Work Smarter with Scripting

Oasys PRIMER, D3PLOT, T/HIS, REPORTER

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JavaScript

What is JavaScript?

- Scripting in Oasys is based around JavaScript
- JavaScript is a programming language, widely used for web programming
- We have extended JavaScript by adding classes and methods for communication with Oasys programs
- The user's scripts can include both Core and Oasys extensions
- The interpreter is included <u>inside</u> Oasys no special software or system setup is required.

Why write scripts?

Advantages:

- Time saving (repetitive tasks)
- Eliminate human errors
- Create and customise something that matches your process
- Certain tasks can only be done with scripting
 - User defined checks
 - Etc...

How to start

- Look at examples provided
 - Download them from the website, download training course
- Look at the documentation
- Choose an environment
 - Any text editor: Eclipse, Vi, Notepad++, etc.
 - Visual Studio Code, IntelliSense (free to use, supports word based completions)
- Start with a simple task:
 - Create nodes
 - Create shells
 - Etc

Examples

Some advantages of scripting...

Example 1: User defined checks

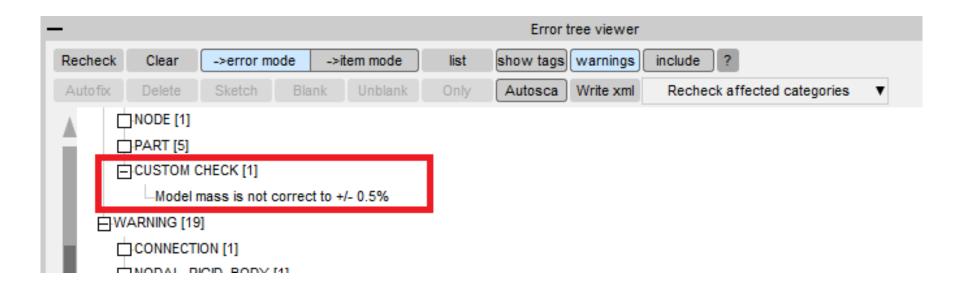
- Customise your checks instead of relying the built-in checks
- Introduce new checks Company specific checking
- 2 types of user defined checks
 - Item checks
 - Custom checks
- The script needs to be in the PRIMER script directory:
 - \$OA_ADMIN/primer_library/scripts/checks (if \$OA_ADMIN is defined)
 - \$OA_INSTALL/primer_library/scripts/checks
 - \$OA_HOME/primer_library/scripts/checks

Example 1: User defined checks

- Check that the mass of the model is 1500kg +/- 0.5%
- A custom check will have 2 arguments passed to it automatically in the arguments array. The first argument is the script name and the second argument is the Model object:

Example 1: User defined checks

Outcome when running a model check:



Example 2: Pedestrian run builder

Example with a Graphical User Interface



Pedestrian Run Builder ☐ X

Read List File ?

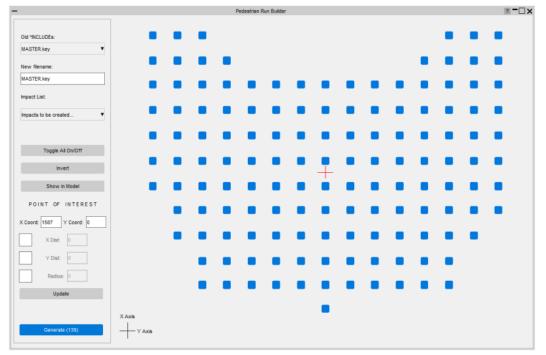
- We have 100 analyses where the only difference between them is the point of impact of a pedestrian with the bonnet of a vehicle.
- Then we have change something in the vehicle. For example, the engine, which is in an include file.
- Instead of manually edit the include references in tens of master files,
 we can use this tool.

Example 2: Pedestrian run builder

- We read a list file containing a list of all the impact points and original model locations.
- The script has a GUI to select for which points we want to change the include,

but we can also select all.

- Select the "old" include to change.
- Type new filename.
- Click on "Generate".
- GUI builder available



Example 2: Pedestrian run builder

• Before:

The include filename was engine.key

• After:

All of the impact points have changed their include filename to engine2.key

Python

Python

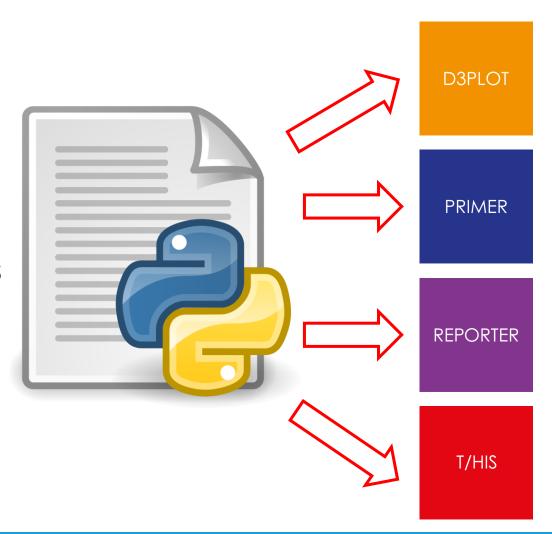
• The Oasys LS-DYNA environment software uses JavaScript for scripting.



- Each program contains a JavaScript interpreter to allow JavaScript to be used *inside* the program.
- This can be used to extend the programs and automate tasks.
- Very popular and widely used.

Python

- Python is a general-purpose programming language that is very popular.
- It has lots of packages to allow it to be used for many tasks such as TensorFlow, NumPy, SciPy, Pandas, ...
- ANSYS are also developing python packages (pyANSYS) to give a pythonic interface to ANSYS software.
- We are developing packages for using the Oasys LS-DYNA software from python



Example

- When we first added the JS interface
 (15 years ago!) I gave an example
 showing how a script could make a
 model, nodes and shells in PRIMER.
- Our intention is to make a python API as similar as possible to the JS API.
- Python is running *externally* so we need to communicate with the software.
- The same example in python (Demo...)

```
demo_1a.jsjs (C:\work\Python\demo) - GVIM
File Edit Tools Syntax Buffers Window Help
var m = new Model();
Message("Making nodes");
for (y=0; y<11; y++)
   for (x=0; x<11; x++)
       var n = new Node(m, 1+x+(y*11), x*10, y*10, 0);
Message("Making shells");
for (i=1; i<=10; i++)
   for (j=1; j<=10; j++)
       var s = new Shell(m, i+(j*10), i, ((i-1)*11)+j+0, ((i-1)*11)+j+1, ((i-0)*11)+j+1, ((i-0)*11)+j+0);
m.UpdateGraphics();
View.Show(View.XY);
View.Ac();
  INSERT -
                                                                                 1,1
                                                                                              A11
```

Feedback

- Is there anything to do with scripting that you would like us to contact you about?
- Would you like to have updates and/or help beta test the python interface (once available)?
- Please use the QR code

Questions?



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