

c

c Strut

c

c Create the geometry

sd 1 cone 0 0 0 0 1 0 35.311

sd 2 cone 0 0 0 0 1 5.667 -35.311

sd 3 cone 0 0 0 0 1 .75 35.311

sd 4 cone 0 0 0 0 1 6.417 -35.311

sd 5 plan 0 0 0 0 1

sd 6 plan 0 0 8 0 1

c PART 1 - Cylindrical coordinates

cylinder

1 2 6 7 8 ;

1 3 5 6 8 10 ;

1 3 4 6 7 9 ;

4.25 5 10 10.5 11

0 8 13.5 16.5 22 30

0 2 3 5 6 8

c Delete regions

dei 2 3 ; 1 3 0 4 6 ; ;

dei 2 3 ; ; 1 3 0 4 6 ;

dei 3 4 ; 1 2 0 5 6 ; ;

dei 3 4 ; 2 5 ; 1 2 0 5 6 ;

dei 1 2 ; 1 2 0 5 6 ; ;

c Move key nodes before projection

pb 1 2 1 2 2 6 2 0

pb 1 5 1 2 5 6 2 30

mb 2 3 1 2 3 6 2 -1.3

mb 2 4 1 2 4 6 2 1.3

c Project to the geometry

sf 1 1 1 1 6 2 sd 2

sf 1 1 5 1 6 6 sd 1

sf 2 1 1 2 6 2 sd 4

sf 2 1 5 2 6 6 sd 3

sf 1 1 1 5 6 1 sd 5

sf 1 1 6 5 6 6 sd 6

endpart

merge