

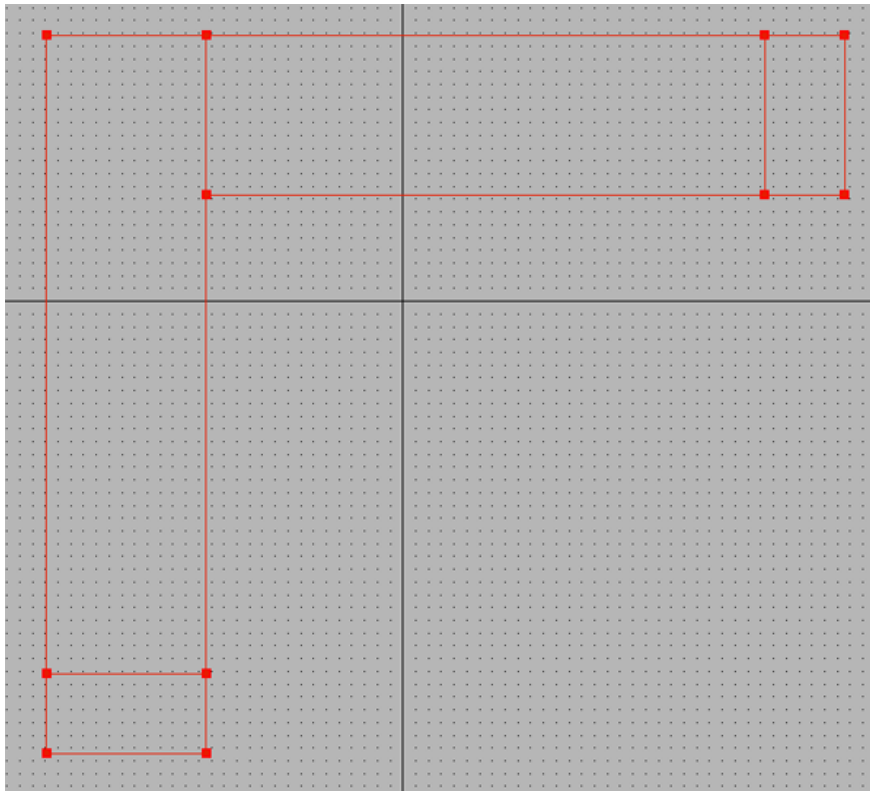
MoldSimulator - Tutorial 1


Simple simulation by importing from DXF

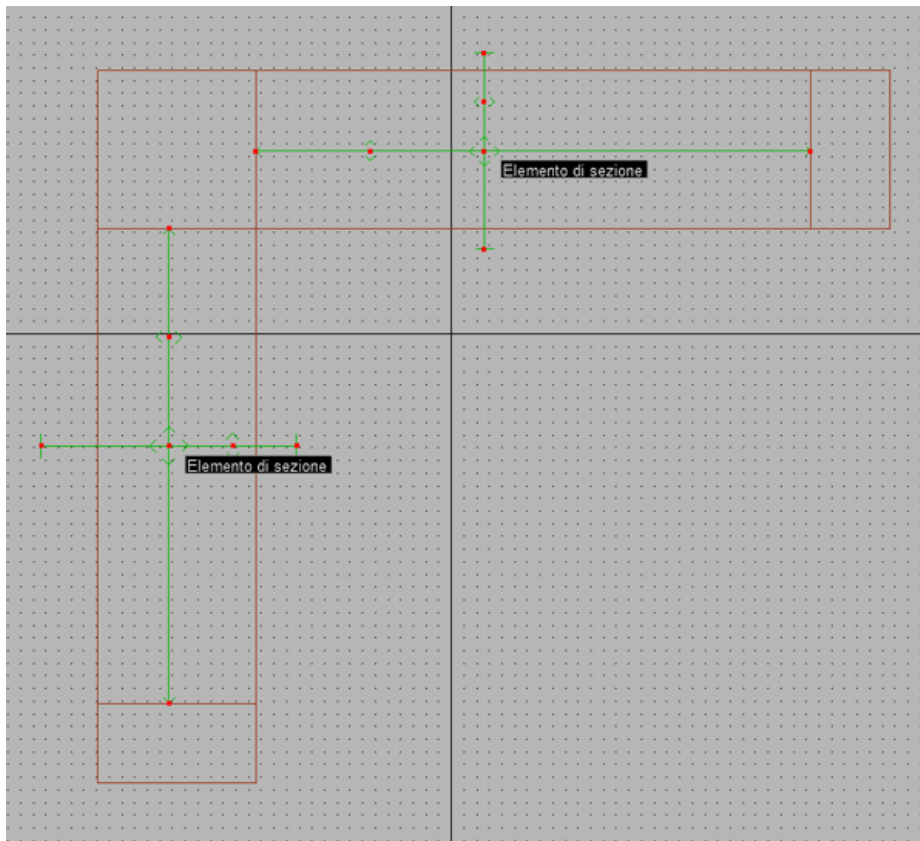
In this tutorial you'll learn how to import projects in DXF format and how to perform a simple simulation, in order to analyse a cross section.


1. Importing the cross-section

- Startup MoldSimulator;
- Go to the menu File->Import;
- Look for the file “example1.dxf”, in the folder “Samples\mold_simulator”;
- Press the OK button in the dialog that just popped up; you should see something like this:



- In “Elements” tab, press “create section element” button  and create two section elements as shown in the following picture:

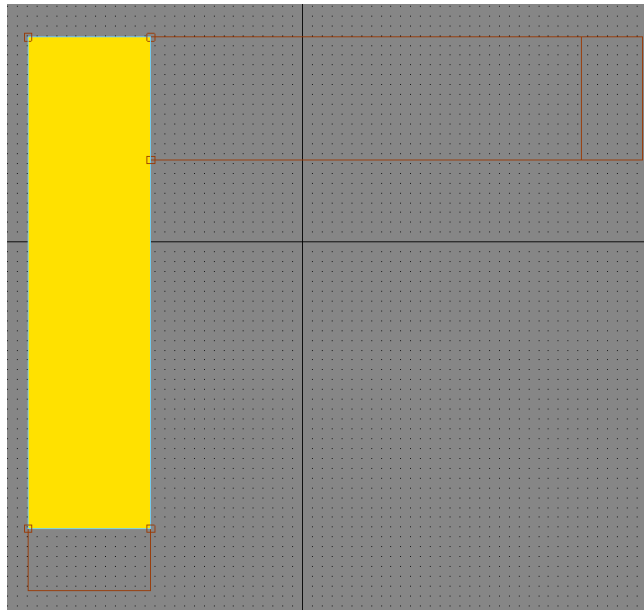


Using  button, it is possible to move section elements. For this kind of operations vertex snap feature is very useful; it is automatically activated when dragging cursor over vertices.

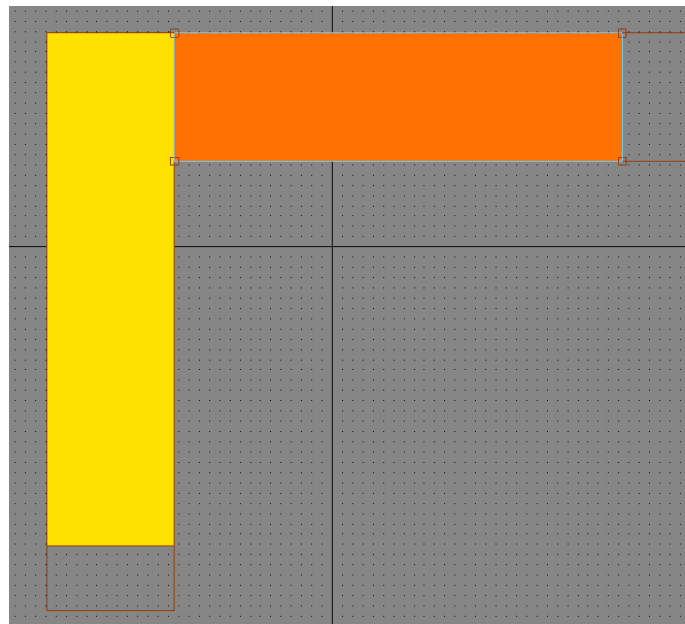
- Go to the tab “Materials”;
- Click on the button “Library”;
- In the library window click on "ISO 10351";
- In the field "Material type" select "Bricks";
- Press OK to confirm;
- Press on the basket button:



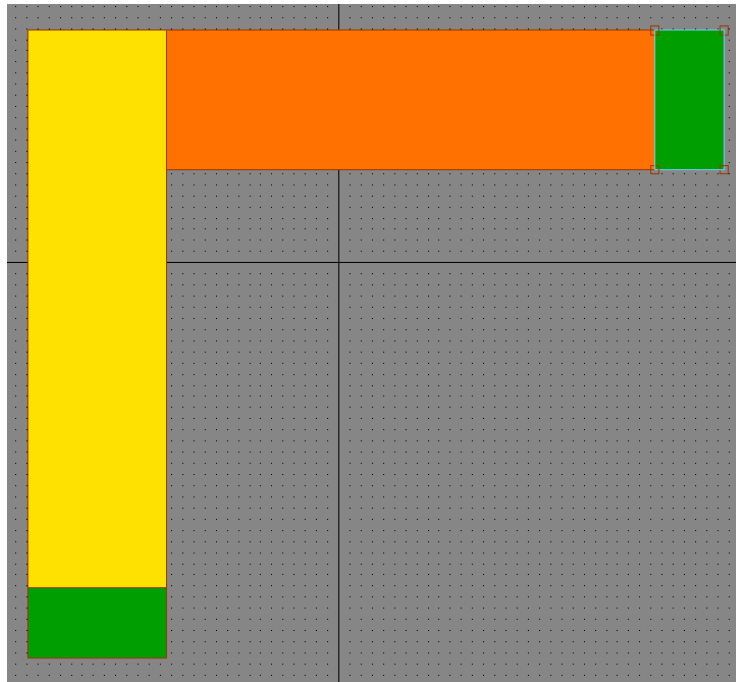
- Click on a point inside the vertical wall, to flood fill with the Brick material:



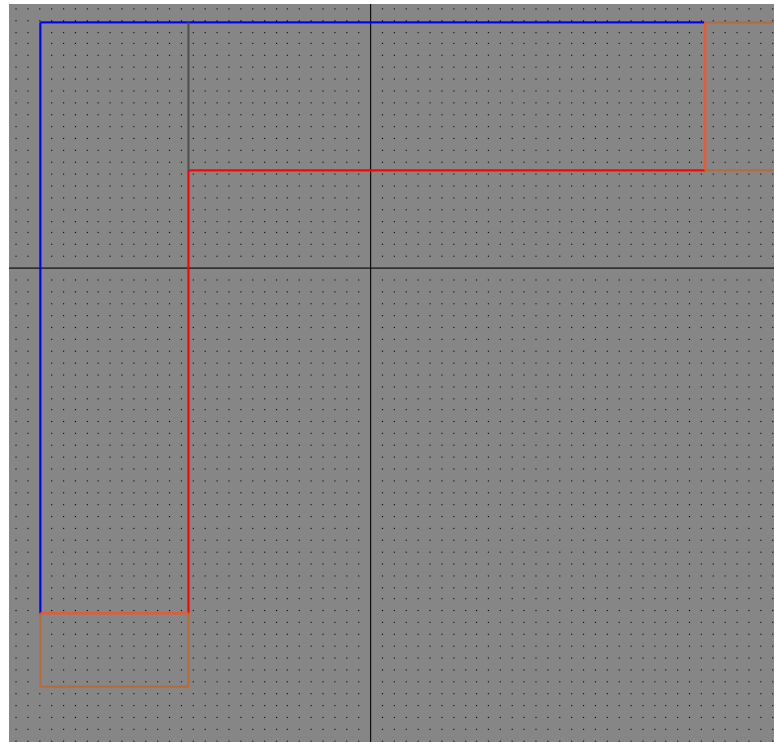
- Go back to the material library, in the tab ISO 10351, select "Concrete", and press "OK";
- Click on the basket button, and flood fill the ceilings with concrete:



- In the box “Material Properties” click “Adiabatic”, and again with the basket, flood fill the parts that were left empty:



- Press on the tab “Boundary”;
- Click on the button assign boundary condition, select the external wall boundary condition and click on the walls lines in contact with the external environment; repeat the operation but this time using the internal wall boundary condition:



- Click on the tab “Simulation”;
- Click on the menu “File->Save” to save the project in the desired location;
- Notice how you can switch between the different types of visualization.