

Buckling with Gravitational Load

Typically, the critical load factor is determined with respect to all loads defined in the referenced linear static loadcase (referenced by **STATUSB**).

In case the critical load factor should only be applied to variable loads (e.g. pressure, forces) and NOT to gravitational load (constant load), the two procedures/techniques described below may be employed.

Working Procedure A

In case gravitational and variable loads are to be considered, the following load collectors are required:

- Load Collector for variable loads (here named **force**; no Card Image needed)
- Load collector for gravity (Card Image **GRAV**; remind the system units)

	SID	CID	G	N1	N2	N3
G R A V	4	0	9 8 1 0 . 0 0	- 1 . 0 0 0	0 . 0 0 0	0 . 0 0 0

User Comments:

reject default

abort return

- Load collector combines variable and constant loads (Card image **LOAD** needed; here named: **gravity_and_force**).

	ID	S	S1(1)	L1(1)	S1(2)	L1(2)
L O A D A D D	5	1 . 0 0 0	1 . 0 0 0	4	1 . 0 0 0	2

User Comments:

LOAD_Num_Set =

reject default

abort return

In the Card Image above, **L1(1)** is linked to the gravity load collector, **L1(2)** refers to the variable load (in this case, **force**). **S**, **S1(1)** and **S1(2)** are scale factors, respectively.

In addition, we have a load collector for the model constraints (here named **SPC**, no Card Image needed) and a load collector which defines the number of eigenmodes to be extracted (Card Image **EIGRL**, here the load collector is named **EIGRL**)

Step 1:

Determine the critical load factor for all loads (constraint and variable loads). We may call this critical load factor buckling_all (i.e. run the buckling analysis taking into account all loads)

Step 2:

Scale the constant load, **L1(1)**, by adjusting the scale value of **S1(1)** in the Card Image of the load collector:

$$S1(1) = 1 / [\text{critical load factor "buckling_all"}]$$

ID	S	S1(1)	L1(1)	S1(2)	L1(2)
6	1.0000	6.8e-03	4	1.0000	2

User Comments

Hide In Menu/Export

LOAD_Num_Set = 2

The scale factor for **S1(2)** of the variable load **L1(2)** remains unchanged i.e. **S1(2) = 1.0**

Step 3:

Run the buckling analysis with the newly scaled value for the gravity load, **L1(1)**. We call this additional buckling analysis and critical load factor, **A_buckl_grav_force**.

Provided that the buckling factor **A_buckl_grav_force** equals **buckling_all**, everything is fine because then:

$$\text{gravitational load } L1(1) = L1(1) / [\text{critical load factor } \mathbf{buckling_all}] * [\text{critical load factor } \mathbf{A_buckl_grav_force}]$$

However, if **A_buckl_grav_force** \neq **buckling_all** then Step 2 to Step 3 must be repeated iteratively.

Now the **gravity** load **L1(1)** is scaled by **A_buckl_grav_force**:

$$S1(1) = 1 / [\mathbf{A_buckl_grav_force}]$$

This will lead to another buckling value which may be called **B_buckl_grav_force** and so on.

ID	S	S1(1)	L1(1)	S1(2)	L1(2)
8	1.0000	1.2e-03	4	1.0000	2

User Comments

Hide In Menu/Export

LOAD_Num_Set = 2

Eventually, when the new (e.g. **C_buckl ...**) buckling factors are equal, an additional review buckling analysis can be carried out. In this analysis, ALL loads are scaled by the last buckling factor e.g. **C_buckl ...**

LOAD ADD	ID	S	S1(1)	L1(1)	S1(2)	L1(2)
	1 0	8 5 8 . 9 2 4	1 . 2 e - 0 3	4	1 . 0 0 0	2

User Comments

Hide In Menu/Export

LOAD_Num_Set= 2

reject
default

abort
return

This buckling analysis will then depict a buckling factor very close to ± 1 .

(you can review the above prescribed steps in the example file: [prestressed_grav.hm](#))

Working procedure B

Starting with the RADIOSS solver the above described process becomes much easier and mores straight forward.

In addition to the load collector **spc** and **EIGRL** (see above), we now need the two load collectors:

- Load collector for variable loads (here named **force**; no Card image needed)
- Load collector for gravity (card Image **GRAV**; remind the system units)

Components (1)	
Load Collectors (10)	
EIGRL	3 0
spc	1 0
force	2 0
gravity	4 0

Based on these two load collectors, the two loadcases are defined:

- Loadcase **force_only**

name = force_only type: linear static

<input checked="" type="checkbox"/> SPC = 1	<input type="checkbox"/> STATSUB(PRELOAD)
<input checked="" type="checkbox"/> LOAD = 2	<input type="checkbox"/> PRETENSION
<input type="checkbox"/> MPC	<input type="checkbox"/> STATSUB(PRETENS)
<input type="checkbox"/> SUPPORT1	
<input type="checkbox"/> DEFORM	

create
edit
update
review
next
prev
return

- Loadcase **gravity_only**

name = gravity_only type: linear static

<input checked="" type="checkbox"/> SPC = 1	<input type="checkbox"/> STATSUB(PRELOAD)
<input checked="" type="checkbox"/> LOAD = 4	<input type="checkbox"/> PRETENSION
<input type="checkbox"/> MPC	<input type="checkbox"/> STATSUB(PRETENS)
<input type="checkbox"/> SUPPORT1	
<input type="checkbox"/> DEFORM	

create
edit
update
review
next
prev
return

NOTE: In previous versions we selected type as **generic** but now the **type: linear buckling** has to be selected.

name = prestressed_		type: linear buckling	<input type="button" value="create"/>
<input checked="" type="checkbox"/> SPC	= 1	<input checked="" type="checkbox"/> STATUS(PRELOAD)	= 1 8
<input type="checkbox"/> MPC			
<input checked="" type="checkbox"/> METHOD(STRUCT)	= 3		<input type="button" value="next"/>
<input checked="" type="checkbox"/> STATUS(BUCKLING)	= 1		<input type="button" value="prev"/>
<input type="checkbox"/> DEFORM			<input type="button" value="return"/>
			<input type="button" value="edit"/>
			<input type="button" value="update"/>
			<input type="button" value="review"/>

As before **SPC** references the model constraints, **METHOD (STRUCT)** references the load collector with card image **EIGRL**.

STATUS (BUCKLING) references **forces_only**

STATUS (PRELOAD) references **gravity_only**

You can view the load collectors and load steps in the file: prestressed_gravity.hm