

# Create/Modify Entities

Model courtesy of the NHTSA website: [www.ncac.gwu.edu](http://www.ncac.gwu.edu)

## Creating/Modifying Entities

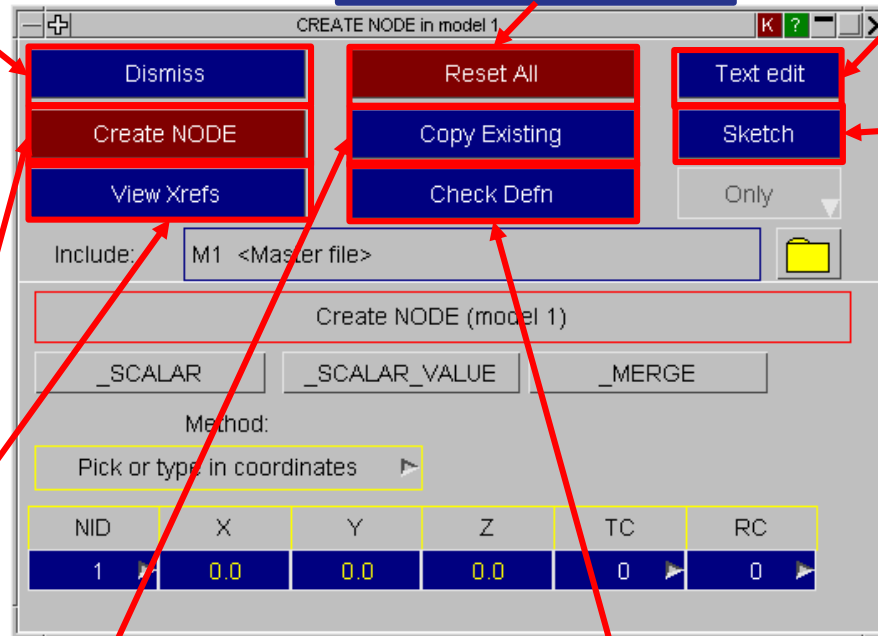
- In PRIMER an entity is defined as any LS-DYNA keyword entity, this would include nodes, beams, shells, solids, parts etc.
- To create or modify these entities the process is essentially the same and each entities' panel can be found under the green keywords buttons.

# Create Entities – Creation Panel

Exits out of the panel.

Resets the entity creation panel to the original configuration.

Opens up a text editor to modify/create entities in a different way



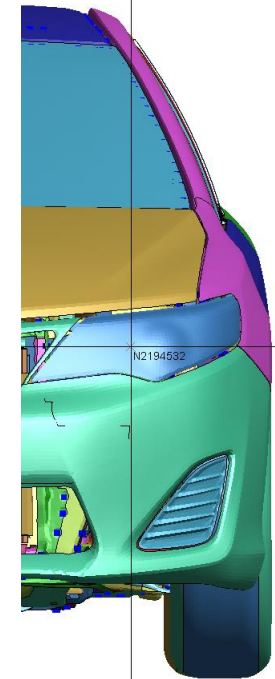
Creates the entity using the data currently inputted on the panel

Lists everything that references the current entity definition.

Copies an existing entity into the one which is being created/modified.

Checks the current entity for errors/warnings.

Sketches the entity to preview it on the model.



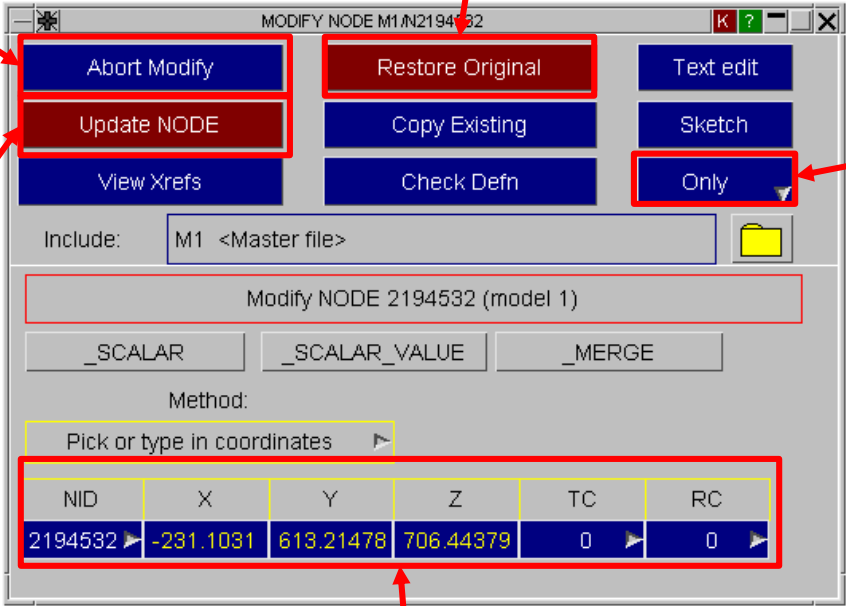
# Modify Entities – Modify Panel

Cancels out of the modify panel losing any modifications

Restores the original entity data.

Exits the window, saving the node modifications.

Options for displaying the entity. A right mouse click here gives other options for blanking and unblanking



Shows the keyword data for the entity being modified. These fields can be modified



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