Minimum Distance Measure Type in Hyperview.

Product: Hyperview
Product Version: 14.0.120

Topic Objective

Calculate the shortest (minimum) distance between any two entities during a simulation.

Topic Details

A new measure to calculate the shortest (minimum) distance between any two entities during a simulation is added. The entities can be nodes, elements, or components. If elements/components are picked on the “To” side, HyperView will take into account the surface of the element when calculating the shortest distance. As the animation is played, the graphics will be updated to show the shortest distance. Additionally, users can plot this measure in a HyperGraph window similar to other measure types.

For fastest calculation, use node sets. If more accuracy is desired, pick element or component sets and in this case, the time taken to calculate distance through one cycle of animation is directly proportional to the size of the sets.