TUTORIAL VIDEO 03

03 The card editor

Edit any card in the card editor: typed fields, drop-down lists that explain each value, references between cards, the function editor with its non-linearity check, and undo.

Tutorial files	folder `03_Card_editor` — open `sshape_0000.rad` first
Video	Watch video 03 on YouTube
Download files	Download the tutorial files (97 MB)

1 Opening, Open a card

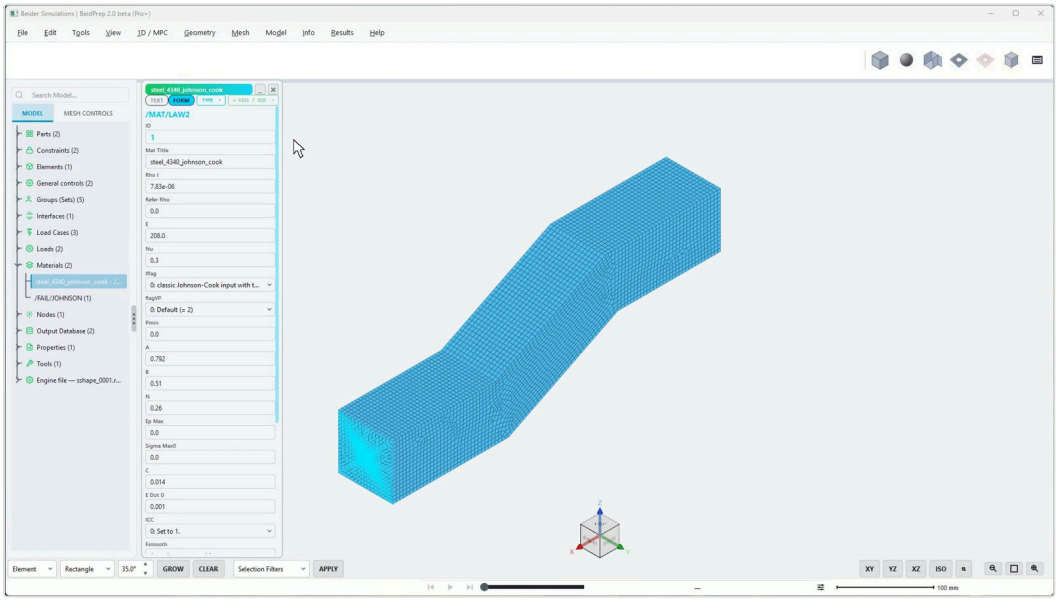
video 0:00

This video shows the card editor.

You will open a card, change it safely, and undo it.

1. Click a card in the model tree.

   The card editor shows its keyword, its title, and its fields, in the rows the solver reads.



The screen at 0:15 in the video.

2 Descriptions, Type a value, Drop-down

video 0:15

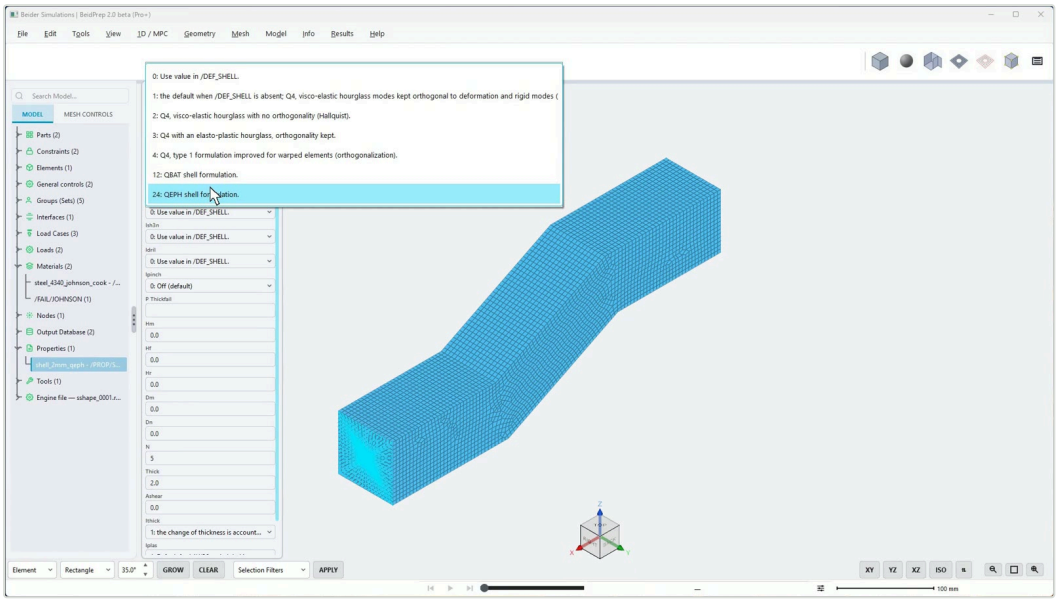
Each field has a short description of what it means.

1. Type a value and press Enter.

   It is written into the card in the columns the solver reads it from.

   A field with a fixed set of values is a drop down list, and each entry says what it means.

In the video: **0.8** in yield stress field.



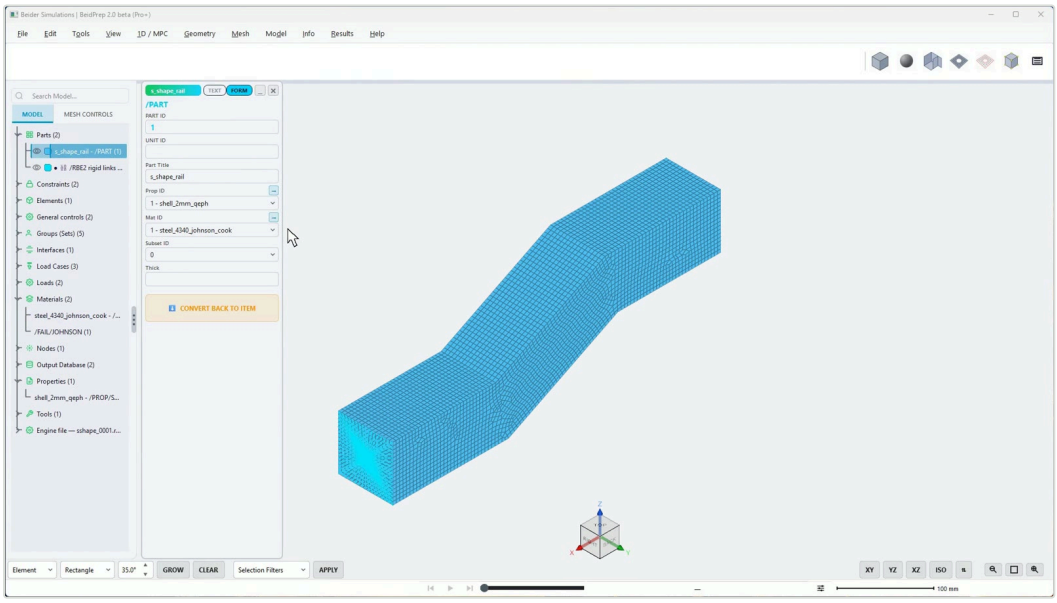
The screen at 0:31 in the video.

3 Options change rows, References

video 0:31

Some options change the card itself: the rows that belong to them appear and disappear.

A field that names another card, a material or a property, takes that card's number.



The screen at 0:41 in the video.

4 Own number, Function Editor, Table and plot

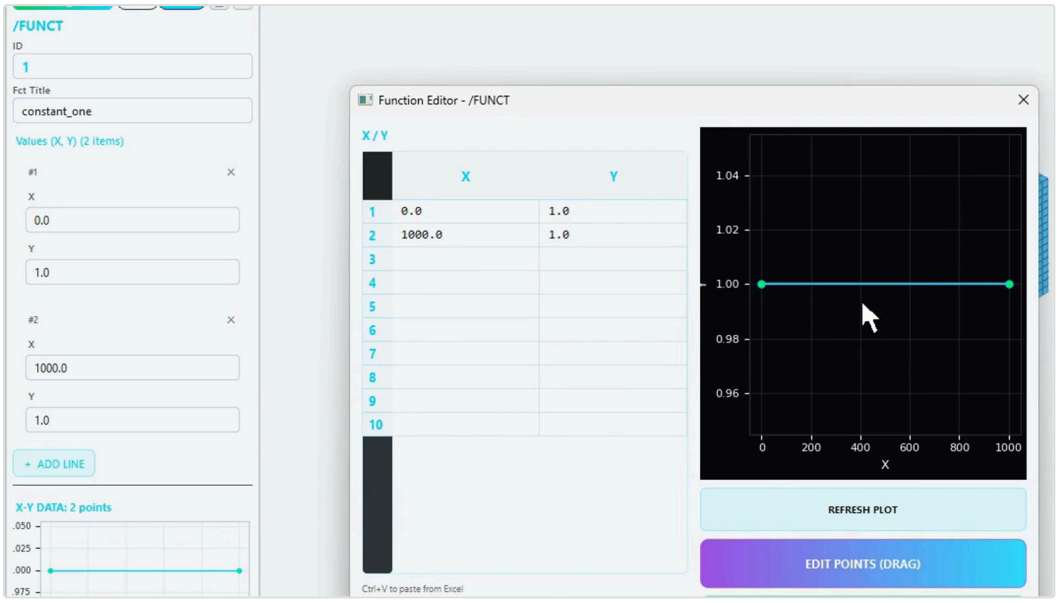
video 0:41

The card's own number cannot be typed over.

BeidPrep keeps every reference to it in step.

A curve card opens the Function Editor.

The points sit in a table beside their plot.



The screen at 0:53 in the video.

5 Non-linearity check

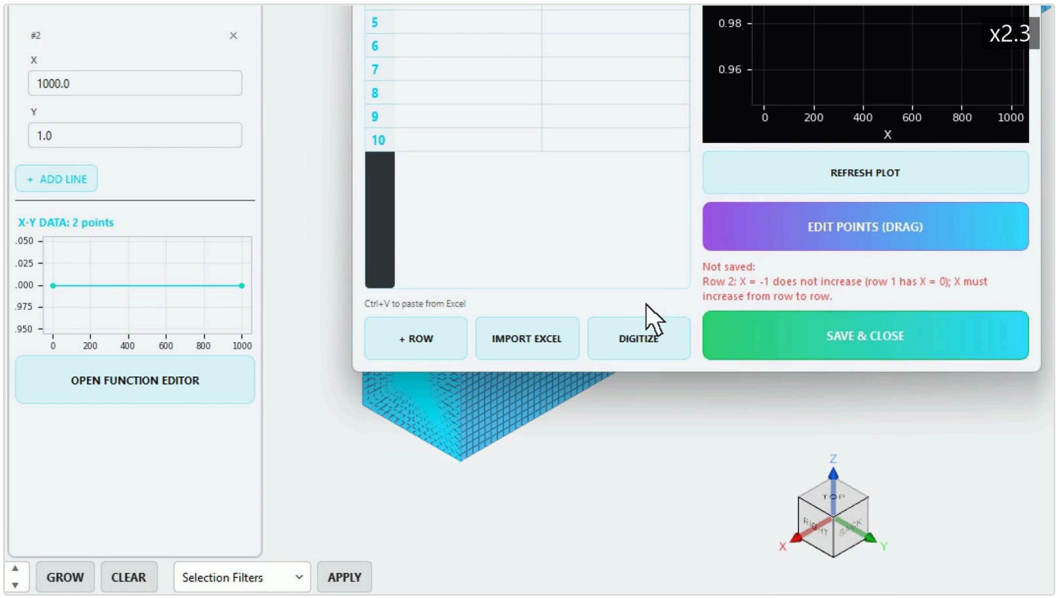
video 0:53

Save and Close writes the points only when every X value is larger than the one before.

Y may rise and fall freely, like a sine-wave acceleration.

Otherwise it says Not saved, and names the row.

In the video: -1 in x cell.



The screen at 1:06 in the video.

6 Put it back, Undo

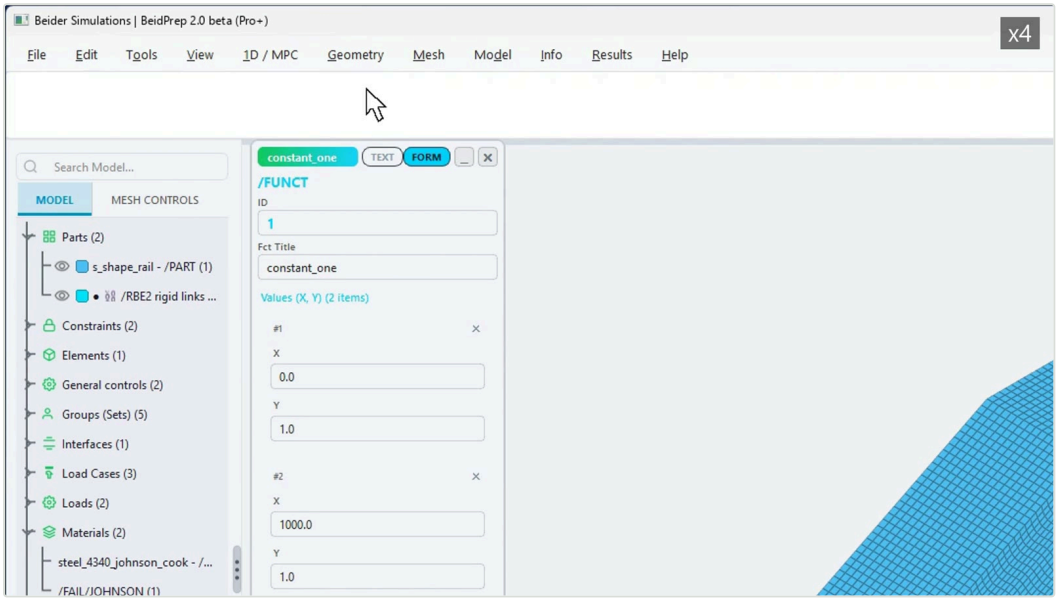
video 1:06

1. Put the value back, and the curve saves.

   Every edit can be undone with Control Z.

   The Edit menu names the edit it will undo.

   In the video: **1000** in x cell.



The screen at 1:16 in the video.

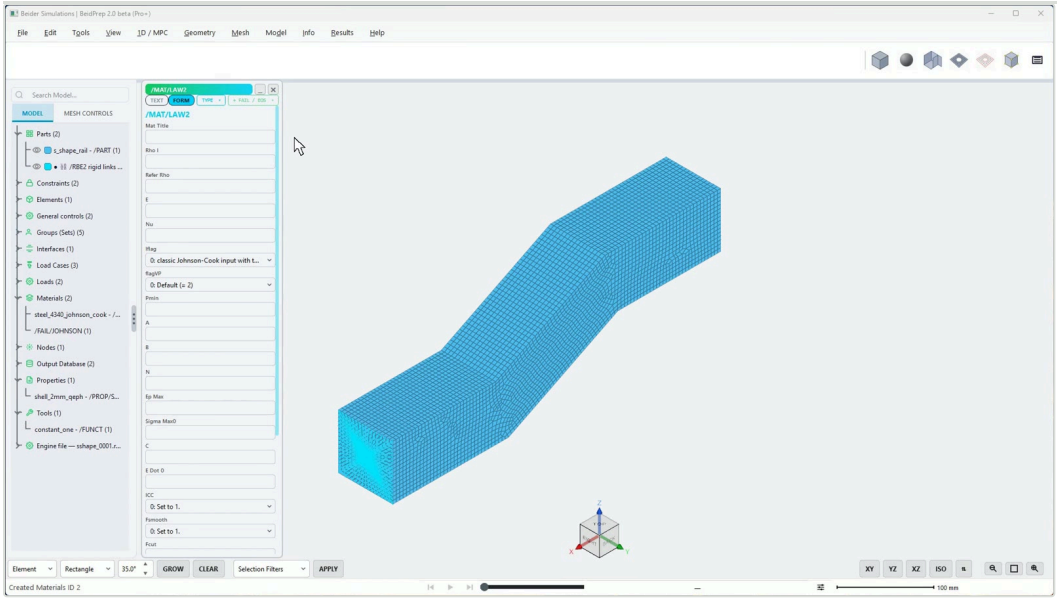
7 Create a card, Undo it

video 1:16

To create a card, right click an empty place in the tree, and choose its type.

It opens with the next free number.

1. Undo it, and the deck is as it was.



The screen at 1:26 in the video.

Steps and pictures are taken from tutorial video 03. Every picture is a frame of the video.