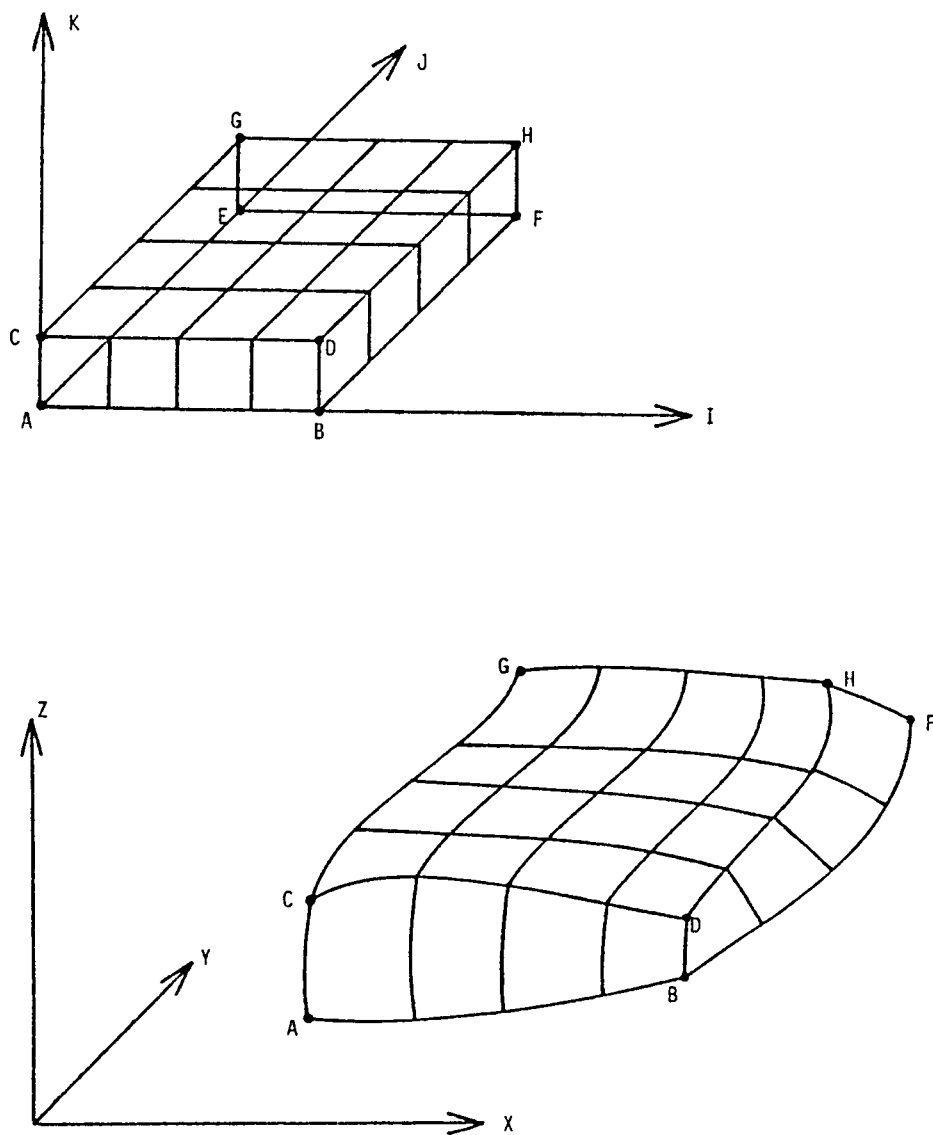


Figure A.1. Mapping from Index Space to Object Space

JMIN equal to JMAX. A line in the index space is defined by holding two indices constant while the third index varies as shown in Figure A.2(b).

TABLE A.1
INDICES ASSOCIATED WITH THE VERTICES OF A REGION

Node	Indices	Position
A	(1, 1, 1)	(IMIN, JMIN, KMIN)
B	(5, 1, 1)	(IMAX, JMIN, KMIN)
C	(1, 1, 2)	(IMIN, JMIN, KMAX)
D	(5, 1, 2)	(IMAX, JMIN, KMAX)
E	(1, 5, 1)	(IMIN, JMAX, KMIN)
F	(5, 5, 1)	(IMAX, JMAX, KMIN)
G	(1, 5, 2)	(IMIN, JMAX, KMAX)
H	(5, 5, 2)	(IMAX, JMAX, KMAX)

An index space is defined as the set of all possible indices, $1 \leq I \leq \infty$, $1 \leq J \leq \infty$, $1 \leq K \leq \infty$. If an index is zero, then it varies over all possible indices. Thus, the indices (3, 0, 2) defines a line which extends across the index space, and (0, 0, 2) defines a plane which divides the index space into two regions. (0, 0, 0) defines the entire index space.

Index Progressions

Index progressions were developed to facilitate the defining of multiple regions in index space. Rather than specifying the minimum and

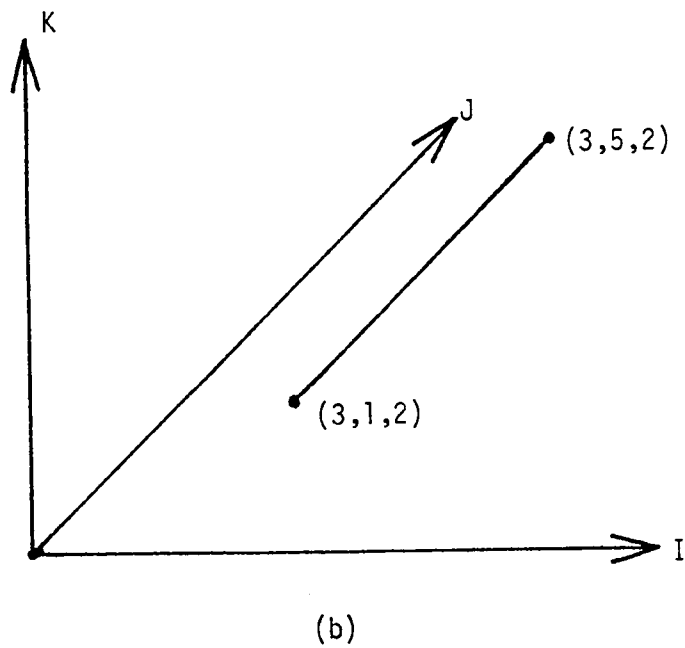
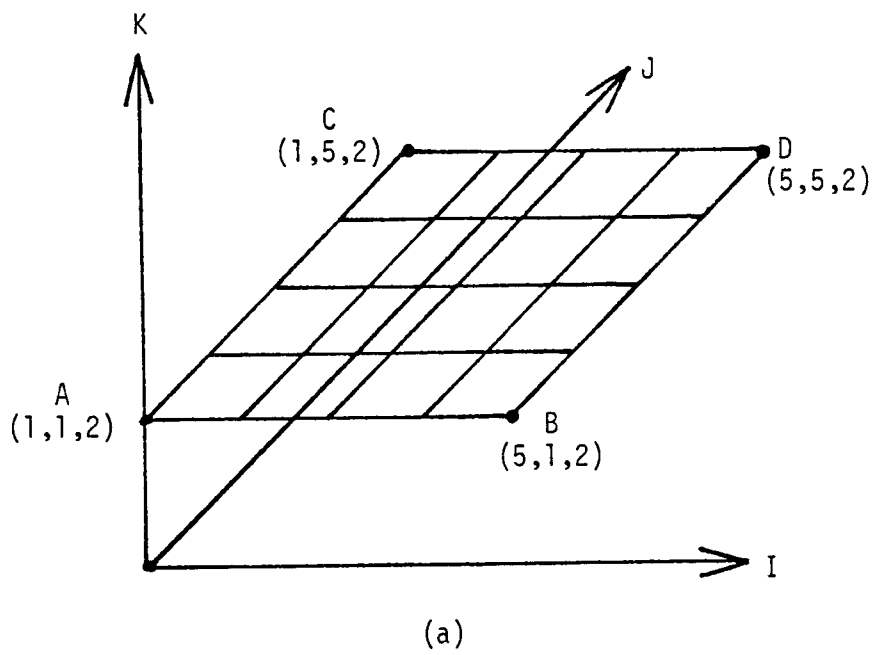


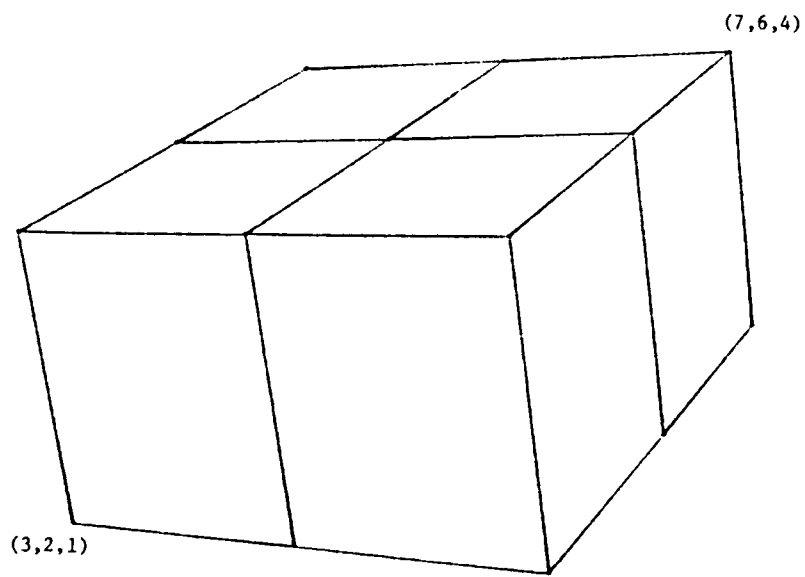
Figure A.2. Planes and Lines in Index Space

maximum indices for a region, one simply specifies the progression of indices along the I, J, and K directions respectively. For example, the region (2, 7, 6, 8, 9, 10) is represented as the progression {(2, 8); (7, 9); (6, 10)}. If there is a region adjacent to (2, 7, 6, 8, 9, 10) such as (2, 7, 2, 2, 7, 6) the two regions are defined together by a new progression {(2, 8); (7, 9); (2, 6, 10)}. To define the four solid regions shown in Figure A.3(a) requires the progression {(3, 5, 7); (2, 4, 6); (1, 4)}.

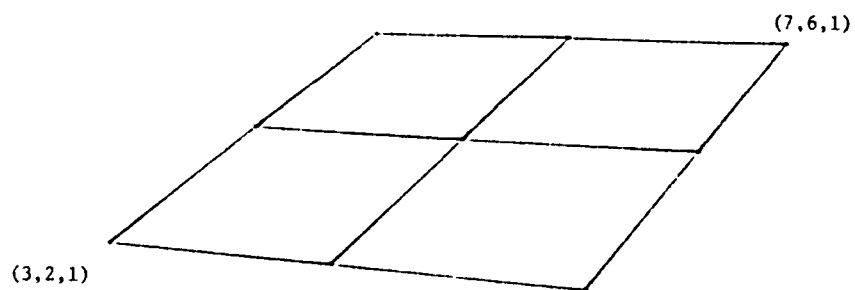
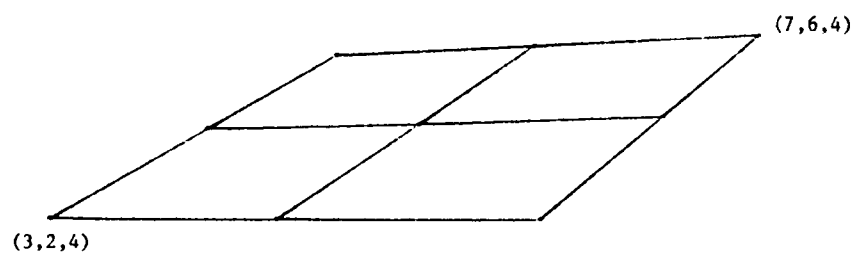
Index progressions for planes are defined in a similar manner. The index which remains constant throughout a plane is indicated by a negative sign so the plane (2, 5, 5, 2, 7, 8) is represented as {(-2); (5, 7); (5, 8)}. A parallel plane such as (4, 5, 5, 4, 7, 8) can be added to this progression by adding another i index to give {(-2, -4); (5, 7); (5, 8)}. In Figure A.3(b) there are eight planes which can be represented by the progression {(3, 5, 7); (2, 4, 6), (-1, -4)}. The savings by this notation is apparent since specifying separately the eight regions in Figure A.3(b) requires 48 numbers whereas the index progression requires only 8 numbers.

Another addition to the index progression notation is the zero index. The two solid regions shown in Figure A.4 could be represented as an index progression except that they are not connected. In this case a zero index is used along the i progression to indicate that the structure is discontinuous. This gives the progression {(2, 4, 0, 6, 8); (3, 7); (4, 5)}. Plane regions can be separated by the zero index in a manner similar to solid regions.

More complicated regions can now be represented by combining index progressions. An example of this is in Figure A.5. The open box



(a) Index Space



(b) Object Space

Figure A.3. Index Progressions for Planes and Solids

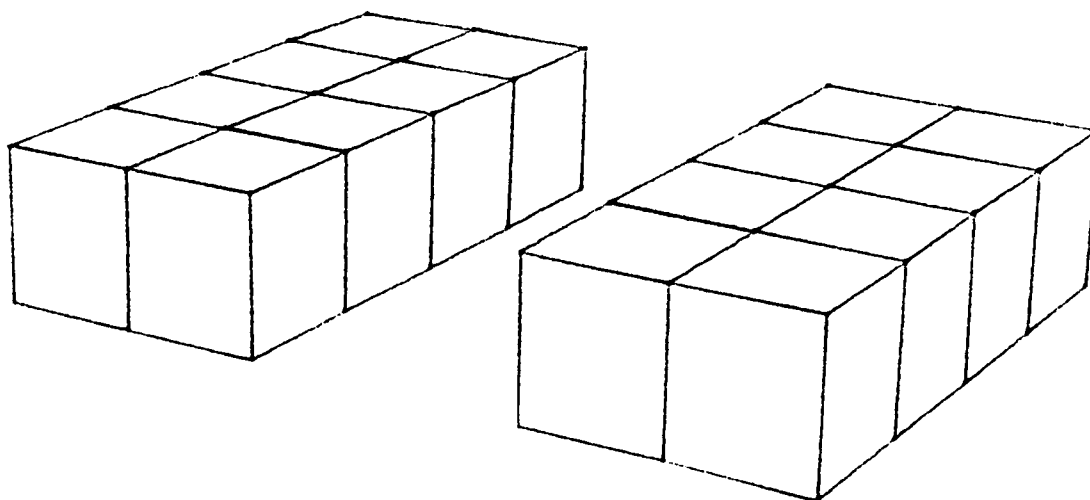


Figure A.4. Separated Solid Regions

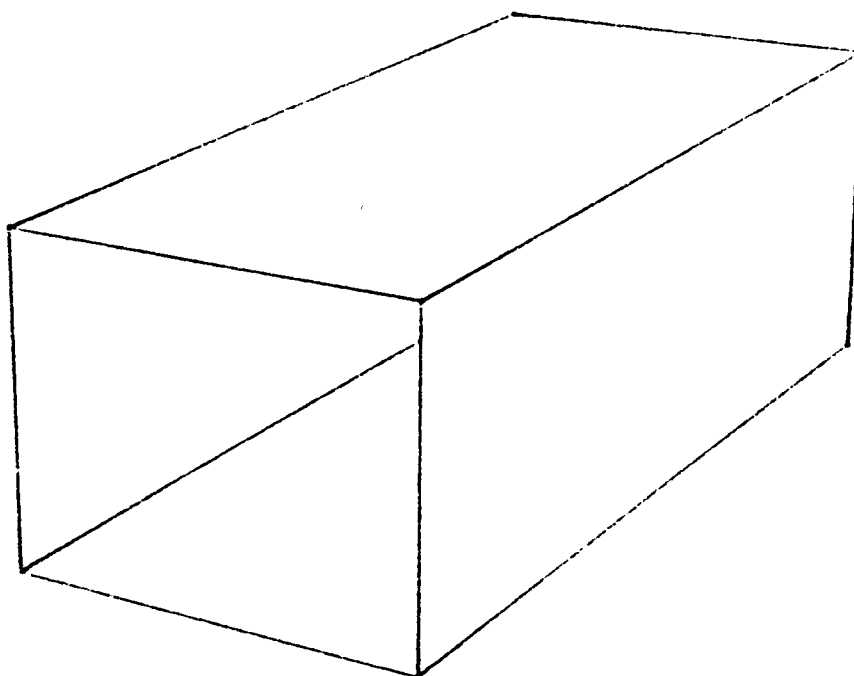
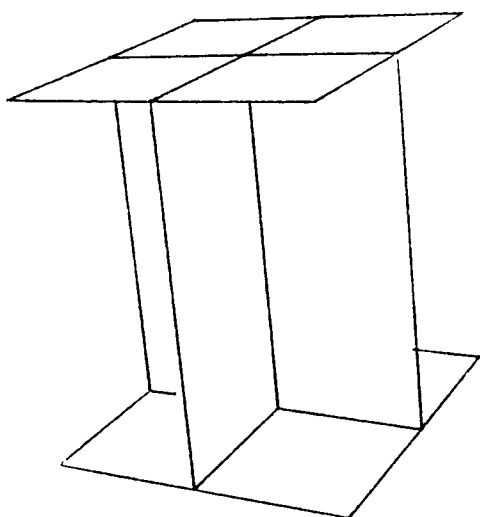


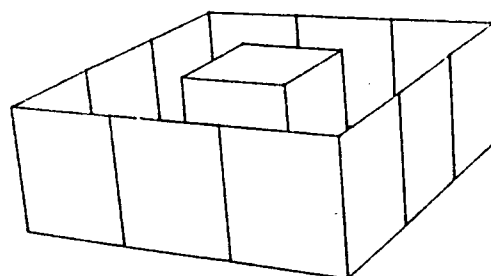
Figure A.5. Open Box

could be represented by two index progressions $\{(-2, -5); (1, 7); (3, 5)\}$ and $\{(2, 5); (1, 7); (-3, -5)\}$, but they can also be combined to give $\{(-2, -5); (1, 7); (-3, -5)\}$. Figure A.6 shows several more structures and their index progression representation.

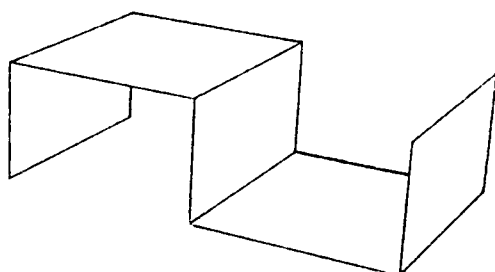
INGRID uses the index progression notation to set up regions in the index space which are to be mapped on to the object of interest. This notation has the advantage that it requires very little input data and with less than 20 indices can represent thousands of configurations in index space. In practice, not all configurations in index space can be defined by an index progression so a command is added to INGEN to allow deletion of regions in the index space. The delete command along with the index progression is enough to produce almost any conceivable region in the index space and is used as the central part of INGEN's mesh generation.



(a) Intersecting Plates

 $\{(2, -4, 6); (2, -4, 6); (-3, -7)\}$


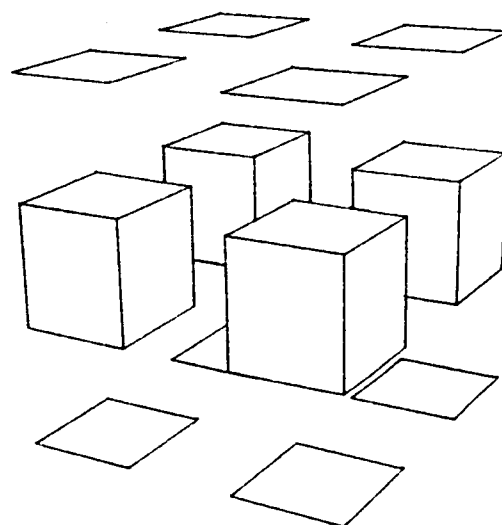
(b) Cube in a Box

 $\{(-2, 4, 6, -8); (-2, 4, 6, -8), (3, 5)\}$


(c) Examples of Region Deletion

 $\{(-2, -6, -10); (3, 7); (-2, -4)\}$

Deleted Regions:

 $(2, 3, 2, 6, 7, 2) \text{ and } (6, 3, 4, 10, 7, 4)$


(d) Planes and Solids with Gaps

 $\{(2, 4, 0, 6, 8); (2, 4, 0, 6, 8); (-2, 4, 6, -8)\}$

Figure A.6. Examples of Index Progressions

APPENDIX B

DATA PREPARATION

This section describes the data required as input to INGRID. All data is input using standard FORTRAN format specifications. The data file consists of a title card, a series of control cards, and a series of "mesh generation modules."

1. Title Card (20A4)

This card is required at the beginning of every data file.

2. Control Cards (A4, 6X)

The following control cards are allowed.

AXISymmetric	MOVIE
BEAMs	PAFEC
COORDinates	PLOTs
C (Comment)	SAP5
EXCHange	SAP6
FAST	TOLerance
LOOP	

Keywords must be between four and ten characters except for comments which only require a 'C' in column 1. Control cards are optional and can be input in any order.

(a) AXIS (A4, 6X)

Output specifications are for axisymmetric elements.

(b) BEAM (A4, 6X)

This command is followed by a series of node cards and a series of element generation cards.

i. Node cards

columns	1	Constraint flag
		EQ. ; (blank) node is free
		EQ.F; node is constrained
	2 - 5	Node number
	6 - 15	X-coordinate
	16 - 25	Y-coordinate
	26 - 35	Z-coordinate

As many node cards are input as necessary.

A BLANK CARD TERMINATES NODAL POINT INPUT.

ii. Element Cards

columns	1 - 5	Beginning node number
	6 - 10	Ending node number
	11 - 15	Number of elements to be generated (Nodes are also generated)
	16 - 20	Material property number
	21 - 25	Node which defines direction of the principal bending axes.

As many element cards are input as necessary.

THIS SECTION ENDS WITH A BLANK CARD.

(c) COOR

columns 11 - 15 number of local coordinate systems to be input.

This command generates local coordinate systems. Each local coordinate system is defined by three nodes, as shown in Figure B.1. The first point locates the origin of the local coordinate system, the second point lies along the local x-axis, and the third point lies anywhere on the positive x-y plane.

For each local coordinate system, a set of three cards must be input.

Card 1 (location of point 1) (A1, 4X, 3F10.0)

columns	1	Flag describing coordinate system
		EQ. ; (blank) cartesian (X, Y, Z)
		EQ.C; cylindrical coordinates (R, θ , Z)
		EQ.S; spherical coordinates (R, θ , ϕ)
6 - 15		Global X(R) coordinate of point 1
16 - 25		Global Y(θ) coordinate of point 1
26 - 35		Global Z(θ , ϕ) coordinate of point 1

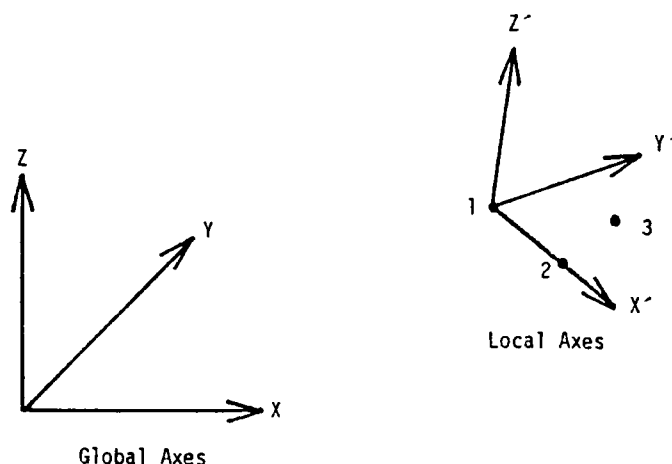


Figure B.1. Coordinate Transformation

Card 2, 3 Similar to card 1 for points 2 and 3.

NO FURTHER INPUT IS REQUIRED FOR THIS SECTION.

(d) Comments (A1)

Comments may be used to document the data file; however, there are certain cases where they can not be used. They can not be used after a BEAM or COOR and before the next

command. There are no restrictions when comments are used with mesh modules.

(e) EXCH (A4, 8X, 311)

This command performs a permutation of the coordinate axes and is performed before any other coordinate transformations.

columns	description
13	Flag for changing the x coordinate EQ.1; This coordinate becomes the x coordinate EQ.2; This coordinate becomes the y coordinate EQ.3; This coordinate becomes the z coordinate
14	Flag for changing the y coordinate
15	Flag for changing the z coordinate

(f) FAST (A4)

Only data necessary for plotting is generated. No output is generated.

(g) LOOF (A4)

Plate elements do not lie in a plane. If this command is not used, midside nodes will be moved to the plane of the plate or shell element.

(h) MOVIE (A4)

Output for the MOVIE.BYU program is generated. This output must be further processed by the utility program, MOVE.

(i) PAFEC (A4)

Output is generated which is compatible with the PAFEC finite element computer program.

(j) PLOT (A4)

This instructs INGRID to enter the interactive plotting package.

(k) SAP5 (A4)

Output is generated which is compatible with the SAP5 structural analysis computer program.

(l) SAP6 (A4)

Output is generated which is compatible with the SAP6 structural analysis computer program.

(m) TOLE (A4, 6X, F10.0)

columns	description
---------	-------------

11 - 20	tolerance value for combining duplicate nodes
---------	---

3. Mesh Generation Modules

Mesh generation modules instruct INGRID to perform the actual mesh generation. Each mesh generation module consists of the following data:

"START"	3.
Module Control Cards	3.1
Index Progression	3.2
Function Cards	3.3
"END"	

"START" signifies the beginning of a mesh generation module and is required as the first card in each module. Module control cards affect properties of the mesh defined in the module. Following is a list of the default properties for a mesh generation module:

4 node plate elements
8 node solid elements
cartesian coordinates
material property = 1
plate thickness = 0.0

The index progression is defined in appendix A. The dimensions of the index space along with all plane and solid regions are defined by the index progression. Function cards manipulate the mesh defined by the index progression and a "END" signifies the end of a module.

Following are some important definitions in addition to those in Appendix A.

Index space. The set of all indices defined by an index progression. For example, the progression $\{(2, 3, -5, 10) (4, (4, 5), (2, 6))\}$ defines the index space $2 < I < 10, 4 < J < 5, 2 < K < 6$.

Reduced index space. The reduced index space references positions in an index progression. The point I, J, K in the reduced index space refers to the point in the index progression defined by the I_{th} integer in the I -progression, the J_{th} integer in the J -progression and the K_{th} integer in the K -progression. For the progression $\{(2, 3, -5, 10), (4, 5), (2, 6)\}$ the relationship between the reduced index space and the index space is shown in Table B.1.

Points and regions are defined in Appendix A. Unless otherwise noted, all points and regions are defined in the reduced index space. Since the reduced index space is independent of the actual values of the index progression, the mesh can be refined

or contracted by only changing the index progression. Points are always input with (2X, I3, 2I5) format and regions are input using (2X, 6I2) format.

TABLE B.1

COMPARISON OF THE REDUCED INDEX SPACE AND THE INDEX SPACE FOR
THE INDEX PROGRESSION {(2, 3, -5, 10), (4, 5), (2, 6)}

Reduced Index Space	Index Space
1, 1, 1	2, 4, 2
1, 1, 2	2, 4, 6
1, 2, 1	2, 5, 2
2, 2, 2	3, 5, 6
3, 1, 2	5, 4, 6
4, 1, 1	10, 1, 1

Module Cards. The following module controls cards are allowed.

8NODE	REPEat
20NODE	SPHERical
CYLIndrical	THICKness
MATERial	

Keywords must be between four and ten characters. All control cards are optional and can be placed in any order after START and before the index progression.

(a) 8NODE (A4)

Eight node plate elements are generated. All indices are doubled to provide the extra indices necessary for the eight node elements.

(b) 20NODE (A4)

Twenty node solid elements are generated. All indices are doubled.

(c) CYLI (A4, 6X, 15)

Nodes are converted from cylindrical to cartesian coordinates.

columns	description
15	Flag for specifying type of conversion E0. ; (blank) Conversion is performed after generation is completed. EQ.1; Conversion occurs before mesh gener- ation is performed.

The equations for this transformation are:

$$X = R \cos \Theta$$

$$Y = R \sin \Theta$$

(d) MATE (A4, 6X, 15)

columns	description
11 - 15	Material property number

Material property numbers are output with the element data in the specified format.

(e) REPEAT (A4, 6X, 15)

columns	description
11 - 15	Local coordinate system number

The REPEAT command makes copies of a mesh module using different coordinate systems. If the local coordinate system number is zero, then the global axes are used. Otherwise the number refers to the coordinate system defined by the "COORDINATES" command. The first REPEAT command only changes the default coordinate system to a local coordinate system, thus it does not produce two copies of the module. For every additional REPEAT command one more copy of the module is generated.

(f) THIC (A4, 6X, F10.0, 15)

columns	description
11 - 20	Plate thickness (for SAP5)
21 - 25	Plate thickness number (for SAP6)

The thickness of plate elements within a module are specified using this command and are output with the element data for the specified format.

Index Progression. The mesh within each mesh generation module is defined by an index progression which is described in Appendix A.

CARD 1: I-progression (16I5)

columns	description
1 - 5	1st index of I-progression
6 - 10	2nd index of I-progression

As many as 16 indices may be placed on this card.

CARD 2: J-progression (16I5)

Similar to CARD 1.

CARD 3: K-progression (16I5)

Similar to CARD 1.

Cards 1, 2, and 3 are required for every module. Only the integers which are necessary for the progression should be input and the remainder of the entries are blank.

Function Cards. For each module a function is required to define the initial location of vertices. This function assigns an X-coordinate to each integer of the I-progression, a Y-coordinate to each integer of the J-progression, and a Z-coordinate to each integer of the K-progression.

CARD 1: X-coordinates (8F10.0)

columns	description
1 - 10	X-coordinate associated with first I-index
11 - 20	X-coordinate associated with first I-index

Eight X-coordinates may be placed on this card.

CARD 2: X-coordinates (8F10.0)

Note: This card is used only if the I-progression has more than 8 integers.

CARD 3 and 4: Y-coordinates (8F10.0)

Similar to CARD 1 and 2.

CARDS 5 and 6: Z-coordinates (8F10.0)

Similar to CARD 1 and 2.

Cards 1, 3, and 5 are always required.

Optional Functions. All optional functions are input after section 3.3.a and have the following form:

Keyword - index specification - parameters

INGRID has the following keywords for function cards:

keyword	description
b. blank	point function
c. I, J, K	A coordinate is a function of the I, J, or K index
d. A	arc card
e. B	boundary condition card
f. D	delete
g. M	midside node deletion
(b) <u>Point Function</u>	(2X, I3, 2I5, I5, 3F10.0)

columns	description
1	blank
3 - 15	Indices of point
16 - 20	Flag for coordinates of point
	EQ. ; (blank) X, Y, and Z coordinates are modified
	EQ.1; X coordinate is modified
	EQ.2; Y coordinate is modified
	EQ.3; Z coordinate is modified
	EQ.12; X and Y coordinates are modified
	EQ.13; X and Z coordinates are modified
	EQ.23; Y and Z coordinates are modified
	EQ.123; X, Y, and Z coordinates are modified
21 - 30	X-coordinate if required
31 - 40	Y-coordinate if required
41 - 50	Z-coordinate if required

(c) Coordinate Modifying Function (A1, 1X, I3, 3I5, 6F10.0)

columns	description
1	Flag specifies independent variable for the function EQ.I; Coordinates vary as a function of the I-index EQ.J; Coordinates vary as a function of the J-index EQ.K; Coordinates vary as a function of the K-index
3 - 15	Indices of point (The index of the independent variable must be zero)
16 - 20	Flag specifies which coordinate is modified EQ.1; X-coordinate is modified EQ.2; Y-coordinate is modified EQ.3; Z-coordinate is modified
21 - 30	New coordinate for first index
31 - 40	Coordinate for second index

Six coordinates may be placed on this card.

CARD 2: New coordinates (8F10.0)

This card is required only if the independent variable has more than six values in the index progression. Eight coordinates may be placed on this card.

CARD 3: New coordinates (2F10.0)

This card is required only if the independent variable has more than 14 values in the index progression. Two coordinates may be placed on this card.

(d) Arc card (A1, 1X, 6I2, I2, 4X, 4F10.0)

Type 1: Curved Boundaries

columns	description
3 - 14	Indices of region (the region must be a line of length 1 in the reduced index space)
15 - 16	Flag specifying type of curve EQ.1; A parabola through point P1 (see Figure B.2) EQ.2; A circular arc through point P1 EQ.3; A circular arc with center P2

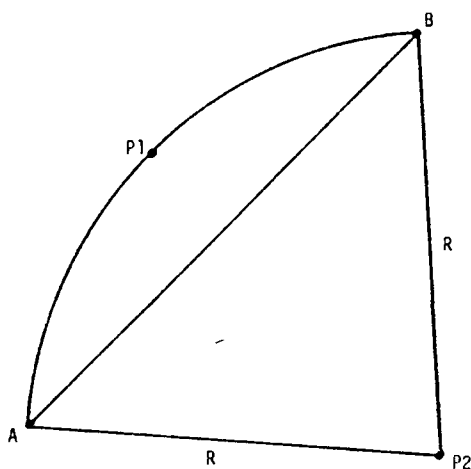


Figure B.2. Curved Boundaries

columns	description
21 - 30	X-coordinate of point P1 or P2
31 - 40	Y-coordinate of point P1 or P2
41 - 50	Z-coordinate of point P1 or P2
51 - 60	Radius (optional)

If the radius is input for a circular arc with center P2, then nodes A and B are moved radially from P2 until they are a distance equal to the radius from P2. An arc is formed through the nodes at their final location.

Type 2: Cylindrical Regions

columns	description
3 - 14	Indices of region (see Figure B.3. The region is a plane or a solid in the reduced index space with a width and height of 1 and an arbitrary length).
15 - 16	Flag specifying axis of rotation in the index space. EQ.1; I-axis is axis of rotation EQ.2; J-axis is axis of rotation EQ.3; K-axis is axis of rotation
51 - 60	Radius (optional)

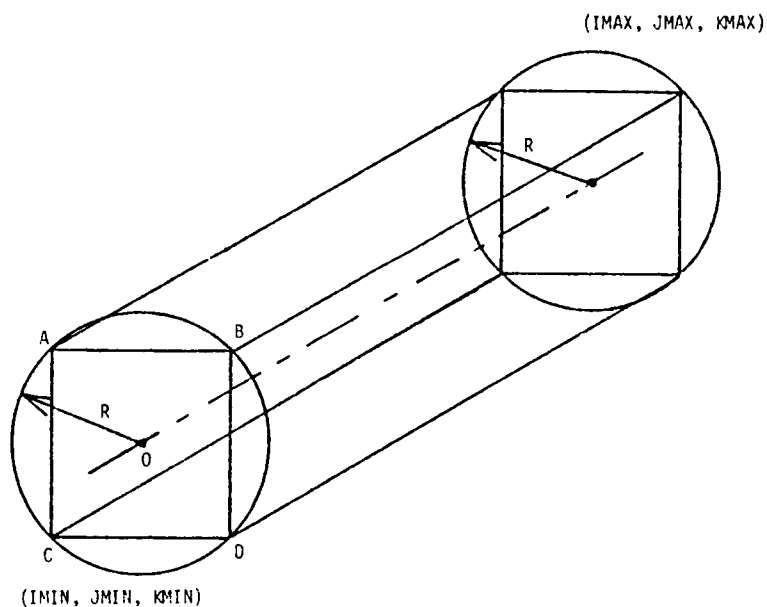


Figure B.3. Cylindrical Region

For any plane normal to the axis of rotation such as ABCD in Figure B.3, a point O on the axis of rotation is located in the center of the plane. If the radius of the cylinder is input, then the points A, B, C, and D are moved radially from O until they are a distance, R, from point O. Curved boundaries are then formed for the segments AB, BD, AC, and CD using center O. This is done for each plane normal to the axis of rotation in the reduced index space.

(e) Boundary Condition Cards (A1, 1X, 6I2, 6I2)

columns	description
3 - 14	Indices of the region
15 - 16	Flag for constraining X displacement EQ.0; free EQ.1; fixed
17 - 18	Flag for constraining Y displacement
19 - 20	Flag for constraining Z displacement
21 - 22	Flag for constraining X rotation
23 - 24	Flag for constraining Y rotation
25 - 26	Flag for constraining Z rotation

(f) Region Deletion (A1, 1X, 6I2)

columns	description
3 - 14	Indices of region to be deleted

(g) Midside Node Elimination (A1, 1X, 6I2, 3I2)

<u>columns</u>	<u>description</u>
3 - 14	Indices of region
15 - 16	Flag for deletion of midside nodes along the I-direction EQ.0; Midside nodes are retained EQ.1; Midside nodes are deleted
17 - 18	Flag for deletion of midside nodes along the J-direction
19 - 20	Flag for deletion of midside nodes along the K-direction

APPENDIX C

EXECUTION

Input to INGRID consists of a disk data file and a series of interactive commands. The input data file is described in detail in Appendix B. INGRID also creates several scratch data files and output files which are listed in Table C.1.

TABLE C.1
DATA FILES USED BY INGRID

FORTRAN Unit Number	Description
5	Terminal
6	Job Statistics
7	Scratch (Nodes)
8	Scratch (Plate Elements)
9	Scratch (Solid Elements)
10	Scratch (Beam Elements)
11	Output (Nodal Points)
12	Input Data File
13	Scratch
14	Output (Elements)
15	Output (Boundary Conditions)
20	Scratch (Plotting)
21	Output (MOVIE.BYU)

When INGRID is executed it first reads the input data file and generates the mesh. If the PLOTS command is in the input file, INGRID will enter the interactive plotting package as soon as mesh generation is completed. The plotting package accepts commands to produce plots and commands to modify the output format. Following is a list of the allowable commands.

<u>Plotting Commands</u>	<u>Output Modification Commands</u>
CONTINUE	FLAT
END	LOOF
HELP	MOVIE
INFORMATION	NOMOVIE
PARTS	NO OUTPUT
PLOT	PAFEC
ROTATE	SAP5
SCALE	SAP6

Description of plotting commands

CONTINUE - Plotting is terminated and the final processing of the model will begin.

END - Stop execution of INGRID.

HELP - Print out the available commands.

INFORMATION - Some job statistics are printed.

PARTS - This command is used to specify whether all or some of the parts will be plotted. INGEN automatically assigns part numbers as the model is being generated. The portion of the model which is generated after the first 'BEAM' card or 'START' is assigned part number 1. After this, new part numbers are assigned for each

'START' that is encountered in the input data. When the 'PARTS' command is entered, INGRID responds with "< # of PARTS >." If the whole structure is to be plotted enter a 0. Otherwise enter the number of parts which are to be plotted and then the part numbers in free format.

PLOT - Plot the mesh. Two carriage returns are required.

ROTATE - This command is used to rotate the structure so that it can be viewed from any direction as shown in Figure 11, page 30. After typing this command INGRID requests the number of the vertical axis, angle α , and angle β which are input in free format.

The scale command allows the user to input a scale factor to expand or decrease the size of the plot on the screen. INGRID responds with "< SCALE FACTOR? >." The new scale factor is then input in free format.

<u>scale factor</u>	<u>effect</u>
= 1.0	No effect (default value)
> 1.0	The mesh is expanded
< 1.0	The mesh is decreased

Description of Output Modification Commands

FLAT - Nodes for plate elements must all lie in the same plane.

INGRID attempts to put midside nodes in their proper position.

LOOF - Nodes for plate elements do not have to lie in the same plane. This is the opposite of FLAT.

MOVIE - Output for the MOVIE.BYU program is generated.

NOMOVIE - Output for the MOVIE.BYU program is not generated.

NOOUTPUT - No output for SAP5, SAP6, or PAFEC is generated

MOVIE output is generated if requested.

PAFEC - output compatible with PAFEC is generated.

SAP5 - Output compatible with SAP5 is generated.

SAP6 - Output compatible with SAP6 is generated.

Utility Program MOVE

Program MOVE reads the output from unit 21 of INGRID AND converts the data to a format compatible with MOVIE.BYU. The data files required by this program are listed in Table C.2. Besides reformatting data, MOVE also removes any faces which are adjacent to two solid elements and could not possibly be seen by a hidden line algorithm. This extra processing can save much computation when running MOVIE.BYU.

TABLE C.2
DATA FILES USED BY MOVE

FORTRAN Unit Number	Description
6	INGRID output MOVE input
10	MOVE output (MOVIE input)
21	MOVE input (INGRID output)

APPENDIX D

EXAMPLES

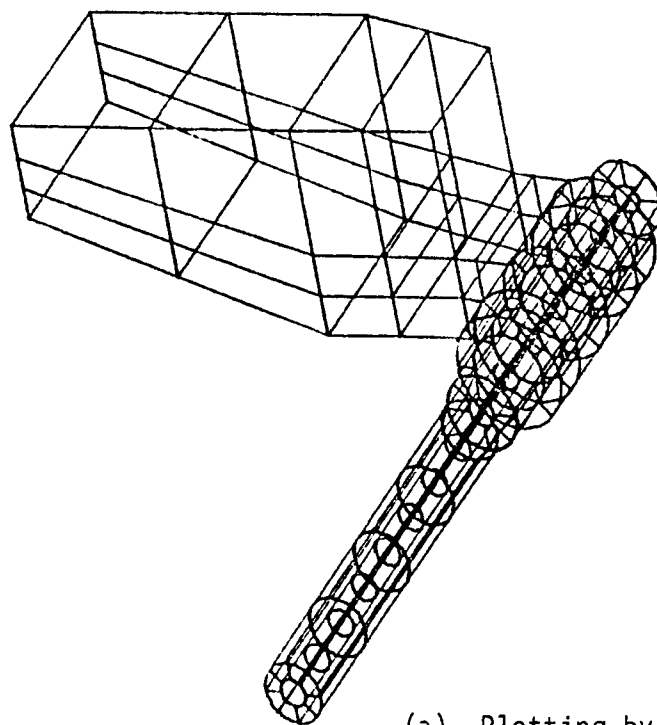
Demonstration Model

The demonstration model is shown in Figure D.1. It is chosen to demonstrate most of the mesh generation and plotting capabilities of INGRID. This model is generated from six separate mesh generation modules as is shown in Figure D.2. These modules are copied together to produce the final structure.

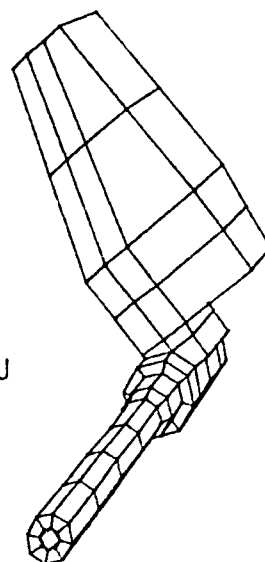
Part 1 is formed by generating a plane of solid elements and performing a cylindrical coordinate transformation to make a cylinder. In contrast to this is part 6 which is also a cylinder made of solid elements, however it is formed by moving the nodes of a unit square bar to their proper locations. Parts 2 and 3 demonstrate how complicated intersections of plates can be made with minimal effort. Parts 5 and 6 are formed by a coordinate transformation similar to the one used for part 1.

Mirror Fixture

Figure D.3 shows the mirror fixture. The key shaped regions are the mirrors which lie on a circular base. Each mirror is connected to the base by three pin connections. This model is chosen to demonstrate the ability of INGRID to make multiple copies of an object and to place each one in a different coordinate system.

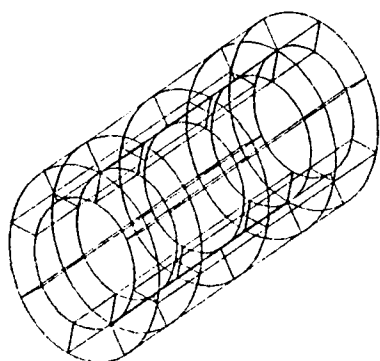


(a) Plotting by INGRID

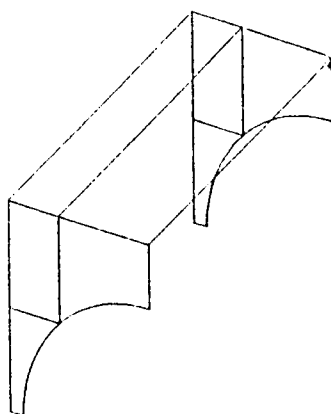


(b) Plotting by MOVIE.BYU

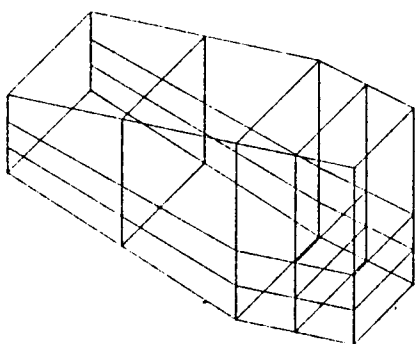
Figure D.1. Examples of Plotting by INGRID and MOVIE.BYU



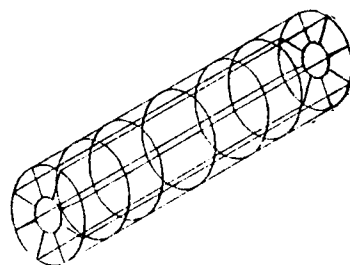
(a) Part 1



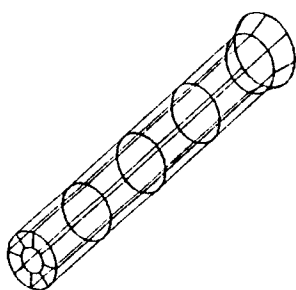
(b) Part 2



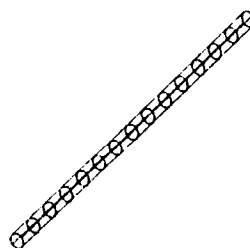
(c) Part 3



(d) Part 4



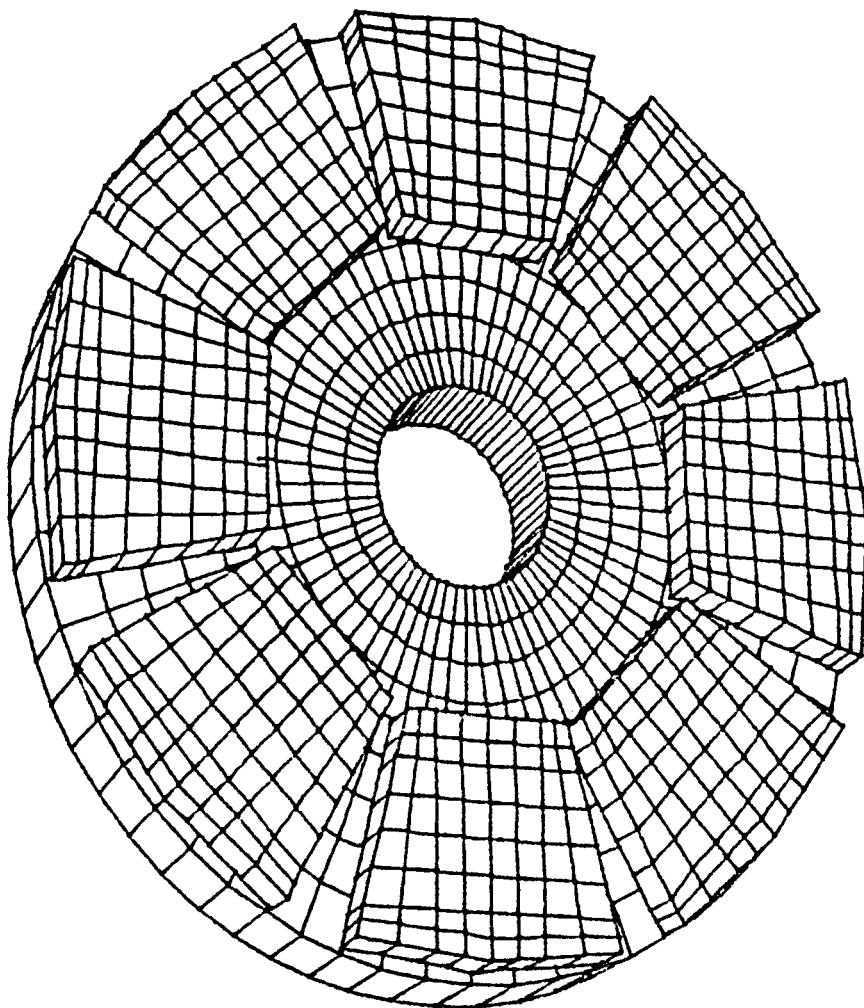
(e) Part 5



(f) Part 6

Figure D.2. Demonstration Model

The demonstration model is broken down to individual parts by INGRID. For each part the corresponding index progression is listed minus any deleted regions.



D.3. Mirror Fixture

Axisymmetric Model

The axisymmetric model is shown in Figure D.4 along with a 3-D body of revolution generated from the axisymmetric mode. Since both plane regions and solid regions can be generated easily by an index progression, sometimes conversions from an axisymmetric model to a 3-D solid require only two indices of an index progression to be changed. For this particular example, more changes are required; however, it still demonstrates how major changes to a model can be made with little effort.

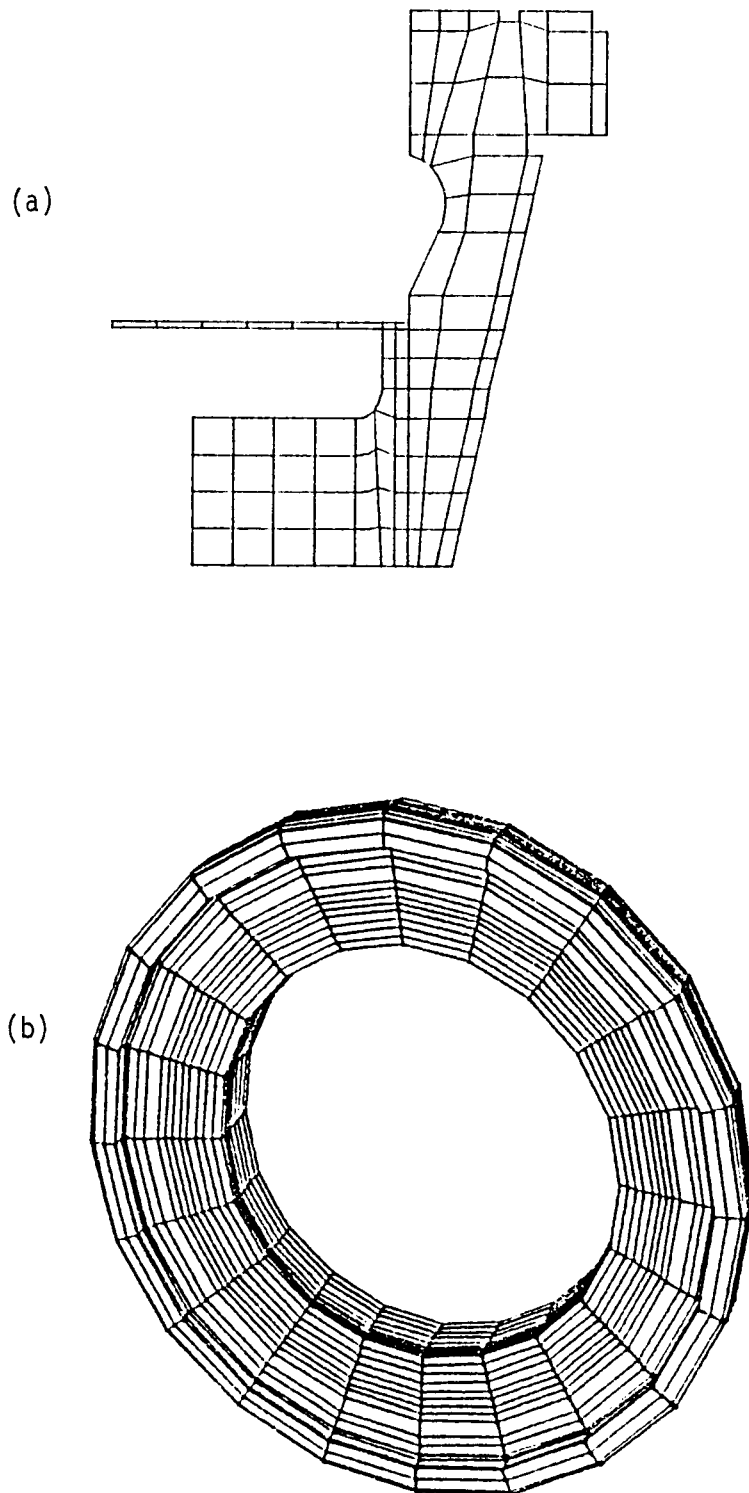


Figure D.4. Axisymmetric Model

APPENDIX E

SAMPLE DATA

DRAG MESH EXAMPLE

```

DRAG MESH EXAMPLE
PLOTS
START
CYLI
  1      3      7      9     11
  1      18
  1      3      5      7
    0.25      0.5      1.25      1.5      1.75
    0.0      180.0
    0.0      0.25      0.5      0.75
D 1 1 1 4 2 2
D 1 1 3 4 2 4
END

```

DUMORE MACHINE MODEL

```

DUMORE MACHINE MODEL
PLOTS
PAFEC
LCOF
MOVIE
START
C PART1
MATERIAL      1
ZUNODE
CYLINDRICA
  2      3
  2      10
  2      3      5      6
    1.25      1.875
    0.0      360.0
    0.0      1.5      6.25      7.75
END
START
C PART2
MATERIAL      2
RNCODE
THICKNESS      0.25
  2      3      4
  2      3      -4
  -2      -3
    0.0      -1.326      -2.0625
    0.0      1.326      2.6875
    1.5      6.25
A 2 1 1 2 2 1 3      0.0      0.0      1.5      1.875
A 1 2 1 2 2 1 3      0.0      0.0      1.5      1.875
A 2 1 2 2 2 2 3      0.0      0.0      6.25      1.875
A 1 2 2 2 2 2 3      0.0      0.0      6.25      1.875
D 1 1 1 2 2 2
END

```

```

START
C PART3
ENCODE
MATERIAL 2
THICKNESS 0.25
2 4 -5 -6
-2 3 4 -5
-2 -3
-17.26 -6.9 -4.48125 -2.0625
0.0 1.326 2.6875 6.875
0.625 7.125
D 2 1 1 3 1 2
B 3 1 1 4 1 2 1 1 1 1 1
J 1 0 0 0 2.7 3.7 4.7 5.75
K 3 0 0 0 1.0625 6.6875
K 4 0 0 0 1.5 6.25
END
START
C PART4
ENCODE
MATERIAL 3
THICKNESS 0.5
CYLI
1 -2
2 10
-1 2 3 5 6 -7
0.45 1.25
0.0 360.0
-2.0 0.0 1.5 6.25 7.75 10.0
END
START
C PART5
ENCODE
MATERIAL 4
THICKNESS 0.3
CYLI
1 -2
2 10
1 2 -6
0.45 1.0
0.0 360.0
10.0 11.0 25.7
2 0 1 1 1.25
END
START
C PART6
ENCODE
MATERIAL 1
20ENCODE
2 3
2 3
1 7 15
-1.0 1.0
-1.0 1.0
-2.0 10.0 25.7
A 1 1 1 2 2 3 3 0.0 0.0 0.0 0.45
END

```

MIRROR FIXTURE

MIRROR FIXTURE

PAFEC

PLOTS

MOVIE

TOLER

0.003

CCCCD

8

1

C

1.0

-90.0

C

1.0

0.0

2

C

1.0

-45.0

C

1.0

45.0

C

1.0

0.0

C

1.0

90.0

4

C

1.0

45.0

C

1.0

135.0

5

C

1.0

90.0

C

1.0

180.0

6

C

1.0

135.0

C

1.0

225.0

7

C

1.0

180.0

C

1.0

270.0

8

C

1.0

225.0

C

1.0

315.0

START

REPEAT

1

REPEAT

2

REPEAT

3

REPEAT

4

REPEAT

5

REPEAT

6

REPEAT

7

REPEAT

8

MATERIAL

1

CYLIN

2

7

10

11

2

4

6

8

10

2

3

6.0

17.0

25.0

28.125

67.5

78.1

90.0

101.9

112.5

0.0

6.0

R 1 3 1 1 2 1 0 0 1 0 0 0

R 1 3 1 4 3 2 1 0 0 0 0 0

R 1 1 1 1 3 2 1 1 0 0 0 0

END-

START

REPEAT

1

REPEAT

2

REPEAT

3

REPEAT

4

REPEAT

5

REPEAT

6

REPEAT

7

REPEAT

8

```

MATERIAL      2
  2      4      6      8      10
  2      4      8      10
  2      3
    -5.3      -3.5      0.0      3.5      5.3
    14.28      17.0      25.0      27.185
    6.5      9.4
  1      4      1      0      -8.54      26.66      6.5
  1      4      2      0      -8.54      26.66      9.4
  3      4      1      0      0.0      27.55      6.5
  3      4      2      0      0.0      27.55      9.4
  5      4      1      0      8.54      26.66      6.5
  5      4      2      0      8.54      26.66      9.4
  1      3      1      0      -8.106      25.0      6.5
  1      3      2      0      -8.106      25.0      9.4
  5      3      1      0      8.106      25.0      6.5
  5      3      2      0      8.106      25.0      9.4
  1      2      1      0      -6.012      17.0      6.5
  1      2      2      0      -6.012      17.0      9.4
  5      2      1      0      6.012      17.0      6.5
  5      2      2      0      6.012      17.0      9.4
3 3 1 1 3 4 2 1 0 0 0 0 0
END-

```

AXISYMMETRIC MODEL

```

AXISYMMETRIC MIRROR PROBLEM
PAFEC
AXISYMMETRIC
TOLER      0.01
PLOTS
START
8NOCDE

```

```

  2      6      7      8      9      10      11      12      13      14
  2      6      7      9      10      11      13      14      16      17
-1
-4.872      -2.947      -2.637      -2.48      -2.32      -2.2      -2.0      -1.8
-1.83      0.0
9.125      10.625      10.935      11.535      11.875      12.514      13.295      13.500
14.550      14.750
0.0
D 1 2 1 3 10 1
D 3 4 1 5 7 1
D 5 9 1 7 10 1
D 9 9 1 10 10 1
D 7 7 1 8 8 1
D 8 1 1 10 8 1
J 4      0      0      1      -2.480      -2.480      -2.480      -2.480      0.0      0.0
-2.137      -2.137      -1.975      -1.975
J 3      0      0      1      -2.637      -2.637      -2.637      -2.637      0.0      0.0
-2.320      -2.320      -2.320      -2.320
A 2 2 1 3 2 1 3      -2.947      10.935      0.0      0.31
A 3 2 1 3 3 1 3      -2.947      10.935      0.0      0.31
J 8      0      0      1      -1.3      -1.425      -1.368      -1.197      -1.112      -0.952
-0.755      -0.7      -0.7
J 7      0      0      1      -1.983      -1.608      -1.550      -1.380      -1.295      -1.135
-0.938      -0.938      -1.030      -1.030
J 6      0      0      1      -2.2      -2.073      -2.047      -1.960      -1.916      -1.664
-1.565      -1.565      -1.285      -1.285
J 5      0      0      1      -2.320      -2.320      -2.320      -2.320      -2.320      -1.975
-1.975      -1.975      -1.630      -1.630
A 4 7 1 5 7 1 3      -2.395      12.785      0.0      0.5
A 5 6 1 5 7 1 3      -2.395      12.785      0.0      0.5
5      9      1      0      -1.285      14.650
7      9      1      0      -1.030      14.650
END-

```

```

START
ENCODE
      2      8      9      10
      2      3
      -1
      -5.932      -2.637      -2.480      -2.320
      11.535      11.600
      0.0
      8 1 1 1 1 2 1 1 0 0 0 0 0
END-

```

3-D BODY OF REVOLUTION

AXISYMMETRIC MIRROR PROBLEM

```

PAFEC
TOLER      0.01
EXCH      312
PLOTS
START
CYLI
      2      6      7      8      9      10      11      12      13      14
      2      6      7      9      10      11      13      14      16      17
      1      21
      -4.872      -2.947      -2.637      -2.48      -2.32      -2.2      -2.0      -1.8
      -1.83      0.0
      9.125      10.625      10.935      11.535      11.875      12.514      13.285      13.500
      14.550      14.750
      0.0      360.0
      0 1 2 1 310 2
      0 3 4 1 5 7 2
      0 6 9 1 710 2
      0 9 9 11010 2
      0 7 7 1 8 8 2
      0 8 1 110 8 2
      J 4 0 0 1 -2.480 -2.480 -2.480 -2.480 0.0 0.0
      -2.137 -2.137 -1.975 -1.975
      J 3 0 0 1 -2.637 -2.637 -2.637 -2.637 0.0 0.0
      -2.320 -2.320 -2.320 -2.320
      A 2 2 1 3 2 1 3 -2.947 10.935 0.0 0.31
      A 2 2 2 3 2 2 3 -2.947 10.935 360.0 0.31
      A 3 2 1 3 3 1 3 -2.947 10.935 0.0 0.31
      A 3 2 2 3 3 2 3 -2.947 10.935 360.0 0.31
      J 8 0 0 1 -1.8 -1.425 -1.368 -1.197 -1.112 -0.952
      -0.755 -0.7 -0.7 -0.7
      J 7 0 0 1 -1.983 -1.609 -1.550 -1.380 -1.295 -1.135
      -0.938 -0.938 -1.030 -1.030
      J 6 0 0 1 -2.2 -2.073 -2.047 -1.960 -1.916 -1.664
      -1.565 -1.565 -1.285 -1.285
      J 5 0 0 1 -2.320 -2.320 -2.320 -2.320 -2.320 -1.975
      -1.975 -1.975 -1.630 -1.630
      A 4 7 1 5 7 1 3 -2.395 12.785 0.0 0.5
      A 4 7 2 5 7 2 3 -2.395 12.785 360.0 0.5
      A 5 6 1 5 7 1 3 -2.395 12.785 0.0 0.5
      A 5 6 2 5 7 2 3 -2.395 12.785 360.0 0.5
      6 9 0 12 -1.285 14.650
      7 9 0 12 -1.020 14.650
END-
START
CYLI
      2      8      9      10
      2      3
      1      21
      -5.832      -2.637      -2.480      -2.320
      11.535      11.600
      0.0      360.0
      8 1 1 1 1 2 1 1 0 0 0 0 0
END-

```

PROGRAM LISTINGS

```

CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCMAIN0001
C                                     CMAIN0002
C PROGRAM INGRID                                BY: DOUGLAS STILLMAN      CMAIN0003
C                                     CMAIN0004
C INGRID IS A GENERAL PURPOSE FINITE ELEMENT MESH GENERATOR. FOR MORE    CMAIN0005
C INFORMATION CONSULT THE USER'S GUIDE OR CONTACT:                      CMAIN0006
C J. E. STONEKING                                         CMAIN0007
C DEPARTMENT OF ENGINEERING SCIENCE AND MECHANICS        CMAIN0008
C UNIVERSITY OF TENNESSEE                               CMAIN0009
C KNOXVILLE, TENNESSEE 37916                             CMAIN0010
C TELEPHONE: 615-974,6184                                   CMAIN0011
C                                     CMAIN0012
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCMAIN0013
C LIST OF COMMON BLOCKS AND ROUTINES IN WHICH THEY ARE USED           CMAIN0014
C                                     CMAIN0015
C BOUND - BCS          BCS2       DLEE                                  CMAIN0016
C                                     CMAIN0017
C DEL   - DELETE     DELET2      DLEE                                  CMAIN0018
C                                     CMAIN0019
C DUMPAR- ION1         ION2        ION3         ION4                  CMAIN0020
C                                     CMAIN0021
C DUMPA2- IOPI         IOP2        IOF3         IOP4                  CMAIN0022
C                                     CMAIN0023
C JUNK   - ELI0        EL2D        EL3D        EXCHNG      INFO      INIT      OUTPUT CMAIN0024
C PLOTMK                                           CMAIN0025
C                                     CMAIN0026
C JUNK2  - ELTHRE      ELTWO       INFO        INIT        INPLOT      CMAIN0027
C                                     CMAIN0028
C KNTS   - MAIN        DLEE         ELTHRE      ELTWO       INFO        INIT        INPLOT CMAIN0029
C IOPI        LOADS2      OUTPUT                    CMAIN0030
C                                     CMAIN0031
C LOAD   - DLEE        LOADS       LOADS2                        CMAIN0032
C                                     CMAIN0033
C MID    - DLEE        MIDSI0      MCSI2                         CMAIN0034
C                                     CMAIN0035
C PARTS  - DLEE        INFO        INIT         IOPI         MAXMIN      OUTPUT      SCALE CMAIN0036
C                                     CMAIN0037
C PARTS2- INPLCT      PART        SCALE                       CMAIN0038
C                                     CMAIN0039
C PROP   - DOUBLE     ELTHRE      ELTWC        MAX          SEQ2        TRANS      CMAIN0040
C                                     CMAIN0041
C QTSARG- CTRAN       CTRAN2                                    CMAIN0042
C                                     CMAIN0043
C REPEAT- CTAN2       DLEE        TRANS                          CMAIN0044
C                                     CMAIN0045
C SCALES- MAP         PLOT        SCALE        SCALE2          CMAIN0046
C                                     CMAIN0047
C SEGD1  - FN3         FN5         SEC2                         CMAIN0048
C                                     CMAIN0049
C SYSAPY- MAIN        BEAM        BCS3         BCUT1        BOUT2       ELI0        EL2D      CMAIN0050
C EL3D      FLAT       FN1         FN2         INPLOT      ITST        LOADS3     CMAIN0051
C MAP       NOPM      CUTPLT      VOLUME                     CMAIN0052
C                                     CMAIN0053
C VEGFAC- CIRCLE      DLEE        MOVE        PARABO          CMAIN0054
C                                     CMAIN0055
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCMAIN0056
C MAIN PROGRAM                                          CMAIN0057
C                                     CMAIN0058
C SUBROUTINES CALLED:                                 CMAIN0059
C                                     CMAIN0060

```

```

C      DLEE INIT ICN2 IOP2 INPLOT OUTPUT
C
C      COMMON/SYSARY/D1(54004), N(18002)
C      NODS=18002
C      LIM=54004
C
C      CALL INITIALIZING ROUTINES
C
C      CALL INIT(ICUT,IPL0T,TOLR,IMESH)
C      IF(ICUT.EQ.1)WRITE(6,30)
C      IF(ICUT.EQ.2)WRITE(6,40)
C      IF(ICUT.EQ.3)WRITE(6,50)
C
C      CALL MESH GENERATION ROUTINES
C
C      CALL DLEE (D1,LIM,N,NODES)
C
C      DUMP OUTPUT BUFFERS
C
C      CALL ICN2
C      CALL IOP2
C      IF(IPL0T.EQ.0)GO TO 10
C      REWIND 7
C      REWIND 8
C      REWIND 9
C      REWIND 10
C
C      CALL PLOTTING ROUTINES
C
C      CALL INPLOT
C      10 CONTINUE
C      IF(ICUT.EQ.0)GO TO 20
C      REWIND 7
C      REWIND 8
C      REWIND 9
C      REWIND 10
C      REWIND 13
C
C      CALL ROUTINES TO COMPLETE PROCESSING OF MESH
C
C      CALL OUTPUT(ICUT,TOLR)
C      20 CONTINUE
C      STOP
C      30 FORMAT(12H SAP5 FORMAT)
C      40 FORMAT(12H SAP6 FORMAT)
C      50 FORMAT(13H PAPEC FORMAT)
C      END
C      SUBROUTINE BEAM
C      COMMON/KNTS/NODE,IBEAM,ITAC,ITHRE,LOAD,LINES,MIN
C
C      SUBROUTINE BEAM PERFORMS NODE AND ELEMENT GENERATION OF BEAMS
C
C      SUBROUTINE BEAM IS CALLED BY INIT
C
C      SUBROUTINES CALLED: ION1 IOP1 MAXMIN
C
C      COMMON/SYSARY/X(1000),Y(1000),Z(1000)
C      COMMON/KNTS/NODE,IBEAM,ITAC,ITHRE,LOAD,LINES,MIN

```

```

DATA FIXC/LHF/
BACKSPACE 12
READ(12,17C)XD,YD,ZD
N=1
C
C INPUT NODES
C
10 READ(12,11C)FIX,IN,X(N),Y(N),Z(N)
IF(IN.EQ.0)GO TO 20
XD=X(N)+XD
YC=Y(N)+YD
ZC=Z(N)+ZD
IF(FIX.NE.FIXC)IBC=0
IF(FIX.EQ.FIXC)IBC=111111
CALL MAXMIN(XC,YC,ZC)
CALL ION1(XD,YD,ZD,IBC)
N=N+1
GO TO 10
20 CONTINUE
C
C GENERATE NEW NODES AND ELEMENTS
C
NEL=0
N=N-1
NCDE=N
N=N+1
30 READ(12,12C,END=100)IS,IF,INEL,NORMAL,MAT,IBTYPE
IF(MAT.EQ.0)MAT=1
IF(IS.EQ.0)GO TO 100
IF(INEL.EQ.1)GO TO 50
VX=(X(IF)-X(IS))/INEL
VY=(Y(IF)-Y(IS))/INEL
VZ=(Z(IF)-Z(IS))/INEL
INELM1=INEL-1
DO 40 I=1,INELM1
XD=X(IS)+I*VX+XD
YC=Y(IS)+I*VY+YD
ZC=Z(IS)+I*VZ+ZD
NCDE=NCDE+1
IBC=0
CALL ION1(XD,YD,ZD,IBC)
40 CONTINUE
50 CONTINUE
IF(INEL.GT.1)GO TO 60
NEL=NEL+1
WRITE(10)IS,IF,NORMAL,MAT,IBTYPE
CALL IOPI(IS,0,IF)
GO TO 90
60 CONTINUE
IF(INEL.GT.2)GO TO 70
NEL=NEL+1
WRITE(10)IS,NCDE,NORMAL,MAT,IBTYPE
CALL ICPI(IS,C,NCDE)
NEL=NEL+1
WRITE(10)NCDE,IF,NORMAL,MAT,IBTYPE
CALL ICPI(NCDE,0,IF)
GO TO 90
70 CONTINUE
NEL=NEL+1
WRITE(10)IS,N,NORMAL,MAT,IBTYPE
CALL IOPI(IS,0,N)

```

```

BEAM0013
BEAM0014
BEAM0015
BEAM0016
BEAM0017
BEAM0018
BEAM0019
BEAM0020
BEAM0021
BEAM0022
BEAM0023
BEAM0024
BEAM0025
BEAM0026
BEAM0027
BEAM0028
BEAM0029
BEAM0030
BEAM0031
BEAM0032
BEAM0033
BEAM0034
BEAM0035
BEAM0036
BEAM0037
BEAM0038
BEAM0039
BEAM0040
BEAM0041
BEAM0042
BEAM0043
BEAM0044
BEAM0045
BEAM0046
BEAM0047
BEAM0048
BEAM0049
BEAM0050
BEAM0051
BEAM0052
BEAM0053
BEAM0054
BEAM0055
BEAM0056
BEAM0057
BEAM0058
BEAM0059
BEAM0060
BEAM0061
BEAM0062
BEAM0063
BEAM0064
BEAM0065
BEAM0066
BEAM0067
BEAM0068
BEAM0069
BEAM0070
BEAM0071
BEAM0072
BEAM0073

```

```

      NCODE=NCDE-1
      DC 80 I=N,NODEM1
      NEL=NEL+1
      II=I+1
      WRITE(10)I,II,NORMAL,MAT,IETYPE
      ISAVE=I
      CALL IOPI(ISAVE,0,II)
90    CONTINUE
      NEL=NEL+1
      WRITE(10)NCODE,IF,NORMAL,MAT,IETYPE
      CALL IOPI(NCODE,0,IF)
90    CONTINUE
      N=NODE+1
      GO TO 30
100   CONTINUE
      IBEAM=NEL+1
      NCDE=NODE+1
      RETURN
110  FORMAT(A1,I4,3F10.0)
120  FORMAT(6I5)
130  FORMAT(I5,6(4X,1H0),3F10.4)
140  FORMAT(I5,6(4X,1H1),3F10.4)
150  FORMAT(6I5)
160  FORMAT(35X,3E10.3)
170  FORMAT(5X,3F10.0)
      END
      SUBROUTINE BCS1(IB,IBC)
      CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
      C THIS SUBROUTINE STORES COMMANDS FOR RESTRAINING BOUNDARY CONDITIONS
      C CALLED BY: SEQ2
      C CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
      DIMENSION IB(6),IBC(6)
      COMMON/BCUND/NBC,IBCAPL(100,6),IBCS(100,6)
      NBC=NBC+1
      DO 10 I=1,6
        IBCAPL(NBC,I)=IB(I)
        IBCS(NBC,I)=IBC(I)
10    CONTINUE
      RETURN
      END
      SUBROUTINE BCS2(I,J,K,N)
      CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
      C SUBROUTINE BCS2 RESTRAINS THE BOUNDARIES OF NODES BEING OUTPUT
      C CALLED BY: ELTHRE ELTWO
      C CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
      DIMENSION NI(6)
      COMMON/BCUND/NBC,IBCAPL(100,6),IBCS(100,6)
      IF(NBC.EQ.0)RETURN
      DO 20 L=1,NBC
        IF(I.LT.IBCAPL(L,1).OR.I.GT.IBCAPL(L,4))GO TO 20
        IF(J.LT.IBCAPL(L,2).OR.J.GT.IBCAPL(L,5))GO TO 20
        IF(K.LT.IBCAPL(L,3).OR.K.GT.IBCAPL(L,6))GO TO 20
        DO 10 M=1,6
          IF(N(M).EQ.0)N(M)=IBCS(L,M)
10    CONTINUE

```

```

C      CONTINUE                                BC S20019
        RETURN                                  BC S20020
    END                                          BC S20021
        SUBROUTINE BCS3(IB,NODE,ICMD)          BC S300C1
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCBCS300C2
C      SUBROUTINE BCS3 PACKS OR UNPACKS THE BOUNDARY CONDITION ARRAY BC S300C3
C                                                                 BC S300C4
C   CALLED BY: 8OUT1 EL1D EL2D OUTPUT         BC S300C6
C                                               C8BS300C7
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCBCS300C8
        DIMENSION IB(6)                      AC S300C9
        COMMON/SYSARY/X(8000),Y(8000),Z(8000),N(8000) BC S30010
        I=IB(8000),IFLAG(8000),V(8000,3)     BC S30011
        IF(ICMD.EQ.1)GO TO 20                 BC S30012
C                                              BC S30013
C   PACK ARRAY                               BC S30014
C                                             BC S30015
        ISB(NODE)=0                          BC S30016
        DO 10 I=1,6                         BC S30017
            ISB(NODE)=ISB(NODE)+IB(I)*10**(I-1) BC S30018
        10 CONTINUE                           BC S30019
        RETURN                                 BC S30020
    20 CONTINUE                              BC S30021
C                                           BC S30022
C   UNPACK ARRAY                            BC S30023
C                                            BC S30024
        NN=ISB(NODE)                        BC S30025
        DO 30 I=1,6                         BC S30026
            IB(I)=MCD(NN,10)                BC S30027
            A=(NN-ISB(I))/10               BC S30028
            NN=INT(A)                       BC S30029
        30 CONTINUE                          BC S30030
        RETURN                                BC S30031
    END                                        BC S30032
        SUBROUTINE BUT1(NODES)              BUT100C1
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCBUT100C2
C      SUBROUTINE BUT1 CHECKS FOR PLATES WHICH HAVE ROTATIONS TO BE CBUT100C3
C RESTRAINED ALONG A COORDINATE DIRECTION. CBUT100C4
C                                         CBUT100C5
C   CALLED BY: OUTPUT                    CBUT100C6
C                                       CBUT100C7
C CALLS SUBROUTINES: BCS3                  CBUT100C9
C                                      CBUT10010
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCBUT100C11
        DIMENSION IB(6)                   BUT10012
        COMMON/SYSARY/X(8000),Y(8000),Z(8000),N(8000) BUT10013
        I=IB(8000),IFLAG(8000),V(8000,3) BUT10014
        DO 10 I=1,NODES                     BUT10015
            IF(IFLAG(I).EQ.0.OR.IFLAG(I).EQ.2)GO TO 10 BUT10016
            II=I                             BUT10017
            CALL BCS3(IB,II,1)             BUT10018
            IF(ABS(V(I,1)).GT.0.99)IE(4)=3 BUT10019
            IF(ABS(V(I,2)).GT.0.99)IE(5)=3 BUT10020
            IF(ABS(V(I,3)).GT.0.99)IE(6)=3 BUT10021
            II=I                             BUT10022
            CALL BCS3(IB,II,0)           BUT10023
        10 CONTINUE                         BUT10024
        RETURN                             BUT10025
    END                                     BUT10026

```



```
C SUBROUTINE CTRAN SAVES THE COORDINATE TRANSFORMATIONS          CCTRN00C4  
C                                                                    CCTRN00C5  
C CALLED BY: INIT                                                CCTRN00C6  
C CALLS SUBROUTINES: CYLIND SPHERI                               CCTRN00C7  
C                                                                   CCTRN00C8  
C                                                                   CCTRN00C9  
CCCCCCCCCCCTRN0010  
COMMON/QTSARG/TI(3,3,50),X(3,50),Y(3,50),Z(3,50)             CCTRN0011  
DATA NCYL/LHC/,NSPH/LHS/                                         CCTRN0012  
BACKSPACE 12                                                    CCTRN0013  
READ(12,40)INC                                                  CCTRN0014  
IF(NC.EQ.0)RETURN                                              CCTRN0015  
DO 20 J=1,NC                                                   CCTRN0016  
DC 10 I=1,3                                                    CCTRN0017  
READ(12,50)(KT,X(I,J),Y(I,J),Z(I,J))                         CCTRN0018  
IF(KT.EQ.NCYL)CALL CYLINE(X(I,J),Y(I,J),Z(I,J))              CCTRN0019  
IF(KT.EQ.NSPH)CALL SPHERE(X(I,J),Y(I,J),Z(I,J))               CCTRN0020  
10 CONTINUE                                                     CCTRN0021  
20 CONTINUE                                                     CCTRN0022  
DC 30 I=1,NC                                                   CCTRN0023  
X1=X(2,I)-X(1,I)                                               CCTRN0024  
Y1=Y(2,I)-Y(1,I)                                               CCTRN0025  
Z1=Z(2,I)-Z(1,I)                                               CCTRN0026  
X2=X(3,I)-X(1,I)                                               CCTRN0027  
Y2=Y(3,I)-Y(1,I)                                               CCTRN0028  
Z2=Z(3,I)-Z(1,I)                                               CCTRN0029  
S1=X1*X1+Y1*Y1+Z1*Z1                                           CCTRN0030  
S1=SQR(T(S1))                                                 CCTRN0031  
AX=Y1*Z2-Z1*Y2                                                 CCTRN0032  
AY=Z1*X2-X1*Z2                                                 CCTRN0033  
AZ=X1*Y2-Y1*X2                                                 CCTRN0034  
S2=AX*AX+AY*AY+AZ*AZ                                           CCTRN0035  
S2=SQR(T(S2))                                                 CCTRN0036  
X1=X1/S1                                                       CCTRN0037  
Y1=Y1/S1                                                       CCTRN0038  
Z1=Z1/S1                                                       CCTRN0039  
AX=AX/S2                                                        CCTRN0040  
AY=AY/S2                                                        CCTRN0041  
AZ=AZ/S2                                                        CCTRN0042  
X2=AY*Z1-AZ*Y1                                                 CCTRN0043  
Y2>AZ>X1-AX>Z1                                                 CCTRN0044  
Z2=AX*Y1-AY>X1                                                 CCTRN0045  
TI(1,1,I)=X1                                                  CCTRN0046  
TI(1,2,I)=Y1                                                  CCTRN0047  
TI(1,3,I)=Z1                                                  CCTRN0048  
TI(2,1,I)=X2                                                  CTNCC49  
TI(2,2,I)=Y2                                                  CCTRN0050  
TI(2,3,I)=Z2                                                  CCTRN0051  
TI(3,1,I)=AX                                                  CCTRN0052  
TI(3,2,I)=AY                                                  CCTRN0053  
30 TI(3,3,I)=AZ                                             CTNRCC54  
RETURN                                                         CCTRN0055  
40 FORMAT(5X,I5)                                               CCTRN0056  
50 FORMAT(A1,4X,3F10.0)                                       CCTRN0057  
END                                                            CTNRCO58  
SUBROUTINE CTRANS(XO,YD,ZC)                                     CTNRCCC1  
CCCCCCCCCCCTRN00C2  
C                                                                    CCTRN00C3  
C SUBROUTINE CTRANS PERFORMS COORDINATE TRANSFORMATIONS ON NODE O CCTRNOOC4  
C                                                                    CCTRN00C5  
C CALLED BY: ELTHRE ELTWO                                        CCTRN00C6
```

```
C
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCTRN00C7
      DIMENSION XC(3),XX(3)                                CTRN00C8
      COMMON/QTS ARC/TI(3,3,50),X(3,50),Y(3,50),Z(3,50)   CTRN00C9
      COMMON/REPEAT/NR,NRT(50)                             CTRN0010
      KS=NRT(NR)                                             CTRN0011
      IF(KS.EQ.0)RETURN                                     CTRN0012
      XC(1)=XC                                              CTRN0013
      XC(2)=YC                                              CTRN0014
      XC(3)=ZO                                              CTRN0015
      DO 10 I=1,3                                           CTRN0016
      XX(I)=0.0                                             CTRN0017
      DO 10 J=1,3                                           CTRN0018
10    XX(I)=XX(I)+TI(J,I,KS)*XC(J)                        CTRN0019
      XC(1)=XX(1)+X(1,KS)                                  CTRN0020
      XC(2)=XX(2)+Y(1,KS)                                  CTRN0021
      XC(3)=XX(3)+Z(1,KS)                                  CTRN0022
      XC=XC(1)                                               CTRN0023
      YC=XC(2)                                               CTRN0024
      ZC=XC(3)                                               CTRN0025
      RETURN                                                 CTRN0026
      END                                                    CTRN0027
      SUBROUTINE CYLIND(R,THETA,Z)                          CTRN0028
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCYLN00C1
                                                                CYLN00C2
C                                                                CCYLNOOC3
C SUBROUTINE CYLIND PERFORMS COORDINATE TRANSFORMATIONS FROM CCYLNOOC4
C CYLINDRICAL COORDINATES TO CARTESIAN COORDINATES          CCYLNOOC5
C                                                                CCYLNOOC6
C CALLED BY: CTRAN ELTHRE ELTWO SEQ2                       CCYLNOOC7
C                                                                CCYLNOOC8
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCYLN00C9
      DATA ST/0.C/,CT/1.0/                                CYLN0010
      IF(THETA.EC.THETAO)GO TO 10                           CYLN0011
      ST=SIN(THETA/57.2958)                                 CYLN0012
      CT=COS(THETA/57.2958)                                 CYLN0013
10    IF(R.EQ.RD.AND.THETA.EC.THETAO)GO TO 20              CYLN0014
      RST=R*ST                                                CYLN0015
      PCT=R*CT                                                CYLN0016
20    CONTINUE                                              CYLN0017
      X=RCT                                                    CYLN0018
      Y=RST                                                    CYLN0019
      R=X                                                       CYLN0020
      THETA=Y                                                  CYLN0021
      RD=R                                                      CYLN0022
      THETAC=THETA                                            CYLN0023
      RETURN                                                  CYLN0024
      END                                                       CYLN0025
      SUBROUTINE DELETE(IB)                                   DLTEOOC1
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCDLTEOOC2
C                                                                DLTEOOC3
C SUBROUTINE DELETE STORES COMMANDS FOR REGIONS WHICH ARE TO BE DLTEOOC4
C DELETED                                                     DLTEOOC5
C                                                                DLTEOOC6
C CALLED BY: SEQ2                                             DLTEOOC7
C                                                                DLTEOOC8
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCDLTEOOC9
      DIMENSION IB(6)                                         DLTEO010
      COMMON/DOL/NDEL,IDEL(100,6)                            DLTEO011
      NDEL=NDEL+1                                             DLTEO012
      DO 10 I=1,6                                             DLTEO013
      IDEL(NDEL,I)=IB(I)                                      DLTEO014
```

[illegible]

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NMID=0
NL=0
C
C SET UP ARRAY INDICES
CALL MAX(I,J,K)
J1=I+J*K+1
J2=J1+I*J*K
J3=J2+I*J*K
NOCES=I*J*K
REWIND 11
C
C READ IN THE PART AND GENERATE THE MESH
CALL SEQ2(1,J,K,A(1),A(J1),A(J2))
20 CONTINUE
CALL ELTWO(I,J,K,A(1),A(J1),A(J2),N)
CALL ELTHPE(I,J,K,A(1),A(J1),A(J2),N)
30 CONTINUE
GO TO 10
RETURN
40 CONTINUE
C
C OUTPUT JOB STATISTICS
NODE=NODE-1
ITWO=ITWO-1
ITHRE=ITHRE-1
IBEAM=IBEAM-1
WRITE(6,50)NOCES,ITWO,ITHPE,IBEAM
IF(ILCAD.EQ.0)WRITE(13,60)LCAC
RETURN
50 FORMAT(9H NOCES = ,I5/,16F 2-D ELEMENTS = ,I5/,
1,16H 3-D ELEMENTS = ,I5/,9H BEAMS = ,I5)
60 FORMAT(I5)
END
SUBROUTINE DCUBLE(I,J,K)
CCCCCCCCCC
C SUBROUTINE DCUBLE MULTIPLIES ALL THE INDICES BY 2 WHEN 8-NODE PLATES OR 20-NODE SOLIDS ARE TO BE GENERATED
C CALLED BY: SEQ SEQ2 MAX
CCCCCCCCCC
DIMENSION I(16),J(16),K(16)
COMMON /PROPP/MAT,NODT,IC2,I1,TH,N8,N20
IFACT=0
IF(N8.EQ.1.OR.N20.EQ.1)IFACT=2
IF(IFACT.EQ.0)IFACT=1
IV=IFACT*IABS(I(1))-1
JV=IFACT*IABS(J(1))-1
KV=IFACT*IABS(K(1))-1
DO 10 M=1,16
IF(I(M).GE.1)I(M)=I(M)*IFACT-IV
IF(J(M).GE.1)J(M)=J(M)*IFACT-JV
IF(K(M).GE.1)K(M)=K(M)*IFACT-KV
IF(I(M).LE.-1)I(M)=I(M)*IFACT+IV
IF(J(M).LE.-1)J(M)=J(M)*IFACT+JV
IF(K(M).LE.-1)K(M)=K(M)*IFACT+KV
10 CONTINUE

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RETURN                                DBLE0026
END                                  DBLE0027
SUBROUTINE ELTHRE (M1,M2,M3,X,Y,Z,N) DBLE0028
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC CCCC CCCCCCCCCCCCCCCCCCCCCCCCCCCCCC CELTH0002
C                                     CELTH0003
C SUBROUTINE ELTHRE GENERATES SOLID ELEMENTS AND NODES CELTH0004
C                                     CELTH0005
C CALLED BY: DLEE                     CELTH0006
C                                     CELTH0007
C CALLS SUBROUTINES: BCS2      CTRAN2 CYLIND DATA   DELET2 EXCHNG CELTH0008
C ICN1      LCAC52 MAXMIN     MESH    MIDSI2 MOVE    PLCTMK SPHERI CELTH0009
C                                     CELTH0010
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC CCCC CCCCCCCCCCCCCCCCCCCCCCCCCCCCCC CELTH0011
COMMON/KNTS/NODE,I BEAM,I TWC, ITHRE,LOAD,LINES,MIN ELTH0012
COMMON/PFCP/MAT,NDOT,IC2,IT,TH,N8,N2O ELTH0013
COMMON/JUNK2/NFAST ELTH0014
COMMON/REGION/IARRAY(200,6),NREG ELTH0015
COMMON/REPEAT/NR,NRT(50) ELTH0016
DIMENSION X(M1,M2,M3), Y(M1,M2,M3), Z(M1,M2,M3), N(M1,M2,M3) ELTH0017
DIMENSION IBC(6) ELTH0018
EQUIVALENCE(I THRE,NEL) ELTH0019
C                                     ELTH0020
C NODE GENERATION ELTH0021
C                                     ELTH0022
DO 150 INDX=1,NREG ELTH0023
IM=IARRAY(INCX,1) ELTH0024
JM=IARRAY(INCX,2) ELTH0025
KM=IARRAY(INCX,3) ELTH0026
IX=IARRAY(INCX,4) ELTH0027
JX=IARRAY(INCX,5) ELTH0028
KX=IARRAY(INCX,6) ELTH0029
IF(MAT.EQ.C)MAT=1 ELTH0030
IF(IM.EQ.IX.CR.JM.EQ.JX.CR.KM.EQ.KX)GO TO 150 ELTH0031
IDEL=0 ELTH0032
CALL DELET2(IM,JM,KM,IX,JX,KX,IDEL) ELTH0033
IF(IDEL.EQ.1)GO TO 150 ELTH0034
IF(NR.GE.2)IGC TO 10 ELTH0035
C                                     ELTH0036
C GENERATE NODES ELTH0037
C                                     ELTH0038
CALL MESH(M1,M2,M3,X,Y,Z,N,IM,JM,KM,IX,JX,KX) ELTH0039
C                                     ELTH0040
C MOVE NODES AS SPECIFIED IN ARC CARDS ELTH0041
C                                     ELTH0042
CALL MOVE(M1,M2,M3,X,Y,Z,N,IM,JM,KM,IX,JX,KX) ELTH0043
10 CONTINUE ELTH0044
DO 70 J=JM,JX ELTH0045
DO 60 I=IM,IX ELTH0046
DO 50 K=KM,KX ELTH0047
IF(N(I,J,K).NE.0)GO TO 50 ELTH0048
IF(NFAST.EG.1)GO TO 30 ELTH0049
ICNT=0 ELTH0050
C                                     ELTH0051
C CHECK FOR MIDSIDE NODEAL POINT ELIMINATION ELTH0052
C                                     ELTH0053
XM=FLCAT(MOD((I-IM),2)) ELTH0054
YM=FLCAT(MOD((J-JM),2)) ELTH0055
ZM=FLCAT(MOD((K-KM),2)) ELTH0056
IF(XM.NE.0.0)ICNT=ICNT+1 ELTH0057
IF(YM.NE.0.0)ICNT=ICNT+1 ELTH0058
IF(ZM.NE.0.0)ICNT=ICNT+1 ELTH0059

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IF(ICNT.GE.2.AND.N20.EQ.1)GO TO 50
INT=1
IF(I.EQ.IM.OR.I.EQ.IX)INT=C
IF(J.EQ.JM.OR.J.EQ.JX)INT=C
IF(K.EQ.KM.OR.K.EQ.KX)INT=C
I1=I
J1=J
K1=K
MFLAG=0
CALL MIDSI2(I1,J1,K1,MFLAG,XM,YM,ZM)
IF(MFLAG.EC.1)GO TO 50
DO 20 L=1,6
IBC(L)=0
20 CONTINUE
CALL BCS2(I1,J1,K1,IBC)
CALL LCADS2(I1,J1,K1,NCDE)
30 CONTINUE
XO=X(I,J,K)
YC=Y(I,J,K)
ZO=Z(I,J,K)
CALL EXCHNG(XO,YO,ZO)
IF(IC2.EC.1)CALL CYLIND(XO,YC,ZO)
IF(IC2.EC.2)CALL SPHER1(XC,YC,ZO)
CALL CTRAN2(XC,YO,ZO)
CALL MAXMIN(XC,YO,ZO)
NBCOUT=0
DO 40 NBI=1,6
40 NBCOUT=NBCOUT+IBC(NBI)*IC**((NBI-1)
CALL ICN1(XO,YO,ZO,NBCOUT)
N(I,J,K)=NCDE
NCDE=NCDE+1
50 CONTINUE
60 CONTINUE
70 CONTINUE
C
C ELEMENT GENERATION
C ROUTINE PLOTMK CUTPUTS PLOTTING VECTORS
C
CALL PLOTMK(IM,JM,KM,IX,JX,KX,N20,M1,M2,M3,N)
MIN=NODE
IF(INFAST.EC.1)GO TO 150
IF (IX.NE.IM) IX=IX-1
IF (JX.NE.JM) JX=JX-1
IF (KX.NE.KM) KX=KX-1
NNODES=8
IF(N20.EC.1)GO TO 110
DO 100 K=KM,KX,2
DO 90 J=JM,JX,2
DO 80 I=IM,IX,2
I2=I+2
J2=J+2
K2=K+2
IDEL=0
I1=I
J1=J
K1=K
CALL DELET2(I1,J1,K1,I2,J2,K2,IDEL)
IF(IDEL.EC.1)GO TO 80
NNODES=20
WRITE (9) ANCODES,MAT,N(I,J,K),N(I+2,J,K),N(I+2,J+2,K),N(I,J+2,K),
1N(I,J,K+2),N(I+2,J,K+2),N(I+2,J+2,K+2),N(I,J+2,K+2),N(I+1,J,K),
ELTHC06C
ELTHC061
ELTHC062
ELTHC063
ELTHC064
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ELTHC066
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ELTHC068
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ELTHC115
ELTHC116
ELTHC117
ELTHC118
ELTHC119
ELTHC120

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      2N(I+2,J+1,K),N(I+1,J+2,K),N(I,J+1,K),N(I+1,J,K+2),N(I+2,J+1,K+2), ELTH0121
      3N(I+1,J+2,K+2),N(I,J+1,K+2),N(I,J,K+1),N(I+2,J,K+1),N(I+2,J+2,K+1) ELTH0122
      4,N(I,J+2,K+1) ELTH0123
      NEL=NEL+1 ELTH0124
80  CONTINUE ELTH0125
90  CONTINUE ELTH0126
100 CONTINUE ELTH0127
      GO TO 150 ELTH0128
110 CONTINUE ELTH0129
      DO 140 K=KM,KX ELTH0130
      DO 130 J=JM,JX ELTH0131
      DO 120 I=IM,IX ELTH0132
      I2=I+1 ELTH0133
      J2=J+1 ELTH0134
      K2=K+1 ELTH0135
      IDEL=0 ELTH0136
      I1=I ELTH0137
      J1=J ELTH0138
      K1=K ELTH0139
      IDUM=0 ELTH0140
      CALL DELET2(I1,J1,K1,I2,J2,K2,IDEL) ELTH0141
      IF(IDEL.EQ.1)GO TO 120 ELTH0142
      WRITE(9)NNCODES,MAT,N(I,J,K+1),N(I,J+1,K+1),N(I+1,J+1,K+1),N(I+1,J, ELTH0143
      1K+1),N(I,J,K),N(I,J+1,K),N(I+1,J+1,K),N(I+1,J,K), IDUM, IDUM, IDUM, ELTH0144
      2IDUM, IDUM, IDUM, IDUM, IDUM, IDUM, IDUM, IDUM, IDUM, IDUM, ELTH0145
      NEL=NEL+1 ELTH0146
120 CONTINUE ELTH0147
130 CONTINUE ELTH0148
140 CONTINUE ELTH0149
150 CONTINUE ELTH0150
160 CONTINUE ELTH0151
      RETURN ELTH0152
170 FORMAT(7I5,3F10.4,3I5) ELTH0153
180 FORMAT(4I5,5X,I5,/,16I5,/,4I5) ELTH0154
190 FORMAT(4I5,5X,I5,/,8I5,/,5F ) ELTH0155
      END ELTH0156
      SUBROUTINE ELTWO (M1,M2,M3,X,Y,Z,N) ELTW0001
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC ELTW0002
C ELTW0003
C SUBROUTINE ELTWO GENERATES PLATE ELEMENTS ELTW0004
C ELTW0005
C CALLED BY: DLEE ELTW0006
C ELTW0007
C CALLS SUBROUTINES: BCS2 CTRAN2 CYLIND DATA CELET2 EXCHNG ELTW0008
C ICN1 LCADS2 MAXMIN MESH MIDSI2 MOVE PLCTMK SPHER ELTW0009
C ELTW0010
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC ELTW0011
COMMON/KNTS/NODE,IBEAM,ITWC,ITHRE,LOAD,LINES,MIN ELTW0012
COMMON/PROP/MAT,NDOT,IC2,IT,TH,N8,N20 ELTW0013
COMMON/JUNK2/NFAST ELTW0014
COMMON/REGION/IARRAY(200,6),AREG ELTW0015
COMMON/REPEAT/NR,NRT(50) ELTW0016
DIMENSION X(M1,M2,M3), Y(M1,M2,M3), Z(M1,M2,M3), N(M1,M2,M3) ELTW0017
DIMENSION IBC(6) ELTW0018
EQUIVALENCE(ITWO,NEL) ELTW0019
C ELTW0020
C NODE GENERATION ELTW0021
C ELTW0022
DO 220 INDX=1,NREG ELTW0023
  IV=IARRAY(INDX,1) ELTW0024
  JM=IARRAY(INDX,2) ELTW0025

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      KM=IARRAY(INCX,3)
      IX=IARRAY(INCX,4)
      JX=IARRAY(INCX,5)
      KX=IARRAY(INCX,6)
      IF(MAT.EC.0)MAT=1
      IF(IM.NE.IX.AND.JM.NE.JX.AND.KM.NE.KX)GO TO 220
      IDEL=0
      CALL DELET2(IM,JM,KM,IX,X,KX,IDEL)
      IF(IDEL.EQ.1)GO TO 220
      IF(NR.GE.2)GO TO 10
C
C   GENERATE NOCES
C
      CALL MESH(M1,M2,M3,X,Y,Z,N,IM,JM,KM,IX,JX,KX)
C
C   MOVE NODES AS SPECIFIED IN ARC CARDS
C
      CALL MOVE(M1,M2,M3,X,Y,Z,N,IM,JM,KM,IX,JX,KX)
10  CONTINUE
      DO 70 J=JM,JX
      DO 60 I=IM,IX
      DO 50 K=KM,KX
      IF(N(I,J,K).NE.0)GO TO 50
      IF(NFAST.EQ.1)GO TO 30
      ICNT=0
C
C   CHECK FOR MIDSIDE NODAL POINT ELIMINATION
C
      XM=FLCAT(MCD((I-IM),2))
      YM=FLCAT(MCD((J-JM),2))
      ZM=FLCAT(MCD((K-KM),2))
      IF(XM.NE.0.0)ICNT=ICNT+1
      IF(YM.NE.0.0)ICNT=ICNT+1
      IF(ZM.NE.0.0)ICNT=ICNT+1
      IF(ICNT.GE.2.AND.N8.EQ.1)GO TO 50
      DO 20 L=1,6
      IBC(L)=0
20  CONTINUE
      I1=I
      J1=J
      K1=K
      MFLAG=0
      CALL MIDS12(I1,J1,K1,MFLAG,XP,YM,ZM)
      IF(MFLAG.EC.1)GO TO 50
      CALL BCS2(I1,J1,K1,IBC)
      CALL LOADS2(I1,J1,K1,NODE)
      INT=0
30  CONTINUE
      XO=X(I,J,K)
      YO=Y(I,J,K)
      ZO=Z(I,J,K)
      CALL EXCHNG(XO,YO,ZO)
      IF(IC2.EQ.1)CALL CYLIND(XC,YC,ZO)
      IF(IC2.EQ.2)CALL SPHERI(XC,YC,ZO)
      CALL CTRAN2(XC,YO,ZO)
      CALL MAXMIN(XC,YO,ZO)
      NBCCUT=0
      DO 40 N8I=1,6
40  NBCCUT=NBCCUT+IBC(N8I)*IC**((N8I-1)
      CALL ICN1(XC,YO,ZO,NBCCUT)
      N(I,J,K)=ACDE
      ELTW0026
      ELTW0027
      ELTW0028
      ELTW0029
      ELTW0030
      ELTW0031
      ELTW0032
      ELTW0033
      ELTW0034
      ELTW0035
      ELTW0036
      ELTW0037
      ELTW0038
      ELTW0039
      ELTW0040
      ELTW0041
      ELTW0042
      ELTW0043
      ELTW0044
      ELTW0045
      ELTW0046
      ELTW0047
      ELTW0048
      ELTW0049
      ELTW0050
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      ELTW0070
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      ELTW0072
      ELTW0073
      ELTW0074
      ELTW0075
      ELTW0076
      ELTW0077
      ELTW0078
      ELTW0079
      ELTW0080
      ELTW0081
      ELTW0082
      ELTW0083
      ELTW0084
      ELTW0085
      ELTW0086

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      NNODE=NNODE+1
50  CONTINUE
60  CONTINUE
70  CONTINUE
C
C  ELEMENT GENERATION
C  ROUTINE PLOTMK OUTPUTS PLOTTING VECTORS
C
      CALL PLOTMK(IM,JM,KM,IX,XX,KX,N8,M1,M2,M3,N)
      VIN=NODE
      IF(NFAST.EQ.1)GO TO 220
      NNODES=4
      IF(N8.EQ.1)NNODES=8
      IF(KM.LT.KX)GC TO 80
C
C  K-INDEX IS CONSTANT
C
      I2=2
      J2=0
      K2=0
      I3=2
      J3=2
      K3=0
      I4=0
      J4=2
      K4=0
      IF (NNODES.EQ.4)          GC TC 100
      I5=1
      J5=0
      K5=0
      I6=2
      J6=1
      K6=0
      I7=1
      J7=2
      K7=0
      I8=0
      J8=1
      K8=0
      GO TO 110
80  IF (JM.LT.JX)          GC TC 90
C
C  J-INDEX IS CONSTANT
C
      I2=0
      J2=0
      K2=2
      I3=2
      J3=0
      K3=2
      I4=2
      J4=0
      K4=0
      IF (NNODES.EQ.4)          GC TC 100
      I5=0
      J5=0
      K5=1
      I6=1
      J6=0
      K6=2
      I7=2

```

```

ELTW0087
ELTW0088
ELTW0089
ELTW0090
ELTW0091
ELTW0092
ELTW0093
ELTW0094
ELTW0095
ELTW0096
ELTW0097
ELTW0098
ELTW0099
ELTW0100
ELTW0101
ELTW0102
ELTW0103
ELTW0104
ELTW0105
ELTW0106
ELTW0107
ELTW0108
ELTW0109
ELTW0110
ELTW0111
ELTW0112
ELTW0113
ELTW0114
ELTW0115
ELTW0116
ELTW0117
ELTW0118
ELTW0119
ELTW0120
ELTW0121
ELTW0122
ELTW0123
ELTW0124
ELTW0125
ELTW0126
ELTW0127
ELTW0128
ELTW0129
ELTW0130
ELTW0131
ELTW0132
ELTW0133
ELTW0134
ELTW0135
ELTW0136
ELTW0137
ELTW0138
ELTW0139
ELTW0140
ELTW0141
ELTW0142
ELTW0143
ELTW0144
ELTW0145
ELTW0146
ELTW0147

```

```

      J7=0
      K7=1
      I8=1
      J8=0
      K8=0
      GC TC 110
90  CCNTINUE
C
C  I-INDEX IS CONSTANT
C
      I2=0
      J2=2
      K2=0
      I3=0
      J3=2
      K3=2
      I4=0
      J4=0
      K4=2
      IF (NNODES.EQ.4)      GO TC 100
      I5=0
      J5=1
      K5=0
      I6=0
      J6=2
      K6=1
      I7=0
      J7=1
      K7=2
      I8=0
      J8=0
      K8=1
      GC TO 110
130 CCNTINUE
      I2=I2/2
      J2=J2/2
      K2=K2/2
      I3=I3/2
      J3=J3/2
      K3=K3/2
      I4=I4/2
      J4=J4/2
      K4=K4/2
110 CONTINUE
      IF (IX.NE.IM)      IX=IX-1
      IF (JX.NE.JM)      JX=JX-1
      IF (KX.NE.KM)      KX=KX-1
      IF (NNODES.EQ.4)      GC TC 150
C
C
      DO 140 K=KM,KX,2
      DO 130 J=JM,JX,2
      DO 120 I=IM,IX,2
      IDEL=0
      IC=I+I3
      JC=J+J3
      KC=K+K3
      I1=I
      J1=J
      K1=K
      CALL DELET2(I1,J1,K1,IC,JC,KC,IDEL)

```

```

ELTW0148
ELTW0149
ELTW0150
ELTW0151
ELTW0152
ELTW0153
ELTW0154
ELTW0155
ELTW0156
ELTW0157
ELTW0158
ELTW0159
ELTW0160
ELTW0161
ELTW0162
ELTW0163
ELTW0164
ELTW0165
ELTW0166
ELTW0167
ELTW0168
ELTW0169
ELTW0170
ELTW0171
ELTW0172
ELTW0173
ELTW0174
ELTW0175
ELTW0176
ELTW0177
ELTW0178
ELTW0179
ELTW0180
ELTW0181
ELTW0182
ELTW0183
ELTW0184
ELTW0185
ELTW0186
ELTW0187
ELTW0188
ELTW0189
ELTW0190
ELTW0191
ELTW0192
ELTW0193
ELTW0194
ELTW0195
ELTW0196
ELTW0197
ELTW0198
ELTW0199
ELTW0200
ELTW0201
ELTW0202
ELTW0203
ELTW0204
ELTW0205
ELTW0206
ELTW0207
ELTW0208

```

```

      IF (IDEL.EQ.1) GO TO 120
      WRITE (8) N(I,J,K),N(I+12,J+J2,K+K2),N(I+13,J+J3,K+K3),N(I+14,J+
1 J4,K+K4),MAT,IT,TH,N(I+15,J+J5,K+K5),N(I+16,J+J6,K+K6),N(I+17,J+
2 J7,K+K7),N(I+18,J+J8,K+K8)
      NEL=NEL+1
120  CONTINUE
130  CONTINUE
140  CONTINUE
      GO TO 220
150  CONTINUE
      IDUM=0
      DO 210 K=KM,KX
      DO 200 J=JP,JX
      DO 190 I=IP,IX
      IDEL=0
      IC=I+13
      JC=J+J3
      KC=K+K3
      I1=I
      J1=J
      K1=K
      CALL DELET2(I1,J1,K1,IC,C,KC,IDEL)
      IF (IDEL.EQ.1) GO TO 190
      IF (INDOT.EQ.0) GO TO 180
C
C   CHECK FOR 180 DEGREE ANGLE BETWEEN EDGES
C
      ND1=N(I,J,K)
      ND2=N(I+12,J+J2,K+K2)
      ND3=N(I+13,J+J3,K+K3)
      ND4=N(I+14,J+J4,K+K4)
      XD1=X(I+12,J+J2,K+K2)-X(I,J,K)
      XD2=X(I+13,J+J3,K+K3)-X(I+12,J+J2,K+K2)
      XD3=X(I+14,J+J4,K+K4)-X(I+13,J+J3,K+K3)
      XD4=X(I,J,K)-X(I+14,J+J4,K+K4)
      YD1=Y(I+12,J+J2,K+K2)-Y(I,J,K)
      YD2=Y(I+13,J+J3,K+K3)-Y(I+12,J+J2,K+K2)
      YD3=Y(I+14,J+J4,K+K4)-Y(I+13,J+J3,K+K3)
      YD4=Y(I,J,K)-Y(I+14,J+J4,K+K4)
      ZD1=Z(I+12,J+J2,K+K2)-Z(I,J,K)
      ZD2=Z(I+13,J+J3,K+K3)-Z(I+12,J+J2,K+K2)
      ZD3=Z(I+14,J+J4,K+K4)-Z(I+13,J+J3,K+K3)
      ZD4=Z(I,J,K)-Z(I+14,J+J4,K+K4)
      V1=SQRT(XD1*XD1+YD1*YD1+ZD1*ZD1)
      V2=SQRT(XD2*XD2+YD2*YD2+ZD2*ZD2)
      V3=SQRT(XD3*XD3+YD3*YD3+ZD3*ZD3)
      V4=SQRT(XD4*XD4+YD4*YD4+ZD4*ZD4)
      AD1=(XD1*XD2+YD1*YD2+ZD1*ZD2)/(V1*V2)
      AD2=(XD2*XD3+YD2*YD3+ZD2*ZD3)/(V2*V3)
      AD3=(XD3*XD4+YD3*YD4+ZD3*ZD4)/(V3*V4)
      AD4=(XD4*XD1+YD4*YD1+ZD4*ZD1)/(V4*V1)
      IF (ABS(AD1).GT.0.94.OR.AES(AD3).GT.0.94) GO TO 160
      IF (ABS(AD2).GT.0.94.OR.AES(AD4).GT.0.94) GO TO 170
      GO TO 180
160  CONTINUE
      WRITE (8) ND1,ND2,ND4,IDUM,MAT,IT,TH,IDUM,IDUM,IDUM,IDUM
      NEL=NEL+1
      WRITE (8) ND2,ND3,ND4,IDUM,MAT,IT,TH,IDUM,IDUM,IDUM,IDUM
      NEL=NEL+1
      GO TO 190
170  CONTINUE

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ELTWC2C9
ELTW0210
ELTW0211
ELTW0212
ELTW0213
ELTW0214
ELTW0215
ELTW0216
ELTW0217
ELTW0218
ELTW0219
ELTW0220
ELTW0221
ELTW0222
ELTW0223
ELTW0224
ELTW0225
ELTW0226
ELTW0227
ELTW0228
ELTW0229
ELTW0230
ELTW0231
ELTW0232
ELTW0233
ELTW0234
ELTW0235
ELTW0236
ELTW0237
ELTW0238
ELTW0239
ELTW0240
ELTW0241
ELTW0242
ELTW0243
ELTW0244
ELTW0245
ELTW0246
ELTW0247
ELTW0248
ELTW0249
ELTW0250
ELTW0251
ELTW0252
ELTW0253
ELTW0254
ELTW0255
ELTW0256
ELTW0257
ELTW0258
ELTW0259
ELTW0260
ELTW0261
ELTW0262
ELTW0263
ELTW0264
ELTW0265
ELTW0266
ELTW0267
ELTW0268
ELTW0269

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```

WRITE(8)ND1,ND2,ND3,IDUM,MAT,IT,TH,IDUM,IDUM,IDUM,IDUM      ELTW0270
NEL=NEL+1                                                     ELTW0271
WRITE(8)ND3,ND4,ND1,IDUM,MAT,IT,TH,IDUM,IDUM,IDUM,IDUM      ELTW0272
NEL=NEL+1                                                     ELTW0273
GO TO 19C                                                     ELTW0274
180 CONTINUE                                                  ELTW0275
WRITE(9) N(I,J,K),N(I+I2,J+J2,K+K2),N(I+I3,J+J3,K+K3),N(I+I4,J+ ELTW0276
1J4,K+K4),MAT,IT,TH,IDUM,IDUM,IDUM,IDUM                     ELTW0277
NEL=NEL+1                                                     ELTW0278
190 CONTINUE                                                  ELTW0279
200 CONTINUE                                                  ELTW0280
210 CONTINUE                                                  ELTW0281
220 CONTINUE                                                  ELTW0282
230 CONTINUE                                                  ELTW0283
RETURN                                                         ELTW0284
240 FORMAT(7I5,3F10.4,3I5)                                   ELTW0285
250 FORMAT(5I5,5X,I5,5X,F10.4,4I5)                           ELTW0286
260 FORMAT(4I5,1CX,I5,5X,F10.4)                               ELTW0287
END                                                            ELTW0288
SUBROUTINE ELID(IOUT,NEL2)                                     EL1000C1
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC EL1000C2
C                                                                CEL1000C3
C SUBROUTINE ELID CONVERTS BEAM ELEMENTS TO THEIR PROPER FORMAT CEL1000C4
C                                                                CEL1000C5
C CALLED BY: OUTPUT                                           CEL1000C6
C                                                                CEL1000C7
C CALLS SUBROUTINES: BCS3                                     CEL1000C8
C                                                                CEL1000C9
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC CEL100010
DIMENSION IB(6),I(2),ID(3)                                   EL100011
COMMON/SYSARY/X(8000),Y(8000),Z(8000),N(8000)                FL100012
1,IBB(8000),IFLAG(8000),V(8000,3)                           EL100013
COMMON/JUNK/LCOF,IAXI,MOVIE,IE1,IE2,IE3,NPLOT,TITLE(20),IOUT2 EL100014
NEL2=1                                                         EL100015
NEL=1                                                         EL100016
IF(IOUT.EQ.3)WRITE(14,50)                                     EL100017
10 READ(10,END=40)I,ID                                         EL100018
IF(I(1).EQ.0)GO TO 10                                         EL100019
IF(ID(1).NE.C)ID(1)=N(ID(1))                                  EL100020
DO 30 J=1,2                                                    EL100021
I(J)=N(I(J))                                                  EL100022
CALL BCS3(IB,I(J),1)                                           EL100023
DO 20 K=4,6                                                    EL100024
IB(K)=MAX0(IB(K),2)                                           EL100025
20 CONTINUE                                                    EL100026
CALL BCS3(IB,I(J),0)                                           EL100027
30 CONTINUE                                                    EL100028
IF(IOUT.EQ.1)WRITE(14,70)NEL,I,ID                             EL100029
IF(MOVIE.EQ.1)WRITE(14,7C)NEL,I                              EL100030
IF(IOUT.EQ.2)WRITE(14,80)NEL2,I,ID                            EL100031
IF(IOUT.EQ.3)WRITE(14,60)NEL2,ID(2),I                        EL100032
NEL2=NEL2+1                                                    EL100033
NEL=NEL+1                                                      EL100034
GO TO 10                                                       EL100035
40 CONTINUE                                                    EL100036
RETURN                                                         EL100037
50 FORMAT(8HELEMENTS,/,39HNLMEER ELEMENT TYPE PROPERTIES   EL100038
1 TOPLOGY)                                                    EL100039
60 FORMAT(15,7H 34000 ,3I5)                                   EL100040
70 FORMAT(6I5)                                                 EL100041
80 FORMAT(15,4X,1H2,3I5,25X,2I5)                             EL100042

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C CALLS SUBROUTINES: BCS3 VOLUME CEL3000C7
C CEL3000C8
C CEL3000C9
C CEL300010
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCEL300011
DIMENSION IB(6),I(20) EL300012
COMMON/SYARRAY/X(8000),Y(8000),Z(8000),N(8000) EL300013
1,I(3)(8000),IFLAG(8000),V(8000,3) EL300014
COMMON/JUNK/LQDF,IAXI,MOVIE,IE1,IE2,IE3,NPLOT,TITLE(20),IOUT2 EL300015
NEL=1 EL300016
IF(NEL2.LE.0.AND.IOUT.EQ.3)WRITE(14,50) EL300017
10 READ(9,END=40)NNODES,IMAT,I EL300018
CALL VOLUME(I,IOUT) EL300019
IF(I(1).EQ.0)GO TO 10 EL300020
NNODES=0 EL300021
DO 30 J=1,20 EL300022
IF(I(J).EQ.0)GO TO 30 EL300023
NNODES=NNODES+1 EL300024
CALL BCS3(IB,I(J),1) EL300025
DO 20 K=4,6 EL300026
IB(K)=MAX0(12(K),1) EL300027
20 CONTINUE EL300028
CALL BCS3(IB,I(J),0) EL300029
I(J)=N(I(J)) EL300030
30 CONTINUE EL300031
IF(IOUT.EQ.1)WRITE(14,70)NEL,NNODES,IMAT,I EL300032
IF(MOVIE.EC.1)WRITE(21,70)NEL,NNODES,IMAT,I EL300033
IF(NEL2.EQ.0)NEL2=1 EL300034
IF(IOUT.EQ.2)WRITE(14,80)NEL2,(I(J),J=1,8),IMAT,(I(J),J=9,20) EL300035
IELTYP=37110 EL300036
IF(NNODES.EQ.8)IELTYP=37100 EL300037
IF(IOUT.EQ.3)WRITE(14,60)NEL2,IELTYP,IMAT,I(1),I(2),I(4),I(3),I(5) EL300038
1,I(6),I(8),I(7),I(9),I(12),I(10),I(11),I(17),I(18),I(20),I(19), EL300039
2,I(13),I(16),I(14),I(15) EL300040
NEL2=NEL2+1 EL300041
NEL=NEL+1 EL300042
GO TO 10 EL300043
40 CONTINUE EL300044
RETURN EL300045
50 FORMAT(8HELEMENTS,/,39HNUMBER ELEMENT TYPE PROPERTIES EL300046
1 TCPOLCGY) EL300047
60 FORMAT(15,1X,15,1X,9I5,/,1F*,12I5) EL300048
70 FORMAT(2I5,5X,15,/,16I5,/,4I5) EL300049
80 FORMAT(15,3X,2H10,9I5,/,12I5) EL300050
END EL300051
SUBROUTINE EXCHNG(X,Y,Z) EXCH00C1
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCEXCH00C2
SUBROUTINE EXCHNG PERFORMS A PERMUTATION OF THE COORDINATE AXES EXCH00C3
C EXCH00C4
C CALLED BY: ELTFR ELTWO EXCH00C5
C EXCH00C6
C EXCH00C7
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCEXCH00C8
DIMENSION XT(3) EXCH00C9
COMMON/JUNK/LQDF,IAxis,MOVIE,IE1,IE2,IE3,NPLOT,TITLE(20),IOUT2 EXCH0010
XT(IE1)=X EXCH0011
XT(IE2)=Y EXCH0012
XT(IE3)=Z EXCH0013
X=XT(1) EXCH0014
Y=XT(2) EXCH0015
Z=XT(3) EXCH0016
RETURN EXCH0017

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      X(I(8))=X(I(8))-DOT*UX
      Y(I(8))=Y(I(8))-DOT*UY
      Z(I(8))=Z(I(8))-DOT*UZ
40  CONTINUE
      RETURN
      END
      SUBROUTINE FN1(N1,N2,N3,S,XA,YA)
      COMMON/SYSARY/A(36000),B(36000)
      S1=(S*S-S)/2.0
      S2=1-S*S
      S3=(S*S+S)/2.0
      XA=A(N1)*S1+A(N2)*S2+A(N3)*S3
      YA=B(N1)*S1+B(N2)*S2+B(N3)*S3
      RETURN
      END
      SUBROUTINE FN2(N1,N2,N3)
      COMMON/SYSARY/A(36000),B(36000)
      IF(N2.EQ.0)RETURN
      PA=A(N2)-A(N1)
      PB=B(N2)-B(N1)
      QA=A(N3)-A(N1)
      QB=B(N3)-B(N1)
      CM=QA*QA+QB*QB
      PM=PA*PA+PB*PB
      T=PM*CM
      IF(T.LE.C.COC2)GO TO 10
      D1=PA*QA+PB*CB
      DOT=D1*01/T
      IF(DOT.GT.0.9995)N2=0
      RETURN
10  N2=0
      RETURN
      END
      SUBROUTINE FN3
      COMMON/SEQDI/IB(16),I(16),J(16),K(16)
      IB(1)=I(16)
      IB(2)=J(16)
      IB(3)=K(16)
      IB(4)=I(16)

```

FLATC061
FLATC062
FLATC063
FLATC064
FLATC065
FLATC066
FN10001
CFN10002
CFN10003
CFN10004
CFN10005
CFN10006
CFN10007
CFN10008
CFN10009
FN10010
FN10011
FN10012
FN10013
FN10014
FN10015
FN10016
FN10017
FN20001
CFN20002
CFN20003
CFN20004
CFN20005
CFN20006
CFN20007
CFN20008
FN20009
FN20010
FN20011
FN20012
FN20013
FN20014
FN20015
FN20016
FN20017
FN20018
FN20019
FN20020
FN20021
FN20022
FN20023
FN20024
FN20025
FN30001
CFN30002
CFN30003
CFN30004
CFN30005
CFN30006
CFN30007
CFN30008
FN30009
FN30010
FN30011
FN30012
FN30013

NPARTS=0	INIT0016
NODE=1	INIT0017
NPLOT=0	INIT0018
IBEAM=1	INIT0019
IE1=1	INIT0020
IE2=2	INIT0021
IE3=3	INIT0022
ITWO=1	INIT0023
ITHRE=1	INIT0024
IMESH=1	INIT0025
ICUT=0	INIT0026
MIN=0	INIT0027
NFAST=0	INIT0028
IPLOT=0	INIT0029
TCLER=0.0	INIT0030
MCVIE=0	INIT0031
LCCF=0	INIT0032
IAXI=0	INIT0033
READ(12,160)TITLE	INIT0034
WRITE(6,160)TITLE	INIT0035
10 CONTINUE	INIT0036
C	INIT0037
C READ COMMAND CARDS	INIT0038
C	INIT0039
READ(12,160,END=20)CARD(1)	INIT0040
GO TO 30	INIT0041
20 CONTINUE	INIT0042
IMESH=0	INIT0043
RETURN	INIT0044
30 CONTINUE	INIT0045
C	INIT0046
C COMMAND = 'SAP5'	INIT0047
C	INIT0048
IF(CARD(1).NE.CHAR(1))GO TC 40	INIT0049
IOUT=1	INIT0050
GO TO 10	INIT0051
C	INIT0052
C COMMAND = 'SAP6'	INIT0053
C	INIT0054
40 IF(CARD(1).NE.CHAR(2))GO TC 50	INIT0055
IOUT=2	INIT0056
GO TO 10	INIT0057
C	INIT0058
C COMMAND = 'PAFEC'	INIT0059
C	INIT0060
50 IF(CARD(1).NE.CHAR(3))GO TC 60	INIT0061
ICUT=3	INIT0062
GO TO 10	INIT0063
C	INIT0064
C COMMAND = 'COORDINATES'	INIT0065
C	INIT0066
60 IF(CARD(1).NE.CHAR(4))GO TC 70	INIT0067
CALL CTRAN	INIT0068
GO TO 10	INIT0069
C	INIT0070
C COMMAND = 'BEAMS'	INIT0071
C	INIT0072
70 IF(CARD(1).NE.CHAR(5))GO TC 80	INIT0073
NPARTS=NPARTS+1	INIT0074
CALL BEAM	INIT0075
GO TO 10	INIT0076

C		INIT0077
C	COMMAND = 'PLOTS'	INIT0078
C		INIT0079
	80 IF(CARD(1).NE.CHAR(6))GO TO 90	INIT0080
	IPLOT=1	INIT0081
	NPLOT=1	INIT0082
	GO TO 10	INIT0083
C		INIT0084
C	COMMAND = 'TOLEPANCE'	INIT0085
C		INIT0086
	90 IF(CARD(1).NE.CHAR(7))GO TO 100	INIT0087
	BACKSPACE 12	INIT0088
	READ(12,17C)TCLER	INIT0089
	GO TO 10	INIT0090
C		INIT0091
C	COMMAND = 'AXISYMMETRIC'	INIT0092
C		INIT0093
	100 IF(CARD(1).NE.CHAR(8))GO TO 110	INIT0094
	IAXI=1	INIT0095
	GO TO 10	INIT0096
C		INIT0097
C	COMMAND = 'LOCF'	INIT0098
C		INIT0099
	110 IF(CARD(1).NE.CHAR(9))GO TO 120	INIT0100
	LOCF=1	INIT0101
	GO TO 10	INIT0102
C		INIT0103
C	COMMAND = 'MOVIE'	INIT0104
C		INIT0105
	120 IF(CARD(1).NE.CHAR(10))GO TO 130	INIT0106
	MOVIE=1	INIT0107
	GO TO 10	INIT0108
C		INIT0109
C	COMMAND = 'FXCHANGE'	INIT0110
C		INIT0111
	130 IF(CARD(1).NE.CHAR(11))GO TO 140	INIT0112
	BACKSPACE 12	INIT0113
	READ(12,18C)IE1,IE2,IE3	INIT0114
	GO TO 10	INIT0115
C		INIT0116
C	COMMAND = 'FAST'	INIT0117
C		INIT0118
	140 IF(CARD(1).NE.CHAR(12))GO TO 150	INIT0119
	NFAST=1	INIT0120
	GO TO 10	INIT0121
	150 CONTINUE	INIT0122
	BACKSPACE 12	INIT0123
C		INIT0124
C	CHECK FOR COMMENTS	INIT0125
C		INIT0126
	READ(12,19C)CARD(1)	INIT0127
	IF(CARD(1).EQ.CMT)GO TO 10	INIT0128
	BACKSPACE 12	INIT0129
	ICUT2=IOUT	INIT0130
	RETURN	INIT0131
	160 FORMAT(2CA4)	INIT0132
	170 FORMAT(10X,F10.0)	INIT0133
	180 FORMAT(12X,3I1)	INIT0134
	190 FORMAT(A1)	INIT0135
	END	INIT0136
	SUBROUTINE INPLOT	INPLCOC1

```

CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCINPL0002
C SUBROUTINE INPLCT CONTROLS THE MESH PLOTTING CINPL0003
C CALLED BY: MAIN CINPL0004
C CALLS SUBROUTINES: FN2 INFC IOP3 IOP4 MAP PART CINPL0005
C PLOT PLOTS SCALE SCALE2 CINPL0006
C CALLS TCS ROUTINES: ERASE TSEND HOME BELL CINPL0007
C CINPL0008
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCINPL0009
C COMMON/SYSARY/A(36000),B(36000) INPL0010
C COMMON/JUNK/LCOF,IAXI,MOVIE,IE1,IE2,IE3,NPLCT,TITLE(20),IOUT2 INPL0011
C COMMON/JUNK2/NFAST INPL0012
C COMMON/KATS/ANODES,IBEAM,ITWC,ITHRE,LCOF,LINES,MIA INPL0013
C COMMON/PARTS2/PRTLST(40) INPL0014
C DIMENSION IBUF(10),IBC(6),CHAR(10),CHAR2(8) INPL0015
C DATA CHAR/4HCONT,4HEND,4HSTCP,4HVIEW,4HPLOT,4HRECT,4HSCAL, INPL0016
C 1 4HPART,4HHELP,4HINFO/ INPL0017
C DATA CHAR2/4HAXIS,4HLCOF,4HSAPS,4HSAP6,4HPAPE,4HPCVI,4HFLAT, INPL0018
C 1 4HNUMO/ INPL0019
C DATA PRTLST/40*1.0/ INPL0020
C REWIND 20 INPL0021
C IAXIS=1 INPL0022
C ANGA=C.0 INPL0023
C ANGB=C.0 INPL0024
C CALL PLOTS(5,5,5) INPL0025
C WRITE(5,28C) INPL0026
C CALL MAP(ANODES,IAXIS,ANGA,ANGB) INPL0027
C INPL0028
C PROCESS INTERACTIVE PLOTTING COMMANDS INPL0029
C INPL0030
C 10 CONTINUE INPL0031
C WRITE(5,34C) INPL0032
C READ(5,330)CMD INPL0033
C INPL0034
C COMMAND = 'CONTINUE' INPL0035
C INPL0036
C IF(CMD.NE.CHAR(1))GO TO 20 INPL0037
C IF(NFAST.EQ.1)STOP INPL0038
C RETURN INPL0039
C INPL0040
C COMMAND = 'ENC' INPL0041
C INPL0042
C 20 IF(CMD.NE.CHAR(2))GO TO 30 INPL0043
C STOP INPL0044
C INPL0045
C COMMAND = 'STCP' INPL0046
C INPL0047
C 30 IF(CMD.NE.CHAR(3))GO TO 40 INPL0048
C STOP INPL0049
C INPL0050
C COMMAND = 'VIEW' INPL0051
C INPL0052
C 40 IF(CMD.NE.CHAR(4))GO TO 50 INPL0053
C CALL IOP4 INPL0054
C CALL ERASE INPL0055
C CALL TSEND INPL0056
C GO TO 210 INPL0057
C INPL0058
C INPL0059
C INPL0060
C INPL0061
C INPL0062

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C	COMMAND = 'PLCT'	INPL0063
C		INPL0064
	50 IF(CMD.NE.CHAR(5))GO TO 60	INPLC065
	CALL IOP4	INPLC066
	CALL ERASE	INPLC067
	CALL TSEND	INPL0068
	GO TO 210	INPL0069
C		INPLC070
C	COMMAND = 'ROTATE'	INPL0071
C		INPLC072
	40 IF(CMD.NE.CHAR(6))GO TO 70	INPLC073
	GO TO 200	INPL0074
C		INPLC075
C	COMMAND = 'SCALE'	INPL0076
C		INPL0077
	70 IF(CMD.NE.CHAR(7))GO TO 80	INPLC078
	CALL SCALE2	INPL0079
	GO TO 10	INPLC080
C		INPL0081
C	COMMAND = 'PARTS'	INPLC082
C		INPL0083
	80 IF(CMD.NE.CHAR(8))GO TO 90	INPLC084
	CALL PART	INPL0085
	GO TO 10	INPLC086
C		INPL0087
C	COMMAND = 'HELP'	INPLC088
C		INPLC089
	90 IF(CMD.NE.CHAR(9))GO TO 100	INPL0090
	WRITE(5,290)	INPLC091
	GO TO 10	INPLC092
C		INPLC093
C	COMMAND = 'INFORMATION'	INPLC094
C		INPL0095
	100 IF(CMD.NE.CHAR(10))GO TO 110	INPLC096
	CALL INFO	INPLC097
	GO TO 10	INPL0098
	110 IF(CMD.NE.CHAR2(1))GO TO 120	INPL0099
	IAXI=1	INPL0100
	GO TO 10	INPL0101
	120 IF(CMD.NE.CHAR2(2))GO TO 130	INPL0102
	LCOF=1	INPL0103
	GO TO 10	INPL0104
	130 IF(CMD.NE.CHAR2(3))GO TO 140	INPL0105
	ICUT2=1	INPL0106
	GO TO 10	INPL0107
	140 IF(CMD.NE.CHAR2(4))GO TO 150	INPLC108
	ICUT2=2	INPL0109
	GO TO 10	INPLC110
	150 IF(CMD.NE.CHAR2(5))GO TO 160	INPL0111
	ICUT2=3	INPL0112
	GO TO 10	INPLC113
	160 IF(CMD.NE.CHAR2(6))GO TO 170	INPL0114
	MOVIE=1	INPL0115
	GO TO 10	INPL0116
	170 IF(CMD.NE.CHAR2(7))GO TO 180	INPL0117
	LCCF=0	INPL0118
	GO TO 10	INPL0119
	180 IF(CMD.NE.CHAR2(8))GO TO 190	INPLC120
	MOVIE=0	INPL0121
	GO TO 10	INPL0122
	190 CONTINUE	INPLC123

GO TO 10	INPL0124
200 WRITE(5,31C)	INPL0125
READ(5,*) IAXIS, ANGA, ANGB	INPL0126
CALL MAP(NNOCES, IAXIS, ANCA, ANG3)	INPL0127
GO TO 10	INPL0128
210 CONTINUE	INPL0129
C	INPL0130
C PLOT THE MESH	INPL0131
C	INPL0132
CALL SCALE(IAXIS, ANGA, ANGB)	INPL0133
READ(5,330) CMC	INPL0134
NLAST=0	INPL0135
IEMPTY=0	INPL0136
DO 260 NA=1, LINES	INPL0137
CALL IOP3(N1, N2, N3, IPART)	INPL0138
IF(PRTLST(IPART).EQ.0.0) CC TC 260	INPL0139
IF(N2.EQ.0) GO TO 230	INPL0140
CALL FN2(N1, N2, N3)	INPL0141
IF(N2.EQ.0) GO TO 230	INPL0142
IF(IEMPTY.EQ.1) CALL PLTOPP(NLAST)	INPL0143
IEMPTY=0	INPL0144
IPEN=3	INPL0145
B1=B(N1)	INPL0146
A1=A(N1)	INPL0147
IF(N1.NE.NLAST) CALL PLOT(B1, A1, IPEN)	INPL0148
NLAST=N3	INPL0149
IPEN=2	INPL0150
SINC=0.25	INPL0151
DO 220 I=1, 8	INPL0152
S=I*SINC-1.0	INPL0153
CALL FN1(N1, N2, N3, S, XA, YA)	INPL0154
CALL PLOT(YA, XA, IPEN)	INPL0155
220 CONTINUE	INPL0156
GO TO 260	INPL0157
230 CONTINUE	INPL0158
IF(IEMPTY.EQ.1) GO TO 240	INPL0159
CALL PLTADC(N1, N3)	INPL0160
IEMPTY=1	INPL0161
GO TO 260	INPL0162
240 CALL PLTCHK(N1, N3, NCHK)	INPL0163
IF(NCHK.EQ.0) GO TO 250	INPL0164
CALL PLTOPP(NLAST)	INPL0165
CALL PLTADC(N1, N3)	INPL0166
GO TO 260	INPL0167
250 CALL PLTAD2(N1, N3)	INPL0168
260 CONTINUE	INPL0169
IF(IEMPTY.EQ.1) CALL PLTOPP(NLAST)	INPL0170
270 CALL TSEND	INPL0171
CALL HOME	INPL0172
CALL BELL	INPL0173
CALL TSEND	INPL0174
REWIND 20	INPL0175
GO TO 10	INPL0176
280 FORMAT(27H < INGRID PLOTTING PACKAGE >)	INPL0177
290 FORMAT(38H < INGRID HAS THE FOLLOWING COMMANDS: >, /,	INPL0178
160H < CONTINUE, END, HELP, INFO, PART, PLOT, ROTATE, SCALE, STOP, VIEW >)	INPL0179
300 FORMAT(35X, 3F10.3)	INPL0180
310 FORMAT(45H INPUT VERTICAL AXIS, ANGLE A, AND ANGLE B	INPL0181
1 >>, \$)	INPL0182
320 FORMAT(315)	INPL0183
330 FORMAT(A4)	INPL0184

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340 FORMAT(3H >>,S)
END
SUBROUTINE PLTADD(N1,N2)
COMMON/PLTBUFF/NA,NB
NA=N1
NB=N2
RETURN
END
SUBROUTINE PLTADZ(N,NZ)
COMMON/PLTBUFF/NA,NB
NB=NZ
RETURN
END
SUBROUTINE PLTCHK(N1,N2,NCHK)
COMMON/PLTBUFF/NA,NB
NCHK=1
IF(N1.NE.NB)RETURN
NT1=NA
NT2=NB
NT3=N2
CALL FNZ(NT1,NT2,NT3)
NCHK=NT2
RETURN
END
SUBROUTINE PLTDMP(NLAST)
COMMON/PLTBUFF/NA,NB
COMMON/SYSARY/A(36000),B(36000)
IF(NLAST.EQ.NA)GO TO 10
BA=B(NA)
AA=A(NA)
IPEN=3
CALL PLOT(BA,AA,IPEN)
10 AB=A(NB)
BB=B(NB)
IPEN=2
CALL PLOT(BB,AB,IPEN)
RETURN
END
SUBROUTINE ICN1(X,Y,Z,IBC)
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCICN100C1
C SUBROUTINE ICN1 PUTS A NODE INTO THE OUTPUT BUFFER CION100C2
C CION100C3
C CALLED BY: BEAM ELTHRE ELTD CION100C4
C CION100C5
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC CION100C6
COMMON/DUMPAR/ XX(100),YY(100),ZZ(100),IDUM,IB(100) CION100C7
DATA I/O/ CION100C8
I=I+1 ION10010
XX(I)=X ION10011
YY(I)=Y ION10012
ZZ(I)=Z ION10013
IB(I)=IBC ION10014
IF(I.LT.100)RETURN ION10015
C CION10016
C BUFFER IS FULL, DUMP AND RETURN ION10017
C ION10018
WRITE(7)XX,YY,ZZ,IB ION10019
I=0 ION10020
RETURN ION10021
END ION10022
ION10023

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REWIND ZC                                IOP40011  
READ(20) II,JJ,KK,IP                    IOP40012  
RETURN                                    IOP40013  
END                                        IOP40014  
SUBROUTINE ITST(M,XC,YC,ZC)              ITST00C1  
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC CITST00C2  
C SUBRCUTINE ITST TEST FOR 2 PLATES WITH THE SAME NORMAL VECTOR. IF CITST00C3  
C THEY HAVE DIFFERENT NORMALS THEN THE ROTATIONAL DEGREES CF FREEDOM CITST00C4  
C ARE RELEASED.                         CITST00C5  
C                                       CITST00C6  
C CALLED BY: NCRM                        CITST00C7  
C                                       CITST00C8  
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC CITST00C9  
DIMENSION M(8)                           ITST0011  
COMMON/SYSARY/X(8000),Y(8000),Z(8000),N(8000)  
I,IBB(8000),IFLAG(8000),V(8000,3)      ITST0012  
DO 30 MI=1,8                             ITST0013  
IF(M(MI).EQ.CIGO TO 30                   ITST0014  
IF(IFLAG(M(MI))).EQ.O)GO TO 1C           ITST0015  
IF(IFLAG(M(MI)).EQ.1)GO TO 2C            ITST0016  
GO TO 30                                  ITST0017  
10 CONTINUE                               ITST0018  
IFLAG(M(MI))=1                            ITST0019  
V(M(MI),1)=XC                             ITST0020  
V(M(MI),2)=YC                             ITST0021  
V(M(MI),3)=ZC                             ITST0022  
GO TO 30                                  ITST0023  
20 CONTINUE                               ITST0024  
XDIFF=ABS(XC-V(M(MI),1))                 ITST0025  
YDIFF=ABS(YC-V(M(MI),2))                 ITST0026  
ZDIFF=ABS(ZC-V(M(MI),3))                 ITST0027  
IF(XDIFF.LT..2.AND.YDIFF.LT..2.AND.ZDIFF.LT..2)GO TO 30 ITST0028  
IFLAG(M(MI))=2                           ITST0029  
30 CONTINUE                               ITST0030  
RETURN                                    ITST0031  
END                                         ITST0032  
SUBROUTINE LCADS(IB,LC,Fx,FY,FZ)          LADS00C1  
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC CLADS00C2  
C SUBRCUTINE LOADS STORES THE LCAC COMMANDS CLADS00C3  
C                                       CLADS00C4  
C CALLED BY: SEQ2                          CLADS00C5  
C                                       CLADS00C6  
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC CLADS00C7  
DIMENSION IB(6)                           LADS00C8  
COMMON/LCAD/NL,LCASE(100),XF(100),YF(100),ZF(100),IND(100,6)  
NL=NL+1                                   LADS00C9  
XF(NL)=FX                                 LADS0011  
YF(NL)=FY                                 LADS0012  
ZF(NL)=FZ                                 LADS0013  
LCASE(NL)=LC                              LADS0014  
DO 10 I=1,6                               LADS0015  
IND(NL,I)=IB(I)                           LADS0016  
10 CONTINUE                               LADS0017  
RETURN                                     LADS0018  
END                                         LADS0019  
SUBROUTINE LCADS2(I,J,K,N)                LDSC0020  
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC CDS200C1  
C SUBROUTINE LCADS2 APPLIES THE LOADS TO NODE POINTS CDS200C2  
C                                       CDS200C3
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[illegible]


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CMMCN/PARTS/NPARTS,XMAXF(40,3),XMNP(40,3)
DATA XMAXP/12C*-999.0/,XMINP/120*999.0/
X(1)=X1
X(2)=X2
X(3)=X3
DO 10 I=1,3
XMAXP(NPARTS,I)=AMAX1(XMAXP(NPARTS,I),X(I))
IF(X(I).LT.XMINP(NPARTS,I))XMINP(NPARTS,I)=X(I)
10 CONTINUE
RETURN
END
SUBROUTINE MESH(M1,M2,M3,X,Y,Z,N,IM,JM,KM,IX,JX,KX)
CCCCCCCCCCCCCCCCCCCCCCCCCCCESTHOC2
C SUBROUTINE MESH USES LINEAR INTERPOLATION TO DETERMINE THE LOCATION CMESTHOC4
C OF A REGION. THE REGIONS 8 VERTICES MUST HAVE ALREADY BEEN INPUT CMESTHOC5
C BY SUBROUTINE SEQ2. CMESTHOC6
C CALLED BY: ELTHRE ELTWO CMESTHOC7
C CMESTHOC8
CMESTHOC9
CCCCCCCCCCCCCCCCCCCCCCCCCCCESTH0010
DIMENSION X(M1,M2,M3),Y(M1,M2,M3),Z(M1,M2,M3),N(M1,M2,M3) MESHO011
X1=X(IM,JM,KM) MESHC012
X2=X(IX,JM,KM) MESHO013
X3=X(IM,JX,KM) MESHC014
X4=X(IM,JM,KX) MESHO015
X5=X(IX,JX,KM) MESHC016
X6=X(IX,JM,KX) MESHO017
X7=X(IM,JX,KX) MESHO018
X8=X(IX,JX,KX) MESHO019
Y1=Y(IM,JM,KM) MESHO020
Y2=Y(IX,JM,KM) MESHC021
Y3=Y(IM,JX,KM) MESHO022
Y4=Y(IM,JM,KX) MESHO023
Y5=Y(IX,JX,KM) MESHO024
Y6=Y(IX,JM,KX) MESHO025
Y7=Y(IM,JX,KX) MESHC026
Y8=Y(IX,JX,KX) MESHO027
Z1=Z(IM,JM,KM) MESHO028
Z2=Z(IX,JM,KM) MESHO029
Z3=Z(IM,JX,KM) MESHO030
Z4=Z(IM,JM,KX) MESHO031
Z5=Z(IX,JX,KM) MESHC032
Z6=Z(IX,JM,KX) MESHC033
Z7=Z(IM,JX,KX) MESHO034
Z8=Z(IX,JX,KX) MESHC035
IXIM=IX-IM MESHC036
JXJM=JX-JM MESHO037
KXKM=KX-KM MESHC038
DO 60 I=IM,IX MESHO039
WI=1.0 MESHC040
IF((IXIM).NE.0)WI=FLOAT(IX-I)/(IXIM) MESHO041
DO 50 J=JM,JX MESHO042
WJ=1.0 MESHO043
IF((JXJM).NE.0)WJ=FLOAT(JX-J)/(JXJM) MESHO044
FA=WI*WJ MESHC045
DO 40 K=KM,KX MESHO046
IF(N(I,J,K).NE.0)GO TO 40 MESHO047
IF((I.EQ.IM.OR.I.EQ.IX).AND.(J.EQ.JM.OR.J.EQ.JX) MESHO048
I.AND.(K.EQ.KM.OR.K.EQ.KX))GO TO 40 MESHC049
WK=1.0 MESHO050
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IF((IXKM).NE.O)WK=FLOAT(KX-K)/(KXKM)  
FB=WJ*WK  
FC=WI*WK  
F1=FA*WK  
F2=FB-F1  
F3=FC-F1  
F4=FA-F1  
F5=F1+WK-FB-FC  
F6=F1+WJ-FA-FB  
F7=F1+WI-FA-FC  
F8=FA-WI-WJ+F5  
IF((IXIM).EQ.G)GO TO 10  
IF((JXJM).EQ.C)GO TO 20  
IF((KXKM).EQ.G)GO TO 30  
X(I,J,K)=X1*F1+X2*F2+X3*F3+X4*F4+X5*F5+X6*F6+X7*F7+X8*F8  
Y(I,J,K)=Y1*F1+Y2*F2+Y3*F3+Y4*F4+Y5*F5+Y6*F6+Y7*F7+Y8*F8  
Z(I,J,K)=Z1*F1+Z2*F2+Z3*F3+Z4*F4+Z5*F5+Z6*F6+Z7*F7+Z8*F8  
GC TO 40  
  
10 CONTINUE  
X(I,J,K)=X1*F1+X4*F4+X3*F3+X7*F7  
Y(I,J,K)=Y1*F1+Y4*F4+Y3*F3+Y7*F7  
Z(I,J,K)=Z1*F1+Z4*F4+Z3*F3+Z7*F7  
GC TO 40  
  
20 CONTINUE  
X(I,J,K)=X1*F1+X2*F2+X6*F6+X4*F4  
Y(I,J,K)=Y1*F1+Y2*F2+Y6*F6+Y4*F4  
Z(I,J,K)=Z1*F1+Z2*F2+Z6*F6+Z4*F4  
GC TO 40  
  
30 CONTINUE  
X(I,J,K)=X1*F1+X2*F2+X5*F5+X3*F3  
Y(I,J,K)=Y1*F1+Y2*F2+Y5*F5+Y3*F3  
Z(I,J,K)=Z1*F1+Z2*F2+Z5*F5+Z3*F3  
  
40 CONTINUE  
50 CONTINUE  
60 CONTINUE  
RETURN  
END  
SUBROUTINE MIDSID(IB,IX,IY,IZ)  
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCMSD0C02  
C CSD0D003  
C SUBROUTINE MIDSID STORES COMMANDS FOR ELIMINATION OF MIDSIDE NODES CSD0DC04  
C CSD0D005  
C CALLED BY: SEQ2 CSD0DC06  
C CSDSC007  
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCMSD0D09  
DIMENSION IB(6)  
COMMON/MID/NMID,MIDA(100,6),MIDC(100,3)  
NMID=NMID+1 MSD0DC11  
DO 10 I=1,6 MSD0DC12  
MIDA(NMID,I)=IB(I) MSD0D013  
  
10 CONTINUE MSD0D014  
MIDC(NMID,1)=IX MSD0D015  
MIDC(NMID,2)=IY MSD0D016  
MIDC(NMID,3)=IZ MSD0D017  
RETURN MSD0D018  
END MSD0D019  
SUBROUTINE MIDSI2(I,J,K,FLAG,XO,YO,ZO) MSZ0001  
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCMSZ0002  
C MSZ0003  
C SUBROUTINE MIDSII DETERMINES IF A MIDSIDE NODE IS TO BE DELETED CMSZ0004  
C CMSZ0005
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C CALLED BY: ELTHRE ELTWO                                CMDS200C6
C                                                         CMDS200C7
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCMDS200C8
COMMON/MID/NPID,MIDA(100,6),PIDC(100,3)                    MDS200C9
IF(NPID.EQ.0)RETURN                                         MDS20010
DO 10 L=1,NPID                                              MDS20011
IF(I.LT.MIDA(L,1).OR.I.GT.MIDA(L,4))GO TO 10              MDS20012
IF(J.LT.MIDA(L,2).OR.J.GT.MIDA(L,5))GO TO 10              MDS20013
IF(K.LT.MIDA(L,3).OR.K.GT.MIDA(L,6))GO TO 10              MDS20014
IF(MIDC(L,1).EQ.1.AND.XO.NE.C.0)MFLAG=1                   MDS20015
IF(MIDC(L,2).EQ.1.AND.YO.NE.C.0)MFLAG=1                   MDS20016
IF(MIDC(L,3).EQ.1.AND.ZO.NE.C.0)MFLAG=1                   MDS20017
10 CONTINUE                                                 MDS20018
RETURN                                                       MDS20019
END                                                         MDS20020
SUBROUTINE MOVE(M1,M2,M3,X,Y,Z,NUM,I1,J1,K1,I2,J2,K2)       MOVEC0C1
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCMOVEF00C2
C                                                         CMOVE00C3
C SUBROUTINE MOVE ADDS A VECTOR TO NODE POINTS ACCORDING TO THE ARC CMOVE00C4
C DATA.                                                    CMOVE00C5
C                                                         CMOVE00C6
C CALLED BY: ELTHRE ELTWO                                CMOVE00C7
C                                                         CMOVE00C8
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCMOVE00C9
DIMENSION X(M1,M2,M3),Y(M1,M2,M3),Z(M1,M2,M3),IB(6)       MOVE0010
1 ,NUM(M1,M2,M3)                                           MOVE0011
COMMON/VECFNC/NFN,IFN(100),IAPLY(100,6),COEF(100,5)      MOVE0012
IF(NFN.EQ.C)RETURN                                         MOVE0013
DO 90 I=1,NFN                                              MOVE0014
DO 10 K=1,6                                                 MOVE0015
IB(K)=IAPLY(I,K)                                           MOVE0016
10 CONTINUE                                                 MOVE0017
IF(IB(1).NE.I1.AND.IB(1).NE.I2)GO TO 80                  MOVE0018
IF(IB(4).NE.I1.AND.IB(4).NE.I2)GO TO 80                  MOVE0019
IF(IB(2).NE.J1.AND.IB(2).NE.J2)GO TO 80                  MOVE0020
IF(IB(5).NE.J1.AND.IB(5).NE.J2)GO TO 80                  MOVE0021
IF(IB(3).NE.K1.AND.IB(3).NE.K2)GO TO 80                  MOVE0022
IF(IB(6).NE.K1.AND.IB(6).NE.K2)GO TO 80                  MOVE0023
IF(IB(4).NE.IB(1))J=1                                       MOVE0024
IF(IB(5).NE.IB(2))J=2                                       MOVE0025
IF(IB(6).NE.IB(3))J=3                                       MOVE0026
I2I1=I2-I1                                                  MOVE0027
J2J1=J2-J1                                                  MOVE0028
K2K1=K2-K1                                                  MOVE0029
DO 70 L=I1,I2                                              MOVE0030
DO 60 M=J1,J2                                              MOVE0031
DO 50 N=K1,K2                                              MOVE0032
IF(NUM(L,M,N).NE.0)GO TO 50                                MOVE0033
C                                                         MOVE0034
C DETERMINE SCALE FACTORS                                  MOVE0035
C                                                         MOVE0036
IF(J.EQ.1)T=FLCAT(L-I1)/(I2I1)                             MOVE0037
IF(J.EQ.2)T=FLCAT(M-J1)/(J2J1)                             MOVE0038
IF(J.EQ.3)T=FLCAT(N-K1)/(K2K1)                             MOVE0039
IF(T.EQ.0.0.CR.T.EQ.1.0)CC TC 50                          MOVE0040
WI=1.0                                                       MOVE0041
WJ=1.0                                                       MOVE0042
WK=1.0                                                       MOVE0043
IF((I2I1).NE.0)WI=1.0-ABS(FLCAT(L-IB(1))/(I2I1))          MOVE0044
IF((J2J1).NE.0)WJ=1.0-ABS(FLCAT(M-IB(2))/(J2J1))          MOVE0045
IF((K2K1).NE.0)WK=1.0-ABS(FLCAT(N-IB(3))/(K2K1))          MOVE0046

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      IF(J.EQ.1)W=1.0
      IF(J.EQ.2)WJ=1.0
      IF(J.EQ.3)WK=1.0
      IF(WI.EQ.0.0)GO TO 70
      IF(WJ.EQ.0.0)GO TO 60
      IF(WK.EQ.0.0)GO TO 50
      IF(T.EQ.TD)GC TO 40
      IF((IFN(I).EQ.1)GO TO 20
      IF((IFN(I).EQ.2)GO TO 30
20 CONTINUE
C
C VECTORS DEFINE A PARABOLA
C
      T2=T-T*T
      XV=CCEF(I,1)*T2
      YV=CCEF(I,2)*T2
      ZV=CCEF(I,3)*T2
      GC TO 40
30 CONTINUE
C
C VECTORS DEFINE A CIRCULAR ARC
C
      R=CDEF(I,4)
      R2=R*R
      XM=CCEF(I,5)/2.0
      XS=CCEF(I,5)*(T-0.5)
      YS=SQR((-XS*XS+R2))-SQRT(-XM*XM+P/2)
      XV=CCEF(I,1)*YS
      YV=CCEF(I,2)*YS
      ZV=CCEF(I,3)*YS
      GC TO 40
40 CONTINUE
C
C ADD VECTORS TO NODES
C
      F=W[*WJ*WK]
      XP=XV*F
      YP=YV*F
      ZP>ZV*F
      X(L,M,N)=X(L,M,N)+XP
      Y(L,M,N)=Y(L,M,N)+YP
      Z(L,M,N)=Z(L,M,N)+ZP
      TD=T
50 CONTINUE
60 CONTINUE
70 CONTINUE
      TD=0.0
80 CONTINUE
      RETURN
      END
      SUBROUTINE NCRM(M)
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCNORMMOC1
C
C SUBROUTINE NCRM DETERMINES THE NORMAL VECTOR TO A SURFACE CNORMMOC2
C
C CALLED BY: EL2C CNORMMOC3
C
C CALLS SUBROUTINES: ITST CNORMMOC4
C
C CNORMMOC5
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCNORMMOC6
      COMCON/SYSARY/X(8000),Y(8000),Z(8000),N(8000) CNORMMOC7
      CNORMMOC8
      CNORMMOC9

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```

1, IBB(8000), IFLAG(8000), V(8000,3)
DIMENSION M(8)
I1=M(1)
I2=M(2)
I3=M(3)
XC=(Y(I3)-Y(I1))*(Z(I2)-Z(I1))-(Y(I2)-Y(I1))*(Z(I3)-Z(I1))
YC=(X(I2)-X(I1))*(Z(I3)-Z(I1))-(X(I3)-X(I1))*(Z(I2)-Z(I1))
ZC=(X(I3)-X(I1))*(Y(I2)-Y(I1))-(X(I2)-X(I1))*(Y(I3)-Y(I1))
D=SQRT(XC*XC+YC*YC+ZC*ZC)
IF(D.LT.0.00001)RETURN
XC=XC/D
YC=YC/D
ZC=ZC/D
IF(XC.EQ.0.0)GO TO 10
IF(XC.GT.0.0)GO TO 30
XC=-XC
YC=-YC
ZC=-ZC
GO TO 30
10 IF(YC.EQ.0.0)GO TO 20
IF(YC.GT.0.0)GO TO 30
YC=-YC
ZC=-ZC
GO TO 30
20 ZC=ABS(ZC)
30 CONTINUE
CALL ITST(M,XC,YC,ZC)
RETURN
END
SUBROUTINE OUTPUT(IOUT,ITLER)
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
C SUBROUTINES CLPUT COMPLETES PROCESSING THE MESH AND DETERMINES
C THE PROPER OUTPUT FORMATS.
C
C CALLED BY: MAIN
C
C CALLS SUBROUTINES: BCS3      BCUT1      BCUT2      EL10      EL20      EL30
C      FN4      ICN3      ION4
C
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
C DIMENSION IB(6),IB2(6),IEA(6),XMAX(3),XMIN(3),DIF(3),
C 1 IF(100),IF2(100),IBD(6)
C COMMON/SYSARY/X(8000),Y(8000),Z(8000),N(8000)
1, IBB(8000), IFLAG(8000), V(8000,3)
COMMON/KNTS/ACDECT,IBEAM,ITWC,ITHRE,LGAD,LINES,MIN
COMMON/JUNK/LCOF,IAXI,MOVIE,IE1,IE2,IE3,NPLOT,TITLE(20),ICUT2
COMMON/PARTS/NPARTS,XMAXF(40,3),XMINP(40,3)
DATA IBD/2HDX,2H0Y,2H0Z,2HPX,2HRY,2HRZ/,YES/1HY/,NBLANK/2H /
DO 20 I=1,8000
N(I)=0
IBB(I)=0
DO 10 J=1,3
10 V(I,J)=0.0
20 CONTINUE
DO 30 I=1,100
IF(I)=0
IF2(I)=0
30 CONTINUE
ICUT=ICUT2
DIFMAX=0.0

```

DO 40 I=1,3	OTPTC033
XMAX(I)=-999.0	OTPT0034
40 XMIN(I)=999.0	OTPTC035
DO 50 I=1,NPARTS	OTPTC036
DO 50 J=1,3	OTPTC037
XMAX(J)=AMAX1(XMAX(J),XMAXP(I,J))	OTPT0038
XMIN(J)=AMIN1(XMIN(J),XMINP(I,J))	OTPT0039
50 CONTINUE	OTPTC040
DO 60 I=1,3	OTPT0041
DIF(I)=XMAX(I)-XMIN(I)	OTPTCC42
60 DIFMAX=AMAX1(DIFMAX,DIF(I))	OTPT0043
DO 70 I=1,3	OTPT0044
DIF(I)=DIF(I)/100.0	OTPTC045
70 IF(DIFMAX.EQ.DIF(I))NOIR=I	OTPT0046
CALL ICN4	OTPTC047
DO 80 I=1,NODECT	OTPT0048
CALL ICN3(XM,YM,ZM,IBBM)	OTPT0049
X(I)=XM	OTPTC050
Y(I)=YM	OTPT0051
Z(I)=ZM	OTPT0052
IBB(I)=IBBM*3	OTPT0053
CALL FN4(XM,YM,ZM,XMAX,XMIN,CIF,NOIR,NPOS)	OTPT0054
IF2(NPCS)=IF2(NPOS)+1	OTPT0055
90 CONTINUE	OTPT0056
DO 90 I=2,100	OTPTCC57
IF2(I)=IF2(I)+IF2(I-1)	OTPTC058
90 IF(I)=IF2(I-1)+1	OTPTC059
DO 100 I=1,NODECT	OTPT0060
XM=X(I)	OTPT0061
YM=Y(I)	OTPT0062
ZM=Z(I)	OTPT0063
CALL FN4(XM,YM,ZM,XMAX,XMIN,CIF,NOIR,NPOS)	OTPTC064
IFLAG(IF(NPOS))=I	OTPT0065
IF(NPOS)=IF(NPOS)+1	OTPTC066
100 CONTINUE	OTPT0067
C	OTPT0068
C TOLERANCE NODES	OTPTCC69
C	OTPTC070
N(1)=1	OTPTC071
110 CONTINUE	OTPTC072
NODE=2	OTPT0073
DO 150 MAX=2,NODECT	OTPT0074
N(MAX)=NODE	OTPT0075
M1=MAX	OTPTC076
CALL BCS3(IB,M1,1)	OTPT0077
XM=X(MAX)	OTPT0078
YM=Y(MAX)	OTPTCC79
ZM=Z(MAX)	OTPT0080
CALL FN4(XM,YM,ZM,XMAX,XMIN,CIF,NOIR,NPOS)	OTPTC081
IBEG=1	OTPT0082
IEND=NODECT	OTPT0083
IF(NPOS.GT.2)IBEG=IF2(NPCS-2)+1	OTPTCC84
IF(NPOS.LT.95)IEND=IF2(NPCS+1)	OTPT0085
DO 130 II=IBEG,IEND	OTPTCC86
I=IFLAG(II)	OTPTC087
IF(I.GE.MAX)GO TO 130	OTPTC088
XCIF=ABS(X(I)-XM)	OTPTC089
IF(XCIF.GE.TCLER)GO TO 130	OTPTC090
YCIF=ABS(Y(I)-YM)	OTPTCC91
IF(YCIF.GE.TCLER)GO TO 130	OTPT0092
ZCIF=ABS(Z(I)-ZM)	OTPTCC93

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      IF(ZDIF.GE.TCLER)GO TO 120
      N(MAX)=N(1)
      NCDE=NCDE-1
      CALL BCS3(1B2,1,1)
      DO 120 J=1,6
      1B2(J)=MAXC(1B2(J),1B(J))
120  CONTINUE
      CALL BCS3(1B2,1,0)
      GO TO 140
130  CONTINUE
140  CONTINUE
      NCDE=NCDE+1
150  CONTINUE
      NOEL=MAX-NCDE
      WRITE(5,24C)NOEL,TOLER
      READ(5,250)CMO
      IF(CMO.NE.YES)GO TO 160
      WRITE(5,26C)
      READ(5,*)TCLER
      GO TO 110
160  CONTINUE
      DO 170 I=1,8000
170  IFLAG(I)=0
C
C  PROCESS ELEMENT DATA
C
      IF(1BEAM.NE.0)CALL EL10(ICLT,NEL2)
      IF(1TWO.NE.0)CALL EL20(ICLT,NEL2)
      IF(1THRE.NE.0)CALL EL30(ICLT,NEL2)
      ILAST=MAX-1
C
C  CHECK BOUNDARY CONDITIONS FOR PLATES
C
      CALL BCUT1(ILAST)
180  CONTINUE
      ILAST=0
C
C  OUTPUT NODES AND BOUNDARY CONDITIONS
C
      IF(IOUT.EQ.3)WRITE(11,28C)
      IF(IOUT.EQ.3)WRITE(15,29C)
      MAX1=MAX-1
      DO 230 I=1,MAX1
      IF(N(I).LE.ILAST)GO TO 230
      ILAST=ILAST+1
      11=I
      CALL BCS3(1B,11,1)
      NCONST=0
      NZERO=0
      IBQ=0
      DO 190 J=1,6
      IF(1B(J).EQ.C)NZERO=NZERO+1
      1BA(J)=NBLANK
      IF(1B(J).EQ.2)1B(J)=0
      IF(1B(J).EQ.3)1B(J)=1
      IF(1B(J).EQ.1)NCONST=NCONST+1
190  CONTINUE
      IF(IOUT.NE.2)GO TO 200
      IF(1B(1).EQ.1)1BA(1)=1B0(1)
      IF(1B(2).EQ.1)1BA(2)=1B0(2)
      IF(1B(3).EQ.1)1BA(3)=1B0(3)

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OTPT0054
OTPTC055
OTPTC056
OTPT0057
OTPTC058
OTPTC059
OTPT0100
OTPT0101
OTPT0102
OTPTC103
OTPT0104
OTPT0105
OTPT0106
OTPT0107
OTPTC108
OTPT0109
OTPT0110
OTPT0111
OTPTC112
OTPT0113
OTPT0114
OTPT0115
OTPT0116
OTPT0117
OTPT0118
OTPTC119
OTPT0120
OTPT0121
OTPT0122
OTPT0123
OTPTC124
OTPT0125
OTPT0126
OTPT0127
OTPT0128
OTPT0129
OTPT0130
OTPTC131
OTPTC132
OTPT0133
OTPT0134
OTPT0135
OTPTC136
OTPT0137
OTPT0138
OTPTC139
OTPT0140
OTPT0141
OTPT0142
OTPT0143
OTPTC144
OTPT0145
OTPTC146
OTPT0147
OTPTC148
OTPT0149
OTPT0150
OTPTC151
OTPTC152
OTPTC153
OTPTC154

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CDEF(NFN,3)=4*Z2-2*Z1-2*Z3          PRBCC018
RETURN                                PRBCC019
END                                  PART00C1
SUBROUTINE PART                      CPART00C2
CCCCCCCCCCCCCCCCCCCCCCCCCC            CPART00C3
C SUBROUTINE PART DETERMINES WHICH PARTS OF THE STRUCTURE ARE TO BE   CPART00C4
PLOTTED.                          CPART00C5
C                               CPART00C6
C CALLED BY: INPLCT                CPART00C7
C                               CPART00C8
CCCCCCCCCCCCCCCCCCCCCCCCCC            CPART00C9
DIMENSION IPTS(40)                 PART0010
COMMON/PARTS2/PRTLST(40)           PART0011
DO 10 I=1,40                       PART0012
    PRTLST(I)=1.0                   PART0013
10 CONTINUE                         PART0014
C INPUT NUMBER CF PARTS TO BE PLOTTED      PART0015
C                                     PART0016
WRITE(5,40)                        PART0017
READ(5,*)NPTS                     PART0018
IF(NPTS.EQ.0)RETURN               PART0019
C INPUT PARTS                           PART0020
C                                     PART0021
WRITE(5,50)                        PART0022
READ(5,*)(IPTS(I),I=1,NPTS)        PART0023
DO 20 I=1,40                       PART0024
    PRTLST(I)=0.0                  PART0025
20 CONTINUE                         PART0026
DO 30 I=1,NPTS                    PART0027
    PRTLST(IPTS(I))=1.0             PART0028
30 CONTINUE                         PART0029
RETURN                             PART0030
40 FORMAT(13H < NUMBER OF PARTS TO BE PLOTTED >, $)  PART0031
50 FORMAT(15H < LIST PARTS >, $)     PART0032
END                                 PART0033
SUBROUTINE PLCTIX,Y,IOPEN)         PART0034
CCCCCCCCCCCCCCCCCCCCCCCCCC            PLGT0001
C SUBROUTINE PLCT IS SIMILAR TO THE CALCOMP ROUTINE PLCT. A VECTOR IS   PLGT0002
DRAWN TO POINT X,Y WITH IPEN=3 FOR PEN UP AND IPEN=2 FOR PEN DOWN.       CPLCT00C4
C CALLER'S ROUTINES: DRWABS MOVABS  CPLT00C5
C CALLED BY: INPLCT                CPLCT00C6
C CALLS TCS ROUTINES: DRWABS MOVABS CPLT00C7
C                                   CPLT00C8
CCCCCCCCCCCCCCCCCCCCCCCCCC            CPLT00C9
COMMON/SCALES/FACTOR,ATRA,X,BTRAN,F2  PLGTG010
XD=(X-BTRAN)/FACTOR*F2+512.0         PLGTG011
YD=(Y-ATRA)/FACTOR*F2+384.0         PLGTG012
IX=FIX(XD)                            PLGTG013
IY=FIX(YD)                            PLGTG014
IF(IPEN.EQ.2)CALL DRWABS(IX,IY)       PLGTG015
IF(IPEN.EQ.3)CALL MOVBAS(IX,IY)      PLGTG016
RETURN                              PLGTG017
END                                  PLGTG018
SUBROUTINE PLOTMK(IM,JM,KM,IX,JX,KX,ND,M1,M2,M3,N)  PLTM00C1
CCCCCCCCCCCCCCCCCCCCCCCCCC            PLTM00C2
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C SUBROUTINE PLCTMK OUTPUTS THE LINES IN A REGION WHICH ARE TO BE  
C PLOTTED.  
C CALLED BY: ELTHRE ELTWO  
C CALLS SUBROUTINES: IOPI  
CCCCCCCCCCCCCCCCCCCCCCCCCC  
DIMENSION N(1,M2,M3)  
COMMON/JUNK/LCDF,IAXI,MOVIF,IE1,IE2,IE3,NPLOT,TITLE(20),IOU72  
IF(NPLCT.EQ.C)RETURN  
INCR=NO+1  
IF(IM.EQ.IX)GO TO 50  
IF=IX-1  
DO 40 K=KM,KX,INCR  
DO 30 J=JM,JX,INCR  
DO 20 I=IM,IF,INCR  
N1=N(I,J,K)  
N2=O  
N3=N(I+1,J,K)  
IF(ND.EQ.O)GC TO 10  
N2=N3  
N3=N(I+2,J,K)  
10 CALL IOPI(N1,N2,N3)  
20 CONTINUE  
30 CONTINUE  
40 CONTINUE  
50 CONTINUE  
IF(JM.EQ.JX)GC TO 100  
JF=JX-1  
DO 90 K=KM,KX,INCR  
DO 80 I=IM,IX,INCR  
DO 70 J=JM,JF,INCR  
N1=N(I,J,K)  
N2=O  
N3=N(I,J+1,K)  
IF(ND.EQ.C)GC TO 60  
N2=N3  
N3=N(I,J+2,K)  
60 CALL IOPI(N1,N2,N3)  
70 CONTINUE  
80 CONTINUE  
90 CONTINUE  
100 CONTINUE  
IF(KM.EQ.KX)RETURN  
KF=KX-1  
DO 140 I=IP,IX,INCR  
DO 130 J=JP,JX,INCR  
DO 120 K=KP,KF,INCR  
N1=N(I,J,K)  
N2=O  
N3=N(I,J,K+1)  
IF(ND.EQ.O)GC TO 110  
N2=N3  
N3=N(I,J,K+2)  
110 CALL IOPI(N1,N2,N3)  
120 CONTINUE  
130 CONTINUE  
140 CONTINUE  
RETURN  
END
```

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SUBROUTINE PLOTS(INA,NB,NC)
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCPLTS00C1
C SUBROUTINE PLOTS INITIALIZES TCS PLOTTING ROUTINES CPLTS00C3
C CALLED BY: INPLOT CPLTS00C5
C CALLS TCS ROUTINES: INITT TSENG CPLTS00C7
C CPTLS00C8
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCPLTS00C9
CALL INITT(3C) PLTS0011
CALL TSENG PLTS0012
RETURN PLTS0013
END PLTS0014
SUBROUTINE SCALE(IAXIS,ANGA,ANGB) SCLE00C1
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCSCLE00C2
C SUBROUTINE SCALE DETERMINES THE SCALE FACTORS FOR A PLOT SCLE00C3
C CALLED BY: INFLECT SCLE00C5
C SCLE00C6
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCSCLE00C7
COMMON/SCALE/FACOR,ATRA,BTRA,FZ SCLE00C9
COMMON/PARTS/APARTS,XMAXF(40,3),XMINP(40,3) SCLE00C10
COMMON/PARTS2/PRTLST(40) SCLE0011
DIMENSION VEC(3),XMAX(3),XMIN(3) SCLE0012
DATA FZ/1.C/ SCLE0013
SUM=0.0 SCLE0014
DO 10 I=1,3 SCLE0015
XMAX(I)=999.0 SCLE0016
XMIN(I)=-999.0 SCLE0017
10 CONTINUE SCLE0018
C DETERMINES THE LIMITS OF THE PARTS TO BE PLOTTED SCLE0019
C SCLE0020
DO 20 I=1,3 SCLE0021
DO 20 J=1,NPARTS SCLE0022
IF(PRTLST(J).EQ.0.0)GO TO 20 SCLE0023
XMAX(I)=AMAX1(XMAX(I),XMAXF(J,I)) SCLE0024
XMIN(I)=AMIN1(XMIN(I),XMINP(J,I)) SCLE0025
20 CONTINUE SCLE0026
DO 30 I=1,3 SCLE0027
VEC(I)=XMAX(I)-XMIN(I) SCLE0028
SUM=SUM+VEC(I)*VEC(I) SCLE0029
30 CONTINUE SCLE0030
FACTOR=SQR(SUM)/850.0 SCLE0031
XM=(XMAX(1)+XMIN(1))/2.0 SCLE0032
YM=(XMAX(2)+XMIN(2))/2.0 SCLE0033
ZM=(XMAX(3)+XMIN(3))/2.0 SCLE0034
C DETERMINE THE SIZE OF THE PLOT ON THE TERMINAL SCLE0035
C SCLE0036
SA=SIN(ANGA/57.2958) SCLE0037
SB=SIN(ANGB/57.2958) SCLE0038
CA=COS(ANGA/57.2958) SCLE0039
CB=COS(ANGB/57.2958) SCLE0040
CBSA=CB*SA SCLE0041
SRSA=SB*SA SCLE0042
IF(IAXIS.EQ.1)GO TO 40 SCLE0043
IF(IAXIS.EQ.2)GO TO 50 SCLE0044
IF(IAXIS.EQ.3)GO TO 60 SCLE0045

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40 BTRAN=-ZM*SB+XM*CA                      SCLE0048
   ATRAN=-ZM*CBSA-XM*SBSA+YF*CA           SCLE0049
   GC TO 70                                SCLE0050
50 BTRAN=-XM*SB+YM*CA                      SCLE0051
   ATRAN=-XM*CBSA-YM*SBSA+ZF*CA           SCLE0052
   GC TO 70                                SCLE0053
60 BTRAN=-YM*SB+ZM*CA                      SCLE0054
   ATRAN=-YM*CBSA-ZM*SBSA+XF*CA           SCLE0055
70 CONTINUE                                SCLE0056
   RETURN                                  SCLE0057
   END                                    SCLE0058
   SUBROUTINE SCALE2                        SCL20001
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC SCL20002
C                                           CSCL20003
C SUBROUTINE SCALE2 ALLOWS THE USER TO INPUT A SCALE FACTOR CSCL20004
C                                           CSCL20005
C CALLED BY: INPLOT                        CSCL20006
C                                           CSCL20007
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC SCL20008
   DIMENSION IPTS(20)                      SCL20009
   COMMON/SCALES/FACTOR,ATRA,BTRAN,F2      SCL20010
   WRITE(5,10)                             SCL20011
   READ(5,*)F2                             SCL20012
   RETURN                                  SCL20013
10 FORMAT(17H < SCALE FACTOR >,4)         SCL20014
   END                                    SCL20015
   SUBROUTINE SEQ(NI,NJ,NK)                SEQ0001
   DIMENSION II(20,3),M(3),IMX(6),NI(16),NJ(16),NK(16) SEQ0002
   COMMON/REGION/ARRAY(200,6),NREG        SEQ0003
   EQUIVALENCE (IMX(1),I4),(IMX(2),J4),(IMX(3),K4),(IMX(4),I4), SEQ0004
1 (IMX(5),J4),(IMX(6),K4)                 SEQ0005
   DO 10 I=1,16                           SEQ0006
     II(I,1)=NI(I)                        SEQ0007
     II(I,2)=NJ(I)                        SEQ0008
10 II(I,3)=NK(I)                          SEQ0009
     DO 20 I=1,3                          SEQ0010
       DO 20 J=1,20                       SEQ0011
         IF(II(J,I).NE.0)M(I)=J           SEQ0012
20 CONTINUE                               SEQ0013
     DO 30 I=1,3                          SEQ0014
30 IF(II(M(I),I).GT.0)M(I)=M(I)-1        SEQ0015
     DO 130 I=1,M(1)                      SEQ0016
     DO 120 J=1,M(2)                      SEQ0017
     DO 110 K=1,M(3)                      SEQ0018
       IM=II(I,1)                         SEQ0019
       JM=II(J,2)                         SEQ0020
       KM=II(K,3)                         SEQ0021
       IX=II(I+1,1)                       SEQ0022
       JX=II(J+1,2)                       SEQ0023
       KX=II(K+1,3)                       SEQ0024
       IF(IM.EQ.0.OR.JM.EQ.0.OR.KM.EQ.0)GO TO 110 SEQ0025
       IF(IM.LE.0.OR.JM.LE.0.OR.KM.LE.0)GO TO 50 SEQ0026
       IF(IX.LE.0.OR.JX.LE.0.OR.KX.LE.0)GO TO 110 SEQ0027
       NREG=NREG+1                        SEQ0028
     DO 40 L=1,6                          SEQ0029
40 ARRAY(NREG,L)=IMX(L)                  SEQ0030
     GO TO 110                            SEQ0031
50 CONTINUE                              SEQ0032
   IF(IM.GE.0)GO TO 70                    SEQ0033
   IF(JX.EQ.0.OR.KX.EQ.0)GO TO 70        SEQ0034
   NREG=NREG+1                            SEQ0035

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DO 80 L=1,6
60 IARRAY(NREG,L)=IABS(IMX(L))
   IARRAY(NREG,4)=-IM
70 IF(JM.GE.O)GO TO 90
   IF(IX.EQ.O.OR.KX.EQ.O)GO TO 40
   NREG=NREG+1
   DO 80 L=1,6
90 IARRAY(NREG,L)=IABS(IMX(L))
   IARRAY(NREG,5)=-JM
90 IF(KM.GE.O)GO TO 110
   IF(IX.EQ.O.OR.JX.EQ.O)GO TO 110
   NREG=NREG+1
   DO 100 L=1,6
100 IARRAY(NREG,L)=IABS(IMX(L))
    IARRAY(NREG,6)=-KM
110 CONTINUE
120 CONTINUE
130 CONTINUE
RETURN
END
SUBROUTINE SEQ2(IDIM,JDIM,KDIM,XX,YY,ZZ)
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
C SUBROUTINE SEQ2 DETERMINES COORDINATES IN THE INDEX SPACE AND
C PROCESSES THE FUNCTIONS WHICH MODIFY THE MESH.
C
C CALLED BY: DLEE
C
C CALLS SUBROUTINES: BCS CIRCLE CIRCLZ CYLIND DOUBLE LOADS
C MIDSID PARABO SPHERI
C
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
C DIMENSION X(16),Y(16),Z(16)
C DIMENSION CC(16),IRX(16),IFY(16),IRZ(16)
C DIMENSION II(16),JJ(16),KK(16),IBC(16)
C DIMENSION XX(IDIM,JDIM,KDIM),YY(IDIM,JDIM,KDIM),ZZ(IDIM,
1JDIM,KDIM)
COMMON/SEQ1/IB(6),II(16),J(16),K(16)
COMMON/PGP/MAT,NOST,IC2,IT,TH,NB,NZO
DATA CHAPE/1FE/,NCHAR1/1F /,NCHARA/1HA/,NCHARB/1HB/,NCHARL
1/1HL/,NCHARE/1HE/,NCHARM/1HM/,NCHARD/1HD/,NCHARI/1HI/
2,NCHARJ/1HJ/,NCHARK/1HK/,NCHARQ/1HQ/,NCHARR/1HR/
10 READ(11,61C,END=600)S
NI=16
NJ=16
NK=16
NBLOCK=NI*NJ*NK
PEAD(11,62C)(I(M),M=1,NI)
READ(11,62C)(J(M),M=1,NJ)
READ(11,62C)(K(M),M=1,NK)
IF=1
JF=1
KF=1
20 IF(I(NI).NE.O)GO TO 30
NI=NI-1
GO TO 20
30 IF(J(NJ).NE.O)GO TO 40
NJ=NJ-1
GO TO 30
40 IF(K(NK).NE.O)GO TO 50
NK=NK-1

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GO TO 40	SEQ20042
50 CONTINUE	SEQ20043
CALL CGUBLE(I,J,K)	SEQ20044
CALL SEQ(I,J,K)	SEQ20045
C	SEQ20046
C SET UP COORDINATES OF UNDEFERRED REGION	SEQ20047
C	SEQ20048
READ(11,63C)(X(M),M=1,N1)	SEQ20049
READ(11,63C)(Y(M),M=1,NJ)	SEQ20050
READ(11,63C)(Z(M),M=1,NK)	SEQ20051
DC 60 M=1,16	SEQ20052
IF(I(M).LT.0)I(M)=-I(M)	SEQ20053
IF(J(M).LT.0)J(M)=-J(M)	SEQ20054
IF(K(M).LT.0)K(M)=-K(M)	SEQ20055
60 CONTINUE	SEQ20056
DC 90 M1=1,N1	SEQ20057
DC 80 M2=1,NJ	SEQ20058
DC 70 M3=1,NK	SEQ20059
IF(I(M1).EQ.C)GO TO 90	SEQ20060
IF(J(M2).EQ.C)GO TO 80	SEQ20061
IF(K(M3).EQ.C)GO TO 70	SEQ20062
XX(I(M1),J(M2),K(M3))=X(P1)	SEQ20063
YY(I(M1),J(M2),K(M3))=Y(P2)	SEQ20064
ZZ(I(M1),J(M2),K(M3))=Z(P3)	SEQ20065
70 CONTINUE	SEQ20066
80 CONTINUE	SEQ20067
90 CONTINUE	SEQ20068
C	SEQ20069
C READ FUNCTION CARDS	SEQ20070
C	SEQ20071
100 READ(11,64C)ISEQ,IO,JO,KC,IT,(CO(M),M=1,6)	SEQ20072
IF(ISEQ.EQ.NCHARA)GO TO 31C	SEQ20073
IF(ISEQ.EQ.NCHARB)GO TO 40C	SEQ20074
IF(ISEQ.EQ.NCHARL)GO TO 42C	SEQ20075
IF(ISEQ.EQ.NCHARD)GO TO 44C	SEQ20076
IF(ISEQ.EQ.NCHARM)GO TO 46C	SEQ20077
IF(ISEQ.EQ.NCHARE)GO TO 56C	SEQ20078
IF(ISEQ.EQ.NCHARQ)GO TO 48C	SEQ20079
IF(ISEQ.EQ.NCHARR)GO TO 49C	SEQ20080
IF(ISEQ.NE.NCHARI)GO TO 20C	SEQ20081
C	SEQ20082
C MOVE POINT IO,JC,KC	SEQ20083
C	SEQ20084
MX=0	SEQ20085
MY=0	SEQ20086
MZ=0	SEQ20087
IF(IT.EQ.23)MX=1	SEQ20088
IF(IT.EQ.13)MY=1	SEQ20089
IF(IT.EQ.12)MZ=1	SEQ20090
IF(IT.NE.1)GC TO 110	SEQ20091
MY=1	SEQ20092
MZ=1	SEQ20093
110 IF(IT.NE.2)GC TO 120	SEQ20094
MX=1	SEQ20095
MZ=1	SEQ20096
120 IF(IT.NE.3)GC TO 130	SEQ20097
MY=1	SEQ20098
MY=1	SEQ20099
130 CONTINUE	SEQ20100
ICS=IC	SEQ20101
ICF=IS	SEQ20102

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      JCS=JC
      JCF=JC
      KCS=KC
      KCF=KC
      IF(IC.NE.0)GC TO 140
      IOS=I
      IOF=NI
140  IF(JC.NE.0)GC TO 150
      JCS=J
      JCF=NJ
150  IF(KC.NE.0)GC TO 160
      KCS=K
      KCF=NK
160  CONTINUE
      DO 190 IR=IOS,IOF
      DO 190 JR=JCS,JCF
      DO 170 KR=KCS,KCF
      IO=I(IR)
      JO=J(JR)
      KO=K(KR)
      IF(MX.EQ.0)XX(IO,JO,KO)=CC(1)
      IF(MY.EQ.0)YY(IO,JO,KO)=CC(2)
      IF(MZ.EQ.0)ZZ(IO,JO,KO)=CC(3)
170  CONTINUE
180  CONTINUE
190  CONTINUE
      GO TO 100
200  CONTINUE
C
C  CHANGE A PROGRESSION FOR CERTAIN VALUES OF I,J,OR K
C
      ISEQT=ISEQ
      IF(IT.EQ.1)ISEQT=NCHARI
      IF(IT.EQ.2)ISEQT=NCHARJ
      IF(IT.EQ.3)ISEQT=NCHARK
      IF(ISEQ.EQ.NCHARI)NC=NI
      IF(ISEQ.EQ.NCHARJ)NC=NJ
      IF(ISEQ.EQ.NCHARK)NC=NK
      IF(NC.GT.6)READ(11,630)(CC(M5),M5=7,14)
      IF(NC.GT.14)PEAD(11,630)(CC(M5),M5=15,16)
      DO 210 M1=1,16
      IRX(M1)=0
      IRY(M1)=0
      IRZ(M1)=0
210  CONTINUE
      IF(IU.EQ.-1)READ(11,620)IRX
      IF(JC.EQ.-1)READ(11,620)IRY
      IF(KC.EQ.-1)READ(11,620)IRZ
      IF(IG.GT.0)IRX(1)=IO
      IF(JO.GT.0)IRY(1)=JO
      IF(KO.GT.0)IRZ(1)=KO
      DO 300 IP=1,16
      DO 290 JR=1,16
      DO 280 KR=1,16
      IF(IRX(IR).EQ.0.AND.IR.NE.1)GO TO 300
      IF(IRY(JR).EQ.0.AND.JR.NE.1)GO TO 290
      IF(IRZ(KR).EQ.0.AND.KR.NE.1)GO TO 280
      IC=IRX(IR)
      JC=IRY(JR)
      KC=IRZ(KR)
      DO 270 M1=1,NI

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DO 260 M2=1,NJ
DC 250 M3=1,NK
IF(I(M1).EQ.C.CR.J(M2).EQ.C.CR.K(M3).EQ.0)GO TO 250
IF(ISEQ.EQ.NCHARI)M4=M1
IF(ISEQ.EQ.NCHARJ)M4=M2
IF(ISEQ.EQ.NCHARK)M4=M3
IF(ISEQ.EQ.NCHARI.AND.I(M4).EQ.0)GO TO 250
IF(ISEQ.EQ.NCHARJ.AND.J(M4).EQ.0)GO TO 250
IF(ISEQ.EQ.NCHARK.AND.K(M4).EQ.0)GO TO 250
IF(I0.EQ.0)GO TO 220
II(M1)=I(IC)
220 IF(JC.EQ.0)GO TO 230
JJ(M2)=J(JC)
230 IF(KC.EQ.0)GO TO 240
KK(M3)=K(KC)
240 IF(IC.EQ.0)II(M1)=I(M1)
IF(JC.EQ.0)JJ(M2)=J(M2)
IF(KC.EQ.0)KK(M3)=K(M3)
IF(ISEQT.EQ.NCHARI)XX(II(M1),JJ(M2),KK(M3))=CO(M4)
IF(ISEQT.EQ.NCHARJ)YY(II(M1),JJ(M2),KK(M3))=CO(M4)
IF(ISEQT.EQ.NCHARK)ZZ(II(M1),JJ(M2),KK(M3))=CO(M4)
250 CONTINUE
260 CONTINUE
270 CONTINUE
280 CONTINUE
290 CONTINUE
300 CONTINUE
GC TO 100
C
C READ IN A ARC DEFINITION CARD
C
310 BACKSPACE 11
READ(11,660)IB,IA,X2,Y2,Z2,RADIUS
NCCOUNT=0
IF(1B(1).NE.1B(4))NCCOUNT=NCCOUNT+1
IF(1B(2).NE.1B(5))NCCOUNT=NCCOUNT+1
IF(1B(3).NE.1B(6))NCCOUNT=NCCOUNT+1
IF(NCCOUNT.GT.1)GO TO 330
CALL FN3
IF(1A.EQ.0)GC TO 320
X3=X2
Y3=Y2
Z3=Z2
IC=1A
X1=XX(1B(1),1B(2),1B(3))
Y1=YY(1B(1),1B(2),1B(3))
Z1=ZZ(1B(1),1B(2),1B(3))
X4=XX(1B(4),1B(5),1B(6))
Y4=YY(1B(4),1B(5),1B(6))
Z4=ZZ(1B(4),1B(5),1B(6))
320 CONTINUE
IF(IC.EQ.1)CALL PARABO(X1,Y1,Z1,X3,Y3,Z3,X4,Y4,Z4,1B)
IF(IC.EQ.2)CALL CIRCLE(X1,Y1,Z1,X3,Y3,Z3,X4,Y4,Z4,1B)
IF(IC.EQ.3)CALL CIRCLE2(X1,Y1,Z1,X3,Y3,Z3,X4,Y4,Z4,1B,RADIUS)
IF(1A.EQ.0)GC TO 100
XX(1B(1),1B(2),1B(3))=X1
YY(1B(1),1B(2),1B(3))=Y1
ZZ(1B(1),1B(2),1B(3))=Z1
XX(1B(4),1B(5),1B(6))=X4
YY(1B(4),1B(5),1B(6))=Y4
ZZ(1B(4),1B(5),1B(6))=Z4

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GC TO 100
330 CONTINUE
C
C INDICES DEFINE A REGION
C
IS1=I8(1)
IS2=I8(2)
IS3=I8(3)
IS4=I8(4)
IS5=I8(5)
IS6=I8(6)
MB1=I(I8(1))
MB2=J(I8(2))
MB3=K(I8(3))
MB4=I(I8(4))
MB5=J(I8(5))
MB6=K(I8(6))
CALL FN3
IF(IA.EQ.1)GC TO 340
IF(IA.EQ.2)GC TO 360
IF(IA.EQ.3)GC TO 380
340 CONTINUE
DC 350 IBA=IS1,IS4
IBB=I(IBA)
PX=0.25*(XX(I8B,MB2,MB3)+XX(I8B,MB5,MB3)+XX(I8B,MB2,MB6)
1+XX(I8B,MB5,MB6))
PY=0.25*(YY(I8B,MB2,MB3)+YY(I8B,MB5,MB3)+YY(I8B,MB2,MB6)
1+YY(I8B,MB5,MB6))
PZ=0.25*(ZZ(I8B,MB2,MB3)+ZZ(I8B,MB5,MB3)+ZZ(I8B,MB2,MB6)
1+ZZ(I8B,MB5,MB6))
X1=XX(I8B,MB2,MB3)
Y1=YY(I8B,MB2,MB3)
Z1=ZZ(I8B,MB2,MB3)
X2=XX(I8B,MB5,MB3)
Y2=YY(I8B,MB5,MB3)
Z2=ZZ(I8B,MB5,MB3)
X3=XX(I8B,MB2,MB6)
Y3=YY(I8B,MB2,MB6)
Z3=ZZ(I8B,MB2,MB6)
X4=XX(I8B,MB5,MB6)
Y4=YY(I8B,MB5,MB6)
Z4=ZZ(I8B,MB5,MB6)
IB(1)=IBB
IB(2)=MB2
IB(3)=MB3
IB(4)=IBB
IB(5)=MB5
IB(6)=MB3
CALL CIRCL2(X1,Y1,Z1,PX,PY,PZ,X2,Y2,Z2,IB,RADIUS)
XX(IB(1),IB(2),IB(3))=X1
YY(IB(1),IB(2),IB(3))=Y1
ZZ(IB(1),IB(2),IB(3))=Z1
XX(IB(4),IB(5),IB(6))=X2
YY(IB(4),IB(5),IB(6))=Y2
ZZ(IB(4),IB(5),IB(6))=Z2
IB(1)=IBB
IB(2)=MB5
IB(3)=MB6
CALL CIRCL2(X2,Y2,Z2,PX,PY,PZ,X4,Y4,Z4,IB,RADIUS)
XX(IB(1),IB(2),IB(3))=X4
YY(IB(1),IB(2),IB(3))=Y4

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ZZ(I8(1),I8(2),I8(3))=Z4	SEQ20286
I8(4)=I88	SEQ20287
I8(5)=MB2	SEQ20288
I8(6)=MB6	SEQ20289
CALL CIRCL2(X4,Y4,Z4,PX,FY,PZ,X3,Y3,Z3,I8,RADIUS)	SEQ20290
XX(I8(4),I8(5),I8(6))=X3	SEQ20291
YY(I8(4),I8(5),I8(6))=Y3	SEQ20292
ZZ(I8(4),I8(5),I8(6))=Z3	SEQ20293
I8(1)=I88	SEQ20294
I8(2)=MB2	SEQ20295
I8(3)=MB3	SEQ20296
CALL CIRCL2(X3,Y3,Z3,PX,FY,PZ,X1,Y1,Z1,I8,RADIUS)	SEQ20297
350 CCNTINUE	SEQ20298
GC TO 100	SEQ20299
360 CCNTINUE	SEQ20300
DC 370 I8A=IS2,IS5	SEQ20301
I8B=J(I8A)	SEQ20302
PX=0.25*(XX(M81,I88,M83)+XX(M84,I88,M83)+XX(M81,I88,M86)	SEQ20303
I+XX(M84,I88,M86))	SEQ20304
PY=0.25*(YY(M81,I88,M83)+YY(M84,I88,M83)+YY(M81,I88,M86)	SEQ20305
I+YY(M84,I88,M86))	SEQ20306
PZ=0.25*(ZZ(M81,I88,M83)+ZZ(M84,I88,M83)+ZZ(M81,I88,M86)	SEQ20307
I+ZZ(M84,I88,M86))	SEQ20308
X1=XX(M81,I88,M83)	SEQ20309
Y1=YY(M81,I88,M83)	SEQ20310
Z1=ZZ(M81,I88,M83)	SEQ20311
X2=XX(M84,I88,M83)	SEQ20312
Y2=YY(M84,I88,M83)	SEQ20313
Z2=ZZ(M84,I88,M83)	SEQ20314
X3=XX(M81,I88,M86)	SEQ20315
Y3=YY(M81,I88,M86)	SEQ20316
Z3=ZZ(M81,I88,M86)	SEQ20317
X4=XX(M84,I88,M86)	SEQ20318
Y4=YY(M84,I88,M86)	SEQ20319
Z4=ZZ(M84,I88,M86)	SEQ20320
I8(1)=MB1	SEQ20321
I8(2)=I86	SEQ20322
I8(3)=MB3	SEQ20323
I8(4)=MB4	SEQ20324
I8(5)=I88	SEQ20325
I8(6)=MB3	SEQ20326
CALL CIRCL2(X1,Y1,Z1,PX,FY,PZ,X2,Y2,Z2,I8,RADIUS)	SEQ20327
XX(I8(1),I8(2),I8(3))=X1	SEQ20328
YY(I8(1),I8(2),I8(3))=Y1	SEQ20329
ZZ(I8(1),I8(2),I8(3))=Z1	SEQ20330
XX(I8(4),I8(5),I8(6))=X2	SEQ20331
YY(I8(4),I8(5),I8(6))=Y2	SEQ20332
ZZ(I8(4),I8(5),I8(6))=Z2	SEQ20333
I8(1)=MB4	SEQ20334
I8(2)=I88	SEQ20335
I8(3)=MB6	SEQ20336
CALL CIRCL2(X2,Y2,Z2,PX,FY,PZ,X4,Y4,Z4,I8,RADIUS)	SEQ20337
XX(I8(1),I8(2),I8(3))=X4	SEQ20338
YY(I8(1),I8(2),I8(3))=Y4	SEQ20339
ZZ(I8(1),I8(2),I8(3))=Z4	SEQ20340
I8(4)=MB1	SEQ20341
I8(5)=I88	SEQ20342
I8(6)=MB6	SEQ20343
CALL CIRCL2(X4,Y4,Z4,PX,FY,PZ,X3,Y3,Z3,I8,RADIUS)	SEQ20344
XX(I8(4),I8(5),I8(6))=X3	SEQ20345
YY(I8(4),I8(5),I8(6))=Y3	SEQ20346

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ZZ(I8(4),I8(5),I8(6))=Z3
I8(1)=MB1
I8(2)=I8B
I8(3)=MB3
CALL CIRCL2(X3,Y3,Z3,PX,FY,PZ,X1,Y1,Z1,I8,RADIUS)
370 CCNTINUE
GC TO 100
380 CCNTINUE
DC 390 IPA=IS3,IS6
I8B=K(I8A)
PX=0.25*(XX(MB1,M82,I8B)+XX(MB4,M82,I8B)+XX(MB1,M85,I8B)
1+XX(MB4,M85,I8B))
PY=0.25*(YY(MB1,M82,I8B)+YY(MB4,M82,I8B)+YY(MB1,M85,I8B)
1+YY(MB4,M85,I8B))
PZ=0.25*(ZZ(MB1,M82,I8B)+ZZ(MB4,M82,I8B)+ZZ(MB1,M85,I8B)
1+ZZ(MB4,M85,I8B))
X1=XX(MB1,M82,I8B)
Y1=YY(MB1,M82,I8B)
Z1=ZZ(MB1,M82,I8B)
X2=XX(MB4,M82,I8B)
Y2=YY(MB4,M82,I8B)
Z2=ZZ(MB4,M82,I8B)
X3=XX(MB1,M85,I8B)
Y3=YY(MB1,M85,I8B)
Z3=ZZ(MB1,M85,I8B)
X4=XX(MB4,M85,I8B)
Y4=YY(MB4,M85,I8B)
Z4=ZZ(MB4,M85,I8B)
I8(1)=MB1
I8(2)=MB2
I8(3)=I8B
I8(4)=MB4
I8(5)=MB2
I8(6)=I8B
CALL CIRCL2(X1,Y1,Z1,PX,FY,PZ,X2,Y2,Z2,I8,RADIUS)
XX(I8(1),I8(2),I8(3))=X1
YY(I8(1),I8(2),I8(3))=Y1
ZZ(I8(1),I8(2),I8(3))=Z1
XX(I8(4),I8(5),I8(6))=X2
YY(I8(4),I8(5),I8(6))=Y2
ZZ(I8(4),I8(5),I8(6))=Z2
I8(1)=MB4
I8(2)=MB5
I8(3)=I8B
CALL CIRCL2(X2,Y2,Z2,PX,FY,PZ,X4,Y4,Z4,I8,RADIUS)
XX(I8(1),I8(2),I8(3))=X4
YY(I8(1),I8(2),I8(3))=Y4
ZZ(I8(1),I8(2),I8(3))=Z4
I8(4)=MB1
I8(5)=MB5
I8(6)=I8B
CALL CIRCL2(X4,Y4,Z4,PX,FY,PZ,X3,Y3,Z3,I8,RADIUS)
XX(I8(4),I8(5),I8(6))=X3
YY(I8(4),I8(5),I8(6))=Y3
ZZ(I8(4),I8(5),I8(6))=Z3
I8(1)=MB1
I8(2)=MB2
I8(3)=I8B
CALL CIRCL2(X3,Y3,Z3,PX,FY,PZ,X1,Y1,Z1,I8,RADIUS)
370 CCNTINUE
GC TO 100

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400 CONTINUE	SEQ204C8
C	SEQ204C9
C BOUNDARY CONDITION CARD	SEQ20410
C	SEQ20411
BACKSPACE 11	SEQ20412
READ(11,67C) IB,IBC,IG	SEQ20413
IF(IG.EQ.1)GC TO 410	SEQ20414
CALL FN3	SEQ20415
410 CONTINUE	SEQ20416
CALL BCS(IB,IBC)	SEQ20417
GC TO 100	SEQ20418
420 CONTINUE	SEQ20419
C	SEQ20420
C LOAD CARD	SEQ20421
C	SEQ20422
BACKSPACE 11	SEQ20423
READ(11,68C) IB,IG,LC,FX,FY,FZ	SEQ20424
IF(IG.EQ.1)GC TO 430	SEQ20425
CALL FN3	SEQ20426
430 CONTINUE	SEQ20427
CALL LCADS(IB,LC,FX,FY,FZ)	SEQ20428
GC TO 100	SEQ20429
440 CONTINUE	SEQ20430
BACKSPACE 11	SEQ20431
READ(11,69C) IB,IG	SEQ20432
IF(IG.EQ.1)GC TO 450	SEQ20433
CALL FN3	SEQ20434
450 CONTINUE	SEQ20435
CALL DELETE(IB)	SEQ20436
GO TO 100	SEQ20437
460 CONTINUE	SEQ20438
C	SEQ20439
C MIDSIDE NODE DELETION CARD	SEQ20440
C	SEQ20441
BACKSPACE 11	SEQ20442
READ(11,70C) IB,IX,IY,IZ,IG	SEQ20443
IF(IG.EQ.1)GC TO 470	SEQ20444
CALL FN3	SEQ20445
470 CONTINUE	SEQ20446
CALL MIDSID(IB,IX,IY,IZ)	SEQ20447
GO TO 100	SEQ20448
480 CONTINUE	SEQ20449
C	SEQ20450
C EQUIVALENT NODES	SEQ20451
C	SEQ20452
BACKSPACE 11	SEQ20453
READ(11,69C) I1,J1,K1,I2,J2,K2	SEQ20454
I1=I(I1)	SEQ20455
I2=I(I2)	SEQ20456
J1=J(J1)	SEQ20457
J2=J(J2)	SEQ20458
K1=K(K1)	SEQ20459
K2=K(K2)	SEQ20460
XX(I1,J1,K1)=XX(I2,J2,K2)	SEQ20461
YY(I1,J1,K1)=YY(I2,J2,K2)	SEQ20462
ZZ(I1,J1,K1)=ZZ(I2,J2,K2)	SEQ20463
GC TO 100	SEQ20464
490 CONTINUE	SEQ20465
C	SEQ20466
C REGION COMMAND	SEQ20467
C	SEQ20468

	BACKSPACE 11	SEQ20469
	READ(11,69C) I1,J1,K1,I2,J2,K2	SEQ20470
	I3=I(I1)	SEQ20471
	I4=I(I2)	SEQ20472
	J3=J(J1)	SEQ20473
	J4=J(J2)	SEQ20474
	K3=K(K1)	SEQ20475
	K4=K(K2)	SEQ20476
	NC=0	SEQ20477
	IF(I1.NE.I2)NC=NC+1	SEQ20478
	IF(J1.NE.J2)NC=NC+1	SEQ20479
	IF(K1.NE.K2)NC=NC+1	SEQ20480
	IF(NC.EQ.3)GC TO 520	SEQ20481
	IF(NC.EQ.2)GC TO 510	SEQ20482
C		SEQ20483
C	LINE	SEQ20484
C		SEQ20485
	IW=I2-I1	SEQ20486
	JW=J2-J1	SEQ20487
	KW=K2-K1	SEQ20488
	M=IW+JW+KW-1	SEQ20489
	IF(IW.NE.0)IH=1	SEQ20490
	IF(JW.NE.0)JH=1	SEQ20491
	IF(KW.NE.0)KH=1	SEQ20492
	X3=XX(I3,J3,K3)	SEQ20493
	Y3=YY(I3,J3,K3)	SEQ20494
	Z3=ZZ(I3,J3,K3)	SEQ20495
	X4=XX(I4,J4,K4)	SEQ20496
	Y4=YY(I4,J4,K4)	SEQ20497
	Z4=ZZ(I4,J4,K4)	SEQ20498
	VX=X4-X3	SEQ20499
	VY=Y4-Y3	SEQ20500
	VZ=Z4-Z3	SEQ20501
	AMD1=I4+J4+K4-I3-J3-K3	SEQ20502
	DO 500 M1=1,M	SEQ20503
	IX=I1+IW*M1	SEQ20504
	JX=J1+JW*M1	SEQ20505
	KX=K1+KW*M1	SEQ20506
	IX=I(IX)	SEQ20507
	JX=J(JX)	SEQ20508
	KX=K(KX)	SEQ20509
	AMD=IX+JX+KX-I3-J3-K3	SEQ20510
	FAC=AMD/AMD1	SEQ20511
	XX(IX,JX,KX)=X3+FAC*VX	SEQ20512
	YY(IX,JX,KX)=Y3+FAC*VY	SEQ20513
	ZZ(IX,JX,KX)=Z3+FAC*VZ	SEQ20514
500	CONTINUE	SEQ20515
	GC TO 100	SEQ20516
510	CONTINUE	SEQ20517
520	CONTINUE	SEQ20518
C		SEQ20519
C	PLANE AND VOLUME GENERATION	SEQ20520
C		SEQ20521
	PX=1.0	SEQ20522
	PY=1.0	SEQ20523
	PZ=1.0	SEQ20524
	MI=I4-I3-1	SEQ20525
	MJ=J4-J3-1	SEQ20526
	MK=K4-K3-1	SEQ20527
	IF(MI.LT.0)PX=0.0	SEQ20528
	IF(MJ.LT.0)PY=0.0	SEQ20529

```

IF(MK.LT.0)PZ=0.0
IF(MI.LT.1)MI=1
IF(MJ.LT.1)MJ=1
IF(MK.LT.1)MK=1
DO 550 M1=1,MI
DO 540 M2=1,MJ
DO 530 M3=1,MK
IX=M1+11
JX=M2+J1
KX=M3+K1
IF(I2.EQ.I1)IX=I1
IF(J2.EQ.J1)JX=J1
IF(K2.EQ.K1)KX=K1
IX=I(IX)
JX=J(JX)
KX=K(KX)
XX(I,X,JX,KX)=(PY*XX(I,X,J3,KX)+PZ*XX(I,X,JX,K3)+PX*XX(I4,JX,KX)+
1PX*XX(I3,JX,KX)+PZ*XX(I,X,J3,K4)+PY*XX(I,X,J4,KX))/6.0
YY(I,X,JX,KX)=(PY*YY(I,X,J2,KX)+PZ*YY(I,X,JX,K3)+PX*YY(I4,JX,KX)+
1PX*YY(I3,JX,KX)+PZ*YY(I,X,J3,K4)+PY*YY(I,X,J4,KX))/6.0
ZZ(I,X,JX,KX)=(PY*ZZ(I,X,J3,KX)+PZ*ZZ(I,X,JX,K3)+PX*ZZ(I4,JX,KX)+
1PX*ZZ(I3,JX,KX)+PZ*ZZ(I,X,J3,K4)+PY*ZZ(I,X,J4,KX))/6.0
530 CONTINUE
540 CONTINUE
550 CONTINUE
GO TO 10C
560 CONTINUE
IF(IC2.LE.2)RETURN
C
C PERFORM A COORDINATE TRANSFORMATION
C
DO 590 M1=1,NI
DO 580 M2=1,NJ
DO 570 M3=1,NK
IF(I(M1).EQ.0.OR.J(M2).EQ.0.OR.K(M3).EQ.0)GO TO 570
IF(IC2.EQ.3)CALL CYLIND(XX(I(M1),J(M2),K(M3)),YY(I(M1),J(M2),K(M3))
1),ZZ(I(M1),J(M2),K(M3)))
IF(IC2.EQ.4)CALL SPHERI(XX(I(M1),J(M2),K(M3)),YY(I(M1),J(M2),K(M3))
1),ZZ(I(M1),J(M2),K(M3)))
570 CONTINUE
580 CONTINUE
590 CONTINUE
600 RETURN
610 FORMAT(A1,4X,10X,15)
620 FORMAT(16I5)
630 FORMAT(8F10.0)
640 FORMAT(A1,14,3I5,6F10.0)
650 FORMAT(1X,A1,3X,4I5,F10.4,15)
660 FORMAT(2X,7I2,4X,4F10.0)
670 FORMAT(2X,13I2)
680 FORMAT(2X,6I2,11,15,3F10.0)
690 FORMAT(2X,7I2)
700 FORMAT(2X,10I2)
END
SUBROUTINE SPHERI(P,THETA,PHI)
CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC
C
C SUBROUTINE SPHERI CONVERTS FROM SPHERICAL COORDINATES TO
C CYLINDRICAL COORDINATES.
C
C CALLED BY: CTRAN ELTHRF ELTWD SEQ2

```

```

SEQ20530
SEQ20531
SEQ20532
SEQ20533
SEQ20534
SEQ20535
SEQ20536
SEQ20537
SEQ20538
SEQ20539
SEQ20540
SEQ20541
SEQ20542
SEQ20543
SEQ20544
SEQ20545
SEQ20546
SEQ20547
SEQ20548
SEQ20549
SEQ20550
SEQ20551
SEQ20552
SEQ20553
SEQ20554
SEQ20555
SEQ20556
SEQ20557
SEQ20558
SEQ20559
SEQ20560
SEQ20561
SEQ20562
SEQ20563
SEQ20564
SEQ20565
SEQ20566
SEQ20567
SEQ20568
SEQ20569
SEQ20570
SEQ20571
SEQ20572
SEQ20573
SEQ20574
SEQ20575
SEQ20576
SEQ20577
SEQ20578
SEQ20579
SEQ20580
SEQ20581
SEQ20582
SEQ20583
SPHR00C1
SPHR00C2
CSPHR00C3
CSPHR00C4
CSPHR00C5
CSPHR00C6
CSPHR00C7

```

[illegible]

```

30 IF(D(1).NE.CHAR(3))GO TO 40
   WRITE(11,150)
   RETURN
C
C  COMMAND = '8MCDE'
C
40 IF(D(1).NE.CHAR(4))GO TO 50
   N8=1
   N20=1
   GO TO 10
C
C  COMMAND = '20ADCE'
C
50 IF(D(1).NE.CHAR(5))GO TO 60
   N20=1
   N8=1
   GO TO 10
C
C  COMMAND = 'CYLINDRICAL'
C
60 IF(D(1).NE.CHAR(6))GO TO 70
   IC2=1
   BACKSPACE 12
   READ(12,16C)ID
   IF(ID.EQ.1)IC2=3
   GO TO 10
C
C  COMMAND = 'SPHERICAL'
C
70 IF(D(1).NE.CHAR(7))GO TO 80
   IC2=2
   BACKSPACE 12
   READ(12,16C)ID
   IF(ID.EQ.1)IC2=4
   GO TO 10
C
C  COMMAND 'MATERIAL'
C
80 IF(D(1).NE.CHAR(8))GO TO 90
   BACKSPACE 12
   READ(12,16C)MAT
   GO TO 10
C
C  COMMAND = 'THICKNESS'
C
90 IF(D(1).NE.CHAR(9))GO TO 100
   BACKSPACE 12
   READ(12,16C)TH,IT
   GO TO 10
C
C  COMMAND = 'REPEAT'
C
100 IF(D(1).NE.CHAR(10))GO TO 110
   NR=NR+1
   BACKSPACE 12
   READ(12,16C)ART(NR)
   MAXN=NR
   GO TO 10
C
C  CHECK FOR COMMENTS
C

```

```

TRNS0045
TRNS0046
TRNS0047
TRNS0048
TRNS0049
TRNSC050
TRNS0051
TRNS0052
TRNS0053
TRNS0054
TRNSC055
TRNS0056
TRNS0057
TRNS0058
TRNS0059
TRNSC060
TRNSC061
TRNSC062
TRNS0063
TRNS0064
TRNS0065
TRNS0066
TRNSC067
TRNS0068
TRNS0069
TRNSC070
TRNS0071
TRNSC072
TRNS0073
TRNS0074
TRNS0075
TRNSC076
TRNSC077
TRNS0078
TRNSC079
TRNS0080
TRNS0081
TRNS0082
TRNS0083
TRNSC084
TRNS0085
TRNS0086
TRNS0087
TRNS0088
TRNSC089
TRNS0090
TRNSC091
TRNS0092
TRNS0093
TRNSC094
TRNS0095
TRNSC096
TRNS0097
TRNS0098
TRNSC099
TRNS0100
TRNS0101
TRNS0102
TRNS0103
TRNS0104
TRNS0105

```

```

110 BACKSPACE IZ  

    READ(I(1),I7C)D  

    IF(D(I).EQ.CCMAT)GO TO IC  

    WRITE(I(1),I7O)D  

    GO TC IO  

120 CONTINUE  

    IEND=I  

    RETURN  

130 FORMAT(A4)  

140 FORMAT('S')  

150 FORMAT('E')  

160 FORMAT(10X,I5)  

170 FORMAT(A1,A3,19A4)  

180 FORMAT(10X,F10.0,I5)  

    END  

    SUBROUTINE VOLUME(I,IOUT)  

CCCCCCCCCCCCCCCCCCCCCCCCCCCCCC(CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC  

C  

C   SUBROUTINE VOLUME CHECKS FOR ELEMENTS WHICH HAVE A NEGATIVE VOLUME  

C  

C   CALLED BY: EL3C  

C  

CCCCCCCCCCCCCCCCCCCCCCCCCCCCCC(CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC  

C  

C   DIMENSION I(20),J(20)  

COMMON/SYSARY/X(8000),Y(8000),Z(8000),N(8000)  

1,IAB(8000),IFLAG(8000),V(8000,3)  

XV1=X(I(2))-X(I(1))  

YV1=Y(I(2))-Y(I(1))  

ZV1=Z(I(2))-Z(I(1))  

XV2=X(I(4))-X(I(1))  

YV2=Y(I(4))-Y(I(1))  

ZV2=Z(I(4))-Z(I(1))  

XV3=X(I(5))-X(I(1))  

YV3=Y(I(5))-Y(I(1))  

ZV3=Z(I(5))-Z(I(1))  

VOLM=XV1*YV2*ZV3+YV1*ZV2*XV3+ZV1*XV2*YV3-XV3*YV2*ZV1-  

IYV3*ZV2*XV1-ZV3*XV2*YV1  

IF(IOUT.EQ.3)VOLM=-VOLM  

IF(IOUT.EQ.2)VOLM=-VOLM  

IF(VOLM.LT.0.)RETURN  

C  

C   VOLUME IS NEGATIVE, RENUMBER AND RETURN  

C  

DO 10 K=1,20  

10 J(K)=I(K)  

I(1)=J(5)  

I(2)=J(6)  

I(3)=J(7)  

I(4)=J(8)  

I(5)=J(1)  

I(6)=J(2)  

I(7)=J(3)  

I(8)=J(4)  

I(9)=J(13)  

I(10)=J(14)  

I(11)=J(15)  

I(12)=J(16)  

I(13)=J(9)  

I(14)=J(10)  

I(15)=J(11)  

I(16)=J(12)
```


2. Fortran Listing of Program MOVE

```

C
C   PROGRAM MOVE REFORMATS DATA FOR MOVIE.BYU AND REMOVES HIDDEN
C   SURFACES.
C
COMMON/ARRAY/IAR(12000,4),IF(12000)
READ(5,100)N2C,N3D,N1D,NCDE,NBND
N=0
IF(N1D.EQ.0)GO TO 20
C
C   PROCESS BEAM ELEMENTS
C
DO 10 I=1,N1C
READ(21,110)I1,I2
N=N+1
IAR(N,1)=I1
IAR(N,2)=I2
IAR(N,3)=0
IAR(N,4)=0
10 CONTINUE
20 IF(N2D.EQ.0)GO TO 40
C
C   PROCESS PLATE ELEMENTS
C
DO 30 I=1,N2C
READ(21)I1,I2,I3,I4
N=N+1
IAR(N,1)=I1
IAR(N,2)=I2
IAR(N,3)=I3
IAR(N,4)=I4
30 CONTINUE
40 IF(N3D.EQ.0)GO TO 50
C
C   PROCESS SOLID ELEMENTS
C
NMIN=N+1
CALL SOLID(NA3D,N3D,NMIN)
50 CONTINUE
NEL=N1D+N2C+NA3D
NMAX=N1D+N2D+N3D
NOCES=NOCDE-NEND
NPARTS=1
C
C   WRITE CONTROL INFORMATION
C
WRITE(10,140)NPARTS,NOCES,NEL
WRITE(10,140)NPARTS,NEL
N=0
60 CONTINUE
C
C   PROCESS NODE POINT DATA
C
READ(21,END=80)X1,Y1,Z1
N=N+1
IF(N.EQ.NOCES)GO TO 80
READ(21,END=70)X2,Y2,Z2
N=N+1
70 WRITE(10,160)X1,Y1,Z1,X2,Y2,Z2
GO TO 60
C
MAIN0001
MAIN0002
MAIN0003
MAIN0004
MAIN0005
MAIN0006
MAIN0007
MAIN0008
MAIN0009
MAIN0010
MAIN0011
MAIN0012
MAIN0013
MAIN0014
MAIN0015
MAIN0016
MAIN0017
MAIN0018
MAIN0019
MAIN0020
MAIN0021
MAIN0022
MAIN0023
MAIN0024
MAIN0025
MAIN0026
MAIN0027
MAIN0028
MAIN0029
MAIN0030
MAIN0031
MAIN0032
MAIN0033
MAIN0034
MAIN0035
MAIN0036
MAIN0037
MAIN0038
MAIN0039
MAIN0040
MAIN0041
MAIN0042
MAIN0043
MAIN0044
MAIN0045
MAIN0046
MAIN0047
MAIN0048
MAIN0049
MAIN0050
MAIN0051
MAIN0052
MAIN0053
MAIN0054
MAIN0055
MAIN0056
MAIN0057
MAIN0058
MAIN0059
MAIN0060

```

```

C OUTPUT THE ELEMENTS
C
      DO 80 N=1,NMAX
      IF(IF(1).EQ.1)GO TO 80
      WRITE(10,130)((IAR(I,J),J=1,4)
      80 CONTINUE
      90 CONTINUE
      STOP
100 FORMAT(///,16X,I5,/,16X,I5,/,9X,I5,/,21X,I5,
/,31X,I5)
110 FORMAT(5X,2I5)
120 FORMAT(5X,4I5)
130 FORMAT(4I5)
140 FORMAT(3I5)
150 FORMAT(110,3F10.0)
160 FORMAT(6F12.5)
      END
      SUBROUTINE SCLID(NNMAX,N3D,NMIN)
C
C SUBROUTINE SCLID PROCESSES SOLID INFORMATION AND REMOVES HIDDEN
C SURFACES WHICH OCCUR WHEN TWO SCLID ELEMENTS ARE ADJACENT.
C
      DIMENSION IM(8)
      COMMON I(12000,4),IF(12000)
      EQUIVALENCE (IM(1),I1),(IM(2),I2),(IM(3),I3),(IM(4),I4),(IM(5),I5)
1,(IM(6),I6),(IM(7),I7),(IM(8),I8)
      N3D=N3D*6
      N=NMIN
      NN=1
10 CONTINUE
C
C INPUT ELEMENTS
C
      IF(ND.GE.N3D)GO TO 80
      READ(21,END=80)NOEL,IM
C
C NOEL CONTAINS INFORMATION FOR DELETING ELEMENT SURFACES
C
      CALL DIVIDE(ACEL,I01,I02,I03,I04,I05,I06)
      IF(I06.EQ.1)GO TO 20
      I(N,1)=I1
      I(N,2)=I2
      I(N,3)=I3
      I(N,4)=I4
      N=N+1
20 IF(I05.EQ.1)GO TO 30
      I(N,1)=I5
      I(N,2)=I6
      I(N,3)=I7
      I(N,4)=I8
      N=N+1
30 IF(I01.EQ.1)GO TO 40
      I(N,1)=I1
      I(N,2)=I2
      I(N,3)=I6
      I(N,4)=I5
      N=N+1
40 IF(I02.EQ.1)GO TO 50
      I(N,1)=I4
      I(N,2)=I3
      I(N,3)=I7

```

```

MAIN0061
MAIN0062
MAIN0063
MAIN0064
MAIN0065
MAIN0066
MAIN0067
MAIN0068
MAIN0069
MAIN0070
MAIN0071
MAIN0072
MAIN0073
MAIN0074
MAIN0075
MAIN0076
MAIN0077
SLID0001
SLID0002
SLID0003
SLID0004
SLID0005
SLID0006
SLID0007
SLID0008
SLID0009
SLID0010
SLID0011
SLID0012
SLID0013
SLID0014
SLID0015
SLID0016
SLID0017
SLID0018
SLID0019
SLID0020
SLID0021
SLID0022
SLID0023
SLID0024
SLID0025
SLID0026
SLID0027
SLID0028
SLID0029
SLID0030
SLID0031
SLID0032
SLID0033
SLID0034
SLID0035
SLID0036
SLID0037
SLID0038
SLID0039
SLID0040
SLID0041
SLID0042
SLID0043
SLID0044

```

I(N,4)=I6	SLI00045
N=N+1	SLI00046
50 IF(I04.EQ.1)GO TO 60	SLI00047
I(N,1)=I2	SLI00048
I(N,2)=I3	SLI00049
I(N,3)=I7	SLI00050
I(N,4)=I6	SLI00051
N=N+1	SLI00052
60 IF(I03.EQ.1)GO TO 70	SLI00053
I(N,1)=I1	SLI00054
I(N,2)=I4	SLI00055
I(N,3)=I8	SLI00056
I(N,4)=I5	SLI00057
N=N+1	SLI00058
70 CONTINUE	SLI00059
ND=ND+6	SLI00060
GO TO 10	SLI00061
80 CONTINUE	SLI00062
NMAX=N-1	SLI00063
C	SLI00064
C ELEMENTS FACES ARE GIVEN A UNIQUE NUMBERING ORDER.	SLI00065
C	SLI00066
DO 140 N=NMIN,NMAX	SLI00067
I1=I(N,1)	SLI00068
I2=I(N,2)	SLI00069
I3=I(N,3)	SLI00070
I4=I(N,4)	SLI00071
MIN=MINO(I1,I2,I3,I4)	SLI00072
IF(I4.EQ.MIN)GO TO 90	SLI00073
IF(I3.EQ.MIN)GO TO 100	SLI00074
IF(I2.EQ.MIN)GO TO 110	SLI00075
IF(I1.EQ.MIN)GO TO 120	SLI00076
90 CONTINUE	SLI00077
J1=I4	SLI00078
J2=I1	SLI00079
J3=I2	SLI00080
J4=I3	SLI00081
GO TO 130	SLI00082
100 CONTINUE	SLI00083
J1=I3	SLI00084
J2=I4	SLI00085
J3=I1	SLI00086
J4=I2	SLI00087
GO TO 130	SLI00088
110 CONTINUE	SLI00089
J1=I2	SLI00090
J2=I3	SLI00091
J3=I4	SLI00092
J4=I1	SLI00093
GO TO 130	SLI00094
120 CONTINUE	SLI00095
J1=I1	SLI00096
J2=I2	SLI00097
J3=I3	SLI00098
J4=I4	SLI00099
130 CONTINUE	SLI00100
I(N,1)=J1	SLI00101
I(N,2)=J2	SLI00102
I(N,3)=J3	SLI00103
I(N,4)=J4	SLI00104
140 CONTINUE	SLI00105

```

C
C REMOVE DUPLICATE SURFACES
C
      DO 160 N=NNMIN,NMAX
      IF(IF(N).EQ.1)GO TO 160
      I1=I(N,1)
      I3=I(N,3)
      NN=N+1
      DO 150 M=NN,NMAX
      IF(I1.NE.I(M,1))GO TO 150
      IF(I3.NE.I(M,3))GO TO 150
      IF(N)=1
      IF(M)=1
      GO TO 160
150 CONTINUE
160 CONTINUE
      NNMAX=N
      REWIND 9
C
C COUNT THE NUMBER OF VISIBLE SURFACES
C
      DO 170 N=1,NMAX
      IF(IF(N).EQ.1)GO TO 170
      NNMAX=NNMAX+1
170 CONTINUE
C
C OUTPUT JOB STATISTICS
C
      WRITE(5,200)NNMAX,NNMAX
      RETURN
180 FORMAT(110,815)
190 FORMAT(415)
200 FORMAT(' NUMBER OF ELEMENTS WAS: ',15,/, ' AFTER PROCESSING
1: ',15)
      END
      SUBROUTINE DIVIDE(NDEL,I6,I5,I4,I3,I2,I1)
C
C SUBROUTINE DIVIDE UNPACKS AN ARRAY
C
      DIMENSION I(6)
      I(1)=I1
      I(2)=I2
      I(3)=I3
      I(4)=I4
      I(5)=I5
      I(6)=I6
      DO 10 J=1,6
      I(J)=NDEL/(10**(6-J))
10 NDEL=NDEL-I(J)*(10**(6-J))
      I1=I(1)
      I2=I(2)
      I3=I(3)
      I4=I(4)
      I5=I(5)
      I6=I(6)
      RETURN
      END

```

```

SL1D01C6
SL1D01C7
SL1D01C8
SL1D01C9
SL1D0110
SL1D0111
SL1D0112
SL1D0113
SL1D0114
SL1D0115
SL1D0116
SL1D0117
SL1D0118
SL1D0119
SL1D0120
SL1D0121
SL1D0122
SL1D0123
SL1D0124
SL1DC125
SL1D0126
SL1DC127
SL1DC128
SL1D0129
SL1D0130
SL1D0131
SL1D0132
SL1D0133
SL1D0134
SL1D0135
SL1D0136
SL1D0137
SL1D0138
SL1D0139
SL1D0140
DVDE00C1
DVDE00C2
DVDE00C3
DVDE00C4
DVDE00C5
DVDE00C6
DVDE00C7
DVDE00C8
DVDE00C9
DVDE0010
DVDE0011
DVDE0012
DVDE0013
DVDE0014
DVDE0015
DVDE0016
DVDE0017
DVDE0018
DVDE0019
DVDE0020
DVDE0021
DVDE0022

```

3. Fortran Listing of Free Format Routines

```

C
C ROUTINES FOR SIMULATING FREE FORMAT I/O FOR INGRID
C
C SUBROUTINE GET
C SUBROUTINE GET PROCESS THE NEXT COMMAND
C
COMMON/REGION/IARRAY(100,6),NREG
DIMENSION CHAR(400)
NREG=0
IEND=0
C
C GET THE COMMAND
C
DO 20 I=1,5
  IF=I*80
  IS=IF-79
  READ(6,50)(CHAR(J),J=IS,IF)
  DO 10 J=IS,IF
    IF(CHAR(J).NE.';')GO TO 10
  IEND=J
  GO TO 30
10 CONTINUE
20 CONTINUE
30 CONTINUE
  IF(IEND.EQ.1)RETURN
  I=1
C
C PROCESS THE COMMAND STRING
C
40 CONTINUE
  IF(I.EQ.IEND)RETURN
C
C PROCESS INDEX INFORMATION
C
  IF(CHAR(I).EQ.'(')CALL INDEX(CHAR,I)
C
C PROCESS COMMANDS
C
  IF(CHAR(I).EQ.'/')CALL LIST(CHAR,I)
  I=I+1
  GO TO 40
50 FORMAT(80A1)
60 FORMAT(1X,A1)
END
SUBROUTINE INDEX(CHAR,I)
C
C SUBROUTINE INDEX DETERMINES WHICH REGIONS ARE NEEDED
C
DIMENSION CHAR(400)
COMMON/REGION/IARRAY(100,6),NREG
K=1
NREG=NREG+1
J=NREG
10 CONTINUE
  I=I+1
  IF(CHAR(I).EQ.'')RETURN
  IF(CHAR(I).NE.'(')GO TO 20
C
C INFORMATION IS AN INDEX PROGRESSION

```

```

GET0001
GET0002
GET0003
GET0004
GET0005
GET0006
GET0007
GET0008
GET0009
GET0010
GET0011
GET0012
GET0013
GET0014
GET0015
GET0016
GET0017
GET0018
GET0019
GET0020
GET0021
GET0022
GET0023
GET0024
GET0025
GET0026
GET0027
GET0028
GET0029
GET0030
GET0031
GET0032
GET0033
GET0034
GET0035
GET0036
GET0037
GET0038
GET0039
GET0040
GET0041
GET0042
GET0043
GET0044
GET0045
INDX0001
INDX0002
INDX0003
INDX0004
INDX0005
INDX0006
INDX0007
INDX0008
INDX0009
INDX0010
INDX0011
INDX0012
INDX0013
INDX0014
INDX0015

```

```

C      NNEG=NREG-1
      CALL PROGSN(CHAR,I)
      RETURN
20  IF(CHAR(I).EQ.' ')GO TO 10
    IF(CHAR(I).EQ.',')GO TO 10
    CALL NUMBER(CHAR,I,X)
    IARRAY(J,K)=IFIX(X)
    K=K+1
    GO TO 10
  END
  SUBROUTINE NUMBER(CHAR,I,X)
C
C  SUBROUTINE NUMBER DETERMINES WHAT NUMBER A CHARACTER STRING
C  REPRESENTS
C
  DIMENSION CHAR(400)
  X=0.0
  IEXP=0
  R1=10.0
  SX=1.0
  E=0.0
  R2=1.0
  SE=1.0
10  CONTINUE
  C=CHAR(I)
  IF(C.EQ.' ')GO TO 60
  IF(C.EQ.',')GO TO 60
  IF(C.EQ.' ')GO TO 60
  IF(C.EQ.'/')GO TO 60
  IF(C.EQ.';')GO TO 60
  IF(C.NE.'-')GO TO 20
  IF(IEXP.EQ.0)SX=-1.0
  IF(IEXP.EQ.1)SE=-1.0
  GO TO 50
20  IF(C.NE.'.')GO TO 30
  R1=1.0
  R2=0.1
  GO TO 50
30  IF(C.NE.'E')GO TO 40
  R1=10.0
  R2=1.0
  IEXP=1
  GO TO 50
40  CONTINUE
  CALL DIGIT(C,NUM)
  IF(IEXP.EQ.0)X=X*R1+R2*NUM
  IF(IEXP.EQ.1)E=E*R1+R2*NUM
  IF(R2.LT.0.5)R2=R2/10.0
50  CONTINUE
  I=I+1
  GO TO 10
60  CONTINUE
  E=SE*E
  E=10.0**E
  X=X*E*SX
  I=I-1
  RETURN
  END
  SUBROUTINE DIGIT(CHAR,NUM)
C

```

```

INDX0016
INDX0017
INDX0018
INDX0019
INDX0020
INDX0021
INDX0022
INDX0023
INDX0024
INDX0025
INDX0026
NMBR0001
NMBR0002
NMBR0003
NMBR0004
NMBR0005
NMBR0006
NMBR0007
NMBR0008
NMBR0009
NMBR0010
NMBR0011
NMBR0012
NMBR0013
NMBR0014
NMBR0015
NMBR0016
NMBR0017
NMBR0018
NMBR0019
NMBR0020
NMBR0021
NMBR0022
NMBR0023
NMBR0024
NMBR0025
NMBR0026
NMBR0027
NMBR0028
NMBR0029
NMBR0030
NMBR0031
NMBR0032
NMBR0033
NMBR0034
NMBR0035
NMBR0036
NMBR0037
NMBR0038
NMBR0039
NMBR0040
NMBR0041
NMBR0042
NMBR0043
NMBR0044
NMBR0045
NMBR0046
NMBR0047
NMBR0048
OGIT0001
OGIT0002

```

C CONVERT A CHARACTER TO A DIGIT

```

C
      DIMENSION D(10)
      DATA D/1H0,1H1,1H2,1H3,1H4,1H5,1H6,1H7,1H8,1H9/
      DO 10 J=1,10
        IF (CHAR.EQ.D(J)) GO TO 20
10    CONTINUE
20    NUM=J-1
      RETURN
      END
      SUBROUTINE PPCGSN(CHAR,I)

```

C INPUT AN INDEX PROGRESSION

```

C
      DIMENSION CHAR(400),II(20,2)
      N=1
      DO 10 K=1,3
      DO 10 J=1,20
10    II(J,K)=0
      J=1
20    CONTINUE
      I=I+1
      C=CHAR(I)
      IF (N.EQ.3.AND.C.EQ.'') GO TO 40
      IF (C.NE.'') GO TO 30
      J=1
      N=N+1
      GO TO 20
30    IF (C.EQ.' ') GO TO 20
      IF (C.EQ.',') GO TO 20
      IF (C.EQ.'(') GO TO 20
      CALL NUMBER(CHAR,I,X)
      II(J,N)=IFIX(X)
      J=J+1
      GO TO 20
40    CONTINUE
      CALL SEQ(II)
      RETURN
50    FORMAT(20I4)
      END
      SUBROUTINE SEQ(II)

```

C CONVERT AN INDEX PROGRESSION TO ITS INDIVIDUAL REGIONS

```

C
      DIMENSION II(20,3),M(3),IMX(6)
      COMMON/REGION/IARRAY(100,6),NREG
      EQUIVALENCE (IMX(1),I1),(IMX(2),J1),(IMX(3),K1),(IMX(4),I2),
1    (IMX(5),J2),(IMX(6),K2)
      DO 10 I=1,3
      DO 10 J=1,20
        IF (II(J,I).NE.0) M(I)=J
10    CONTINUE
      DO 20 I=1,3
20    IF (II(M(I),1).GT.0) M(I)=M(I)-1
      DO 120 I=1,M(1)
      DO 110 J=1,M(2)
      DO 100 K=1,M(3)
        IM=II(I,1)
        JM=II(J,2)
        KM=II(K,3)
        IX=II(I+1,1)

```

```

DIGIT0003
DIGIT0004
DIGIT0005
DIGIT0006
DIGIT0007
DIGIT0008
DIGIT0009
DIGIT0010
DIGIT0011
DIGIT0012
PRGS0001
PRGS0002
PRGS0003
PRGS0004
PRGS0005
PRGS0006
PRGS0007
PRGS0008
PRGS0009
PRGS0010
PRGS0011
PRGS0012
PRGS0013
PRGS0014
PRGS0015
PRGS0016
PRGS0017
PRGS0018
PRGS0019
PRGS0020
PRGS0021
PRGS0022
PRGS0023
PRGS0024
PRGS0025
PRGS0026
PRGS0027
PRGS0028
PRGS0029
PRGS0030
SEQ0001
SEQ0002
SEQ0003
SEQ0004
SEQ0005
SEQ0006
SEQ0007
SEQ0008
SEQ0009
SEQ0010
SEQ0011
SEQ0012
SEQ0013
SEQ0014
SEQ0015
SEQ0016
SEQ0017
SEQ0018
SEQ0019
SEQ0020
SEQ0021

```

```

      JX=II(J+1,2)
      KX=II(K+1,3)
      IF(IM.EQ.0.OR.JM.EQ.0.OR.KM.EQ.0)GO TO 100
C
C   CHECK FOR SOLID REGIONS
C
      IF(IM.LE.0.OR.JM.LE.0.OR.KM.LE.0)GO TO 40
      IF(IX.LE.0.OR.JX.LE.0.OR.KX.LE.0)GO TO 100
      NREG=NREG+1
      DO 30 L=1,6
30   IARRAY(NREG,L)=IMX(L)
      GO TO 100
40   CONTINUE
C
C   CHECK FOR PLANAR REGIONS
C
      IF(IM.GE.0)GO TO 60
      IF(JX.EQ.0.OR.KX.EQ.0)GO TO 60
      NREG=NREG+1
      DO 50 L=1,6
50   IARRAY(NREG,L)=IABS(IMX(L))
      IARRAY(NREG,4)=-IM
60   IF(JM.GE.0)GO TO 80
      IF(IX.EQ.0.OR.KX.EQ.0)GO TO 80
      NREG=NREG+1
      DO 70 L=1,6
70   IARRAY(NREG,L)=IABS(IMX(L))
      IARRAY(NREG,5)=-JM
80   IF(KM.GE.0)GO TO 100
      IF(IX.EQ.0.OR.JX.EQ.0)GO TO 100
      NREG=NREG+1
      DO 90 L=1,6
90   IARRAY(NREG,L)=IABS(IMX(L))
      IARRAY(NREG,6)=-KM
100  CONTINUE
110  CONTINUE
120  CONTINUE
      RETURN
      END
      SUBROUTINE LIST(CHAR,I)
C
C   SUBROUTINE LIST PROCESS COMMAND LISTS
C
      DIMENSION CHAR(400)
      COMMON/FUNCTN/ICMD(10),NFT(10),PARAM(100),NPARAM(10),NCMD
      NPT(1)=1
      NCMD=NCMD+1
      IF(NCMD.GT.1)NPT(NCMD)=NFT(NCMD-1)+NPARAM(NCMD-1)
      CALL WORD(CHAR,I,NW)
      ICMD(NCMD)=NW
10   CONTINUE
      I=I+1
      C=CHAR(I)
      IF(C.EQ.' ')GO TO 10
      IF(C.EQ.',')GO TO 10
      IF(C.EQ.'=')GO TO 10
      IF(C.EQ.'/')GO TO 20
      IF(C.EQ.';')GO TO 20
      CALL NUMBER(CHAR,I,X)
      J=NPT(NCMD)+NPARAM(NCMD)
      PARAM(J)=X

```

```

SE00022
SE00023
SE00024
SE00025
SE00026
SE00027
SE00028
SE00029
SE00030
SE00031
SE00032
SE00033
SE00034
SE00035
SE00036
SE00037
SE00038
SE00039
SE00040
SE00041
SE00042
SE00043
SE00044
SE00045
SE00046
SE00047
SE00048
SE00049
SE00050
SE00051
SE00052
SE00053
SE00054
SE00055
SE00056
SE00057
SE00058
SE00059
SE00060
LIST0001
LIST0002
LIST0003
LIST0004
LIST0005
LIST0006
LIST0007
LIST0008
LIST0009
LIST0010
LIST0011
LIST0012
LIST0013
LIST0014
LIST0015
LIST0016
LIST0017
LIST0018
LIST0019
LIST0020
LIST0021
LIST0022

```

	NPARAM(NCMD)=NPARAM(NCMD)+1	LIST0023
	GO TO 10	LIST0024
20	CONTINUE	LIST0025
	I=I-1	LIST0026
	RETURN	LIST0027
	END	LIST0028
	SUBROUTINE WORD(CHAR,I,NP)	WORD0001
C		WORD0002
C	SUBROUTINE WORD DETERMINES WHAT WORD A CHARACTER STRING REPRESENTS	WORD0003
C		WORD0004
	DIMENSION CHAR(400)	WORD0005
	NP=0	WORD0006
	NCNT=0	WORD0007
10	CONTINUE	WORD0008
	I=I+1	WORD0009
	C=CHAR(I)	WORD0010
	IF(C.EQ.' ')GO TO 20	WORD0011
	IF(C.EQ.',')GO TO 20	WORD0012
	IF(C.EQ.'=')GO TO 20	WORD0013
	IF(C.EQ.';')GO TO 20	WORD0014
	IF(C.EQ.'()GO TO 20	WORD0015
	IF(C.EQ.'/')GO TO 20	WORD0016
	NCNT=NCNT+1	WORD0017
	IF(NCNT.GT.4)GO TO 10	WORD0018
	CALL ALPHA(C,NUM)	WORD0019
	NW=NW*100+NUM	WORD0020
	GO TO 10	WORD0021
20	CONTINUE	WORD0022
	I=I-1	WORD0023
	RETURN	WORD0024
	END	WORD0025
	SUBROUTINE ALPHA(CHAR,NUM)	ALPH0001
C		ALPH0002
C	SUBROUTINE ALPHA CONVERTS A CHARACTER TO EQUIVALENT NUMBER	ALPH0003
C		ALPH0004
	DIMENSION D(27)	ALPH0005
	DATA D/'A','B','C','D','E','F','G','H','I','J','K','L',	ALPH0006
	1'M','N','O','P','Q','R','S','T','U','V','W','X','Y','Z',',',	ALPH0007
	NUM=0	ALPH0008
	DO 10 I=1,27	ALPH0009
	IF(CHAR.NE.D(I))GO TO 10	ALPH0010
	NUM=I+10	ALPH0011
	GO TO 20	ALPH0012
10	CONTINUE	ALPH0013
	CALL DIGIT(CHAR,NUM)	ALPH0014
20	CONTINUE	ALPH0015
	RETURN	ALPH0016
	END	ALPH0017

VITA

Douglas Walter Stillman was born in Philadelphia, Pennsylvania on September 12, 1959. He entered the University of Tennessee in December 1976 and in March 1980 received a Bachelor of Science degree in Engineering Science from the University of Tennessee.

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