

DeViSoRGrid 2

Frequently Asked Questions

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Version October 2003

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1 Installation

1.1 It won't compile. Why?

This one is a biggy. There is actually no need to compile, Java class files are platform-independent already and you can just use the ones of the distribution. If you are a developer, you should know how to compile Java source code.

1.2 I get an error message when starting.

Make sure you pass the correct directory to the Java virtual machine, as explained in the manual.

2 Editing

2.1 Why does the DeViSoR mix up boundary nodes when I delete segments?

Usually, this is no bug. We implemented bounding boxes for all items, and these bounding boxes are used to determine if a node resides on a boundary. The size of the bounding boxes is controlled by the `click tolerance` factor. In the scenario when the DeViSoR mixes up boundary nodes, most likely some of the bounding boxes overlap. So just change the `click tolerance` value to something like 5 pixels in the `Draw Options` dialog, and try again.

2.2 How can I align inner nodes properly?

First of all, the annoying solution is to calculate their coordinates by hand and add all nodes via direct input. You can however use the line segment type for this: Add a new boundary and add a line to this boundary where you want the nodes to be aligned. Add multiple boundary nodes to that line and control their position via their parameter values. Afterwards, make sure only segments are selectable, and delete the line. The now-empty boundary will be deleted as well, and all your nodes will be converted to inner nodes, remaining in their perfectly aligned positions.

2.3 I can not select the boundary I want to remove by lasso-throwing. What can I do instead?

Just use the `Delete working boundary` operation available from the `Edit` menu. It deletes all segments of the current working boundary, but does not delete any boundary node.

2.4 How can I create full circles in a faster way?

When specifying the start angle, just perform a double click instead of a single click, and a full circle will be created.

2.5 Why can't I move boundary nodes around on the segments?

We did not implement this feature for mouse input. Although, you can use the property query mode and change the parameter value of the node you want to move in the corresponding dialog.

3 FEAT features

3.1 When I use copy and paste, I get boundary nodes without underlying segments. What is that?

As described in the manual, use the `Adjust Boundaries` operation from the `Domain` menu to fix these boundary nodes.

4 FEAST features

4.1 I don't understand what the DeViSoR is doing when I use Macros.

Well, as FEAST is unreleased, the DeViSoR FEAST options are undocumented. Use the good old FEATFLOW-style `prm` and `tri` format instead.

A How to contribute

If you come across a problem and you don't know if it is caused by a bug or just because you don't know how to handle the DeViSoR, please feel free to send your questions to

`devisor@featflow.de`

and we will try to help you as soon as possible. Any such questions will be included in the next release of the FAQ. Note that the latest version of the FAQ is always accessible at

`http://www.featflow.de`

so we suggest to start your search there.