The Official CUBIT Cheat Sheet ------------------------------------ OR------------------------------- Why CUBIT May Need A GUI (Revised 8/24/98)

GEOMETRY

Construction: Primitives

Brick X <> [Y <> Z <>]
Cylinder Radius <> Height <>
Frustum Z <> Radius <> [Top <>]
Frustum Z <> Maj Rad <> Min Rad <>
Prism Z <> Sides <> Rad <> [Maj <> Min <>]
Pyramid Height <> Sides <> Radius <>
Sphere Rad <> [Xpos] [Ypos] [Zpos] [Inn <>]
Torus Major Rad <> Minor Rad <>

Booleans

Unite <> [With <>] [keep]
Subtract <> From <> [keep]
Intersect <> [With <>] [keep]

Transformations

Body <> [Copy] Move <dx> <dy> <dz>
Move {} <> location {} <> [except [x] [y] [z]]
Rotate {} <> About {x|y|z|<> <> <>} Angle <>
Rotate {} <> About Vert <> Vert <> Angle <>
Rotate {} <> About Nor Of Surf <> Angle <>
Body <> [Copy] Scale <>
Body <> [Copy] Reflect {x|y|z|<x> <y> <z>}

Decomposition

Webcut {} <> Pla Vert <> [Vert]<> [Vert]<> ()
Webcut {} <> Plane Surf <> ()
Webcut {} <> Plane {xpla|ypla|zpla} [offs <>]
Webcut {} <> Tool [Body] <>
Webcut {} <> With Sheet {Body|Surf} <>
Webcut {} <> With Sheet Ext Fr Surf <>
Webcut {} <> Cyl Rad <> Axis {x|y|z|Vert <>
    Vert <>| <x> <y> <z>} [cent <x> <y> <z>]
Options: [Noimprint|Imprint(default)],
    [Nomerge(default)|Merge], [group_results]
Section {} <> {{xpla|ypla|zpla} [offs <>]} |
    Surf <>} [keep] [normal(default)|reverse]

File

Import Acis 'filename'
Export Acis 'filename' [Body <>]

MESH

Intervals

{} <> Interval {<> | Hard | Soft | Default}
{} <> Size {<> | Auto}
Match Intervals {} <> [Ass Grou [Onl|Infea]]
    [Seed Cur <>] [Map|Pave]

Mesh schemes

Curve: bias, equal, featuresize
Surface: auto, copy, curvature, dice, map, mirror, pave, pentagon, submap, triangle, trimap, trimesh, tripave
Volume: auto, dice, hextet, map, morph, plaster, project, pyramid, rotate, submap, sweep, tetmesh, translate

Smooth schemes

Surface: equipotential, laplacian, centroid, optimize, randomize, winslow, fix quad
Volume: equipotential, laplacian, optimize, randomize

GENESIS

Block <> {Group|Vol|Surf|Curv} <> [Remove]
SideSet <> {Group|Curve} <> [Remove]
NodeSet <> {} <> [Remove]
Export Genesis 'filename'

Block <> Attribute <>
Block <> Element Type <type_name>
  Curves: bar[|2|3]|beam[|2|3]|truss[|2|3]
  Surfaces:quad[|4|8|9]|shell[|4|8|9]| tri[|3|6|7]
  Volumes:hex[|8|20|27]|pyr| tetra[|4|8|10|14]
SideSet <> Surf <> [Rem|[She][For|Rev|Both]]
SideSet <> Surf <> wrt Volume <>
Reset {Genesis | Nodesets | Sidesets | Blocks}

PROGRAM

Play 'filename'
Record {'filename' | stop}
Logging [on|off] [file <'filename'>]
Reset
Reset Genesis
Quit

ENTITY PARSING

Surface 1 2 3 4 to 6 by 2 ...
Curve all in Volume 2 ...
Draw Edge all in Hex 32
List Curve 1 to 50 except 2 4 6
Draw Sideset 1 2 3 Curve 3 to 5 Hex 2 4 6

GROUPS

Group <> {add|equals|remove|xor} {} <>
Group <> {inters|unite} grou <> with grou <>
Group <> subtract group <> from group <>

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GRAPHICS

Default buttons:

B1 - rotate; B2 - scale; B3 - pan
Control-B1: pick entity (In graph win: 0,1,2,3,4
- Pick vert, curv, surf, vol, body)
Alt: unassigned

Letters

a Add to selection group
b Toggle Bounding Box on Click
c Clear "picked" Group
d Display 'picked' group, make it the selection
e Echo ID of selection to command line
f Assign function to mouse button
g List geometry of selection
h Print help
i Make current selection invisible
j/k Move slicing plane down/up
l List current selection (as if you typed 'list ...')
m/n List picked group/selection contents
p Toggle Persistent Wireframe
q Quit Current Mode (Exit slicing if slicing)
r Remove from 'picked' Group
s Toggle save-mesh on slice move
u Toggle mouse circle vis
v Reset view
w Toggle Wireframe on click
x/y/z Slice along x/y/z-axis
Shift-Z Zoom on current selection
F1 Save view 1
Numbers: set what you're picking.
ESC Cancel current Action
Tab Next possible selection
Shift-Tab Previous possible selection

SETTINGS

Set Auto Sweep Scheme {Sw|Proj|Trans|Rot}
[set] Geometry Version <> (201, 300, 301, 401)
[set] Debug <index> [on|off]
[set] Debug <index> File <'filename'>
[set] Debug <index> Terminal
set Default Blocks [on|off|Volumes|Surfaces]
set Default Names [on|off]
[set] Echo [on|off]
set Fix Duplicate Names [on|off]
set FullHex Use {on|off}
[set] Info [on|off]
[set] Journal [on|off]
set Keep Invalid Mesh [on/off]
[set] Logging [on|off] [file <'filename'>]
set Match Intervals Rounding {on|off}
set Match Intervals Fast {on|off}
set Node Constraint {on|off}
[set] Paver Smooth Meth { Def | Smooth Sch}
[set] Paver Linearsizing {off|on}
set Replacement character '.|_|@'
[set] Scheme Auto Fuzzy Tolerance <degrees>
set {source|target} surface pattern '<pattern>'
set {Corner|End} Angle <degrees>
set Corner Weight <value>
set Turn Weight <value>
set Interval Weight <value>
set Large Angle Weight <value>
[set] Diagnostic {on|off}
set Suffix character '.|_|@'
[set] Smooth Meth {laplacian | isoparametric}
[set] Project Smooth [on|off]
[set] Warning [on|off]
[set] Smooth Iterations [default|<value>]
[set] Smooth Tol <> (Default = 0.05)

ENTITY PARSING EXAMPLES

Surface 1 2 4 to 6 by 2 3 10 ...
Curve all in Volume 2 4 6 ...
Draw Edge all in Hex 32
List Curve 1 to 50 except 2 4 6 to 8
Draw Sideset 1 2 3 Curve 3 to 5 Hex 2 4 6

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Prism Z <> Sides <> Rad <> [Maj <> Min <>]

Pyramid Height <> Sides <> Radius <>

Sphere Rad <> [Xpos] [Ypos] [Zpos] [Inn <>]

Torus Major Rad <> Minor Rad <>

Booleans

Unite <> [With <>] [keep]

Subtract <> From <> [keep]

Intersect <> [With <>] [keep]

Transformations

Body <> [Copy] Move <dx> <dy> <dz>

Move {} <> location {} <> [except [x] [y] [z]]

Rotate {} <> About {x|y|z|<> <> <>} Angle <>

Rotate {} <> About Vert <> Vert <> Angle <>

Rotate {} <> About Nor Of Surf <> Angle <>

Body <> [Copy] Scale <>

Body <> [Copy] Reflect {x|y|z|<x> <y> <z>}

Decomposition

Webcut {} <> Pla Vert <> [Vert]<> [Vert]<> ()

Webcut {} <> Plane Surf <> ()

Webcut {} <> Plane {xpla|ypla|zpla} [offs <>]

Webcut {} <> Tool [Body] <>

Webcut {} <> With Sheet {Body|Surf} <>

Webcut {} <> With Sheet Ext Fr Surf <>

Webcut {} <> Cyl Rad <> Axis {x|y|z|Vert <>
    Vert <>| <x> <y> <z>} [cent <x> <y> <z>]

Options: [Noimprint|Imprint(default)],
    [Nomerge(default)|Merge], [group_results]

Section {} <> {{xpla|ypla|zpla} [offs <>]} |
    Surf <>} [keep] [normal(default)|reverse]

File

Import Acis ‘filename’

Export Acis ‘filename’ [Body <>]

MESH

Intervals

{} <> Interval {<> | Hard | Soft | Default}

{} <> Size {<> | Auto}

Match Intervals {} <> [Ass Grou [Onl|Infea]]
    [Seed Cur <>] [Map|Pave]

Mesh schemes

Curve: bias, equal, featuresize

Surface: auto, copy, curvature, dice, map, mirror, pave, pentagon, submap, triangle, trimap, trimesh, tripave

Volume: auto, dice, hextet, map, morph, plaster, project, pyramid, rotate, submap, sweep, tetmesh, translate

Smooth schemes

Surface: equipotential, laplacian, centroid, optimize, randomize, winslow, fix quad

Volume: equipotential, laplacian, optimize, randomize

GENESIS

Block <> {Group|Vol|Surf|Curv} <> [Remove]

SideSet <> {Group|Curve} <> [Remove]

NodeSet <> {} <> [Remove]

Export Genesis ‘filename’

Block <> Attribute <>

Block <> Element Type <type_name>
  Curves: bar[|2|3]|beam[|2|3]|truss[|2|3]
  Surfaces:quad[|4|8|9]|shell[|4|8|9]| tri[|3|6|7]
  Volumes:hex[|8|20|27]|pyr| tetra[|4|8|10|14]

SideSet <> Surf <> [Rem|[She][For|Rev|Both]]

SideSet <> Surf <> wrt Volume <>

Reset {Genesis | Nodesets | Sidesets | Blocks}

PROGRAM

Play ‘filename’

Record {‘filename’ | stop}

Logging [on|off] [file <’filename’>]

Reset

Reset Genesis

Quit

ENTITY PARSING

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h Print help
i Make current selection invisible
j/k Move slicing plane down/up
l List current selection (as if you typed 'list ...')
m/n List picked group/selection contents
p Toggle Persistent Wireframe
q Quit Current Mode (Exit slicing if slicing)
r Remove from 'picked' Group
s Toggle save-mesh on slice move
u Toggle mouse circle vis
v Reset view
w Toggle Wireframe on click
x/y/z Slice along x/y/z-axis
Shift-Z Zoom on current selection
F1 Save view 1
Numbers: set what you're picking.
ESC Cancel current Action
Tab Next possible selection
Shift-Tab Previous possible selection

SETTINGS

Set Auto Sweep Scheme {Sw|Proj|Trans|Rot}
[set] Geometry Version <> (201, 300, 301, 401)
[set] Debug <index> [on|off]
[set] Debug <index> File <'filename'>
[set] Debug <index> Terminal
set Default Blocks [on|off|Volumes|Surfaces]
set Default Names [on|off]
[set] Echo [on|off]
set Fix Duplicate Names [on|off]
set FullHex Use {on|off}
[set] Info [on|off]
[set] Journal [on|off]
set Keep Invalid Mesh [on/off]
[set] Logging [on|off] [file <'filename'>]
set Match Intervals Rounding {on|off}
set Match Intervals Fast {on|off}
set Node Constraint {on|off}
[set] Paver Smooth Meth { Def | Smooth Sch}
[set] Paver Linearsizing {off|on}
set Replacement character '.|_|@'
[set] Scheme Auto Fuzzy Tolerance <degrees>
set {source|target} surface pattern '<pattern>'
set {Corner|End} Angle <degrees>
set Corner Weight <value>
set Turn Weight <value>
set Interval Weight <value>
set Large Angle Weight <value>
[set] Diagnostic {on|off}
set Suffix character '.|_|@'
[set] Smooth Meth {laplacian | isoparametric}
[set] Project Smooth [on|off]
[set] Warning [on|off]
[set] Smooth Iterations [default|<value>]
[set] Smooth Tol <> (Default = 0.05)

ENTITY PARSING EXAMPLES

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Sphere Rad <> [Xpos] [Ypos] [Zpos] [Inn <>]
Torus Major Rad <> Minor Rad <>

Booleans

Unite <> [With <>] [keep]
Subtract <> From <> [keep]
Intersect <> [With <>] [keep]

Transformations

Body <> [Copy] Move <dx> <dy> <dz>
Move {} <> location {} <> [except [x] [y] [z]]
Rotate {} <> About {x|y|z|<> <> <>} Angle <>
Rotate {} <> About Vert <> Vert <> Angle <>
Rotate {} <> About Nor Of Surf <> Angle <>
Body <> [Copy] Scale <>
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Decomposition

Webcut {} <> Pla Vert <> [Vert]<> [Vert]<> ()
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Webcut {} <> Plane {xpla|ypla|zpla} [offs <>]
Webcut {} <> Tool [Body] <>
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Options: [Noimprint|Imprint(default)],
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Section {} <> {{xpla|ypla|zpla} [offs <>]} |
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GENESIS

Block <> {Group|Vol|Surf|Curv} <> [Remove]
SideSet <> {Group|Curve} <> [Remove]
NodeSet <> {} <> [Remove]
Export Genesis 'filename'

Block <> Attribute <>
Block <> Element Type <type_name>
  Curves: bar[|2|3]|beam[|2|3]|truss[|2|3]
  Surfaces:quad[|4|8|9]|shell[|4|8|9]| tri[|3|6|7]
  Volumes:hex[|8|20|27]|pyr| tetra[|4|8|10|14]
SideSet <> Surf <> [Rem|[She][For|Rev|Both]]
SideSet <> Surf <> wrt Volume <>
Reset {Genesis | Nodesets | Sidesets | Blocks}

PROGRAM

Play 'filename'
Record {'filename' | stop}
Logging [on|off] [file <'filename'>]
Reset
Reset Genesis
Quit

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Shift-Z Zoom on current selection
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Numbers: set what you're picking.
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set Default Names [on|off]
[set] Echo [on|off]
set Fix Duplicate Names [on|off]
set FullHex Use {on|off}
[set] Info [on|off]
[set] Journal [on|off]
set Keep Invalid Mesh [on/off]
[set] Logging [on|off] [file <'filename'>]
set Match Intervals Rounding {on|off}
set Match Intervals Fast {on|off}
set Node Constraint {on|off}
[set] Paver Smooth Meth { Def | Smooth Sch}
[set] Paver Linearsizing {off|on}
set Replacement character '.|_|@'
[set] Scheme Auto Fuzzy Tolerance <degrees>
set {source|target} surface pattern '<pattern>'
set {Corner|End} Angle <degrees>
set Corner Weight <value>
set Turn Weight <value>
set Interval Weight <value>
set Large Angle Weight <value>
[set] Diagnostic {on|off}
set Suffix character '.|_|@'
[set] Smooth Meth {laplacian | isoparametric}
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[set] Warning [on|off]
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ENTITY PARSING EXAMPLES

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GENESIS

Block <> {Group|Vol|Surf|Curv} <> [Remove]
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NodeSet <> {} <> [Remove]
Export Genesis 'filename'

Block <> Attribute <>
Block <> Element Type <type_name>
  Curves: bar[|2|3]|beam[|2|3]|truss[|2|3]
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SideSet <> Surf <> [Rem|[She][For|Rev|Both]]
SideSet <> Surf <> wrt Volume <>
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Play 'filename'
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Reset
Reset Genesis
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set Default Names [on|off]
[set] Echo [on|off]
set Fix Duplicate Names [on|off]
set FullHex Use {on|off}
[set] Info [on|off]
[set] Journal [on|off]
set Keep Invalid Mesh [on/off]
[set] Logging [on|off] [file <'filename'>]
set Match Intervals Rounding {on|off}
set Match Intervals Fast {on|off}
set Node Constraint {on|off}
[set] Paver Smooth Meth { Def | Smooth Sch}
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set Replacement character '.|_|@'
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set Corner Weight <value>
set Turn Weight <value>
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set Large Angle Weight <value>
[set] Diagnostic {on|off}
set Suffix character '.|_|@'
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[set] Project Smooth [on|off]
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[set] Smooth Iterations [default|<value>]
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