Troubleshooting Visual Effect Errors for AutoCAD DXF – Imported Models

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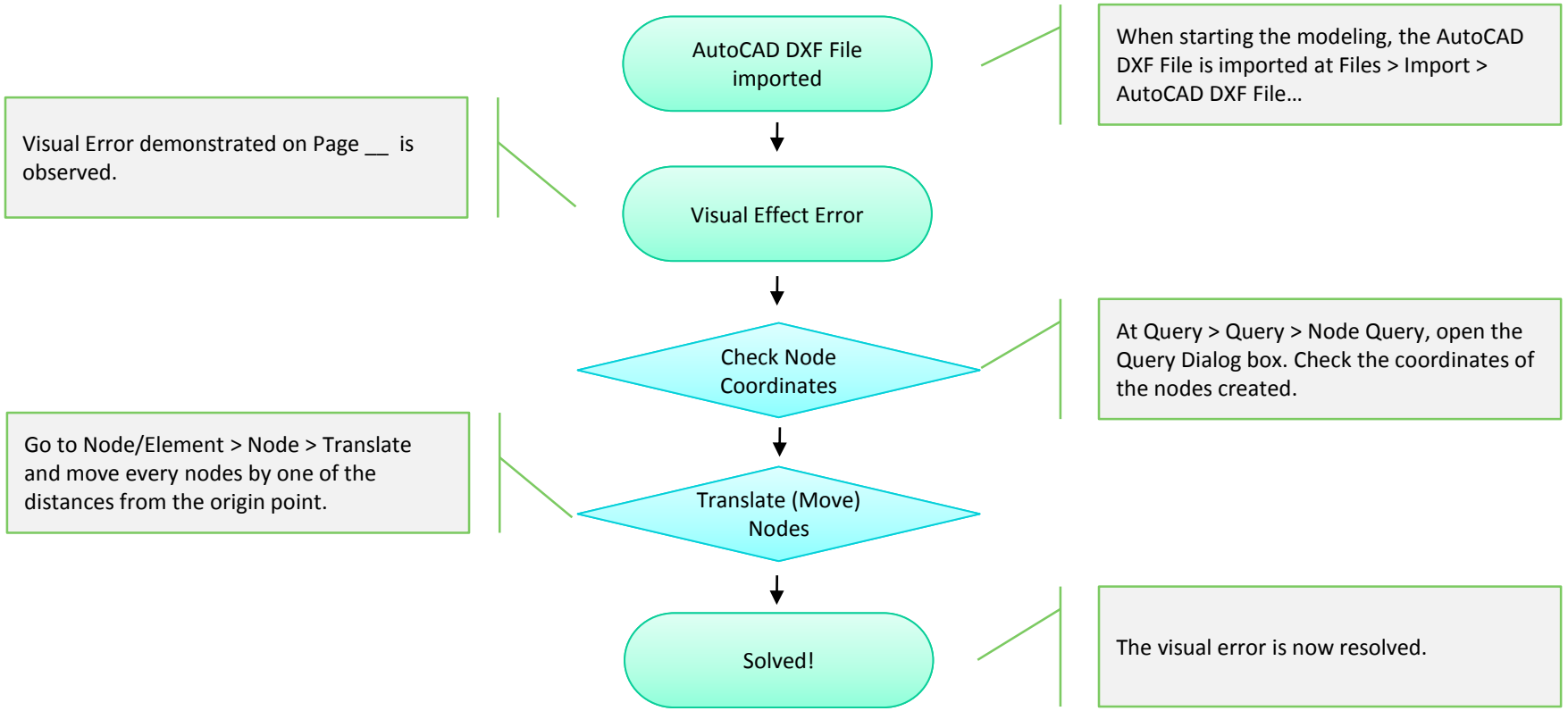
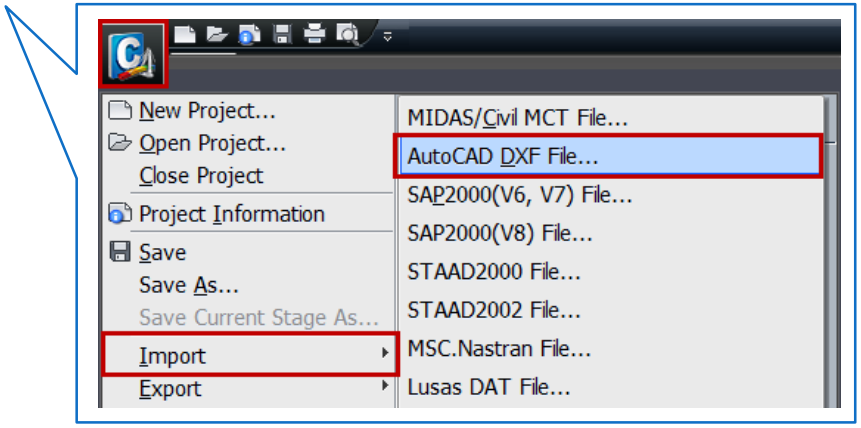
This manual provides guidance for troubleshooting visual effect errors of the model in which AutoCAD DXF File is imported.

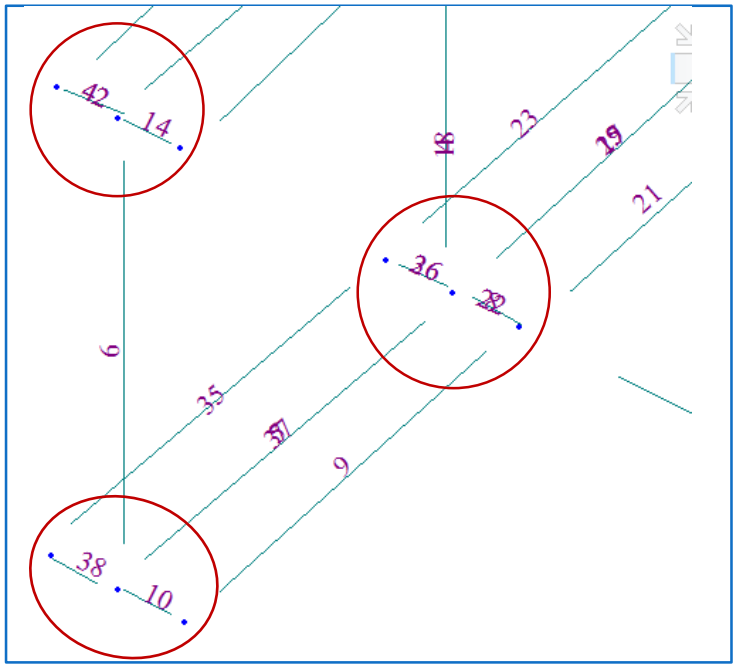


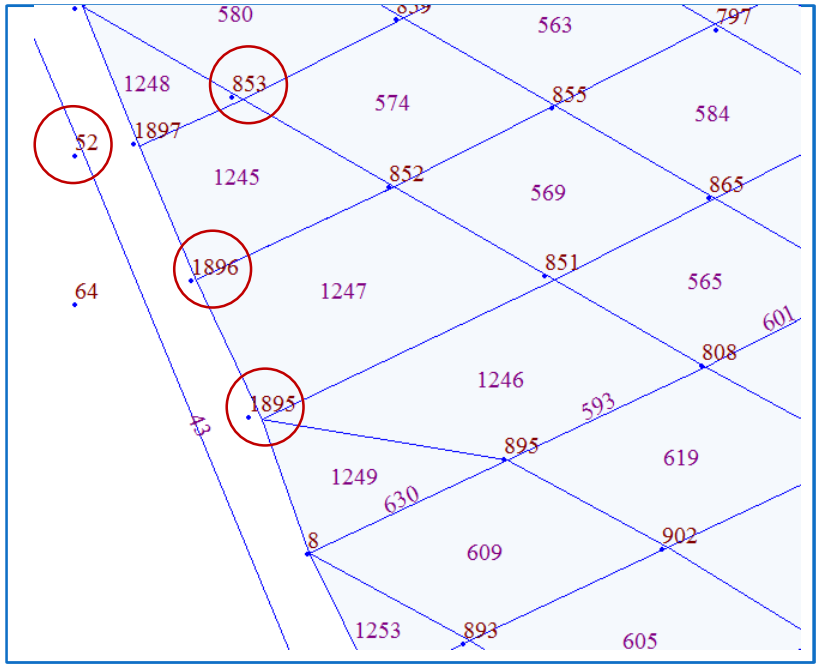
- midas Civil can import various types of files including midas Civil Text File (MCT File), AutoCAD DXF File, SAP2000 File (V6, V7 & V8), STAAD2000, STAAD 2002, MSC Nastran File and Lusas DAT File.



- For more information about the Import feature, refer to the Online Help manual at: http://manual.midasuser.com/EN_Common/Civil/835/index.htm#Start/01_File/Import.htm
- The usage of the DXF File Import function is demonstrated in the video at: https://drive.google.com/file/d/0B-wfdCwh0wJfSFJsX2xhc1dKZm8/view?usp=sharing

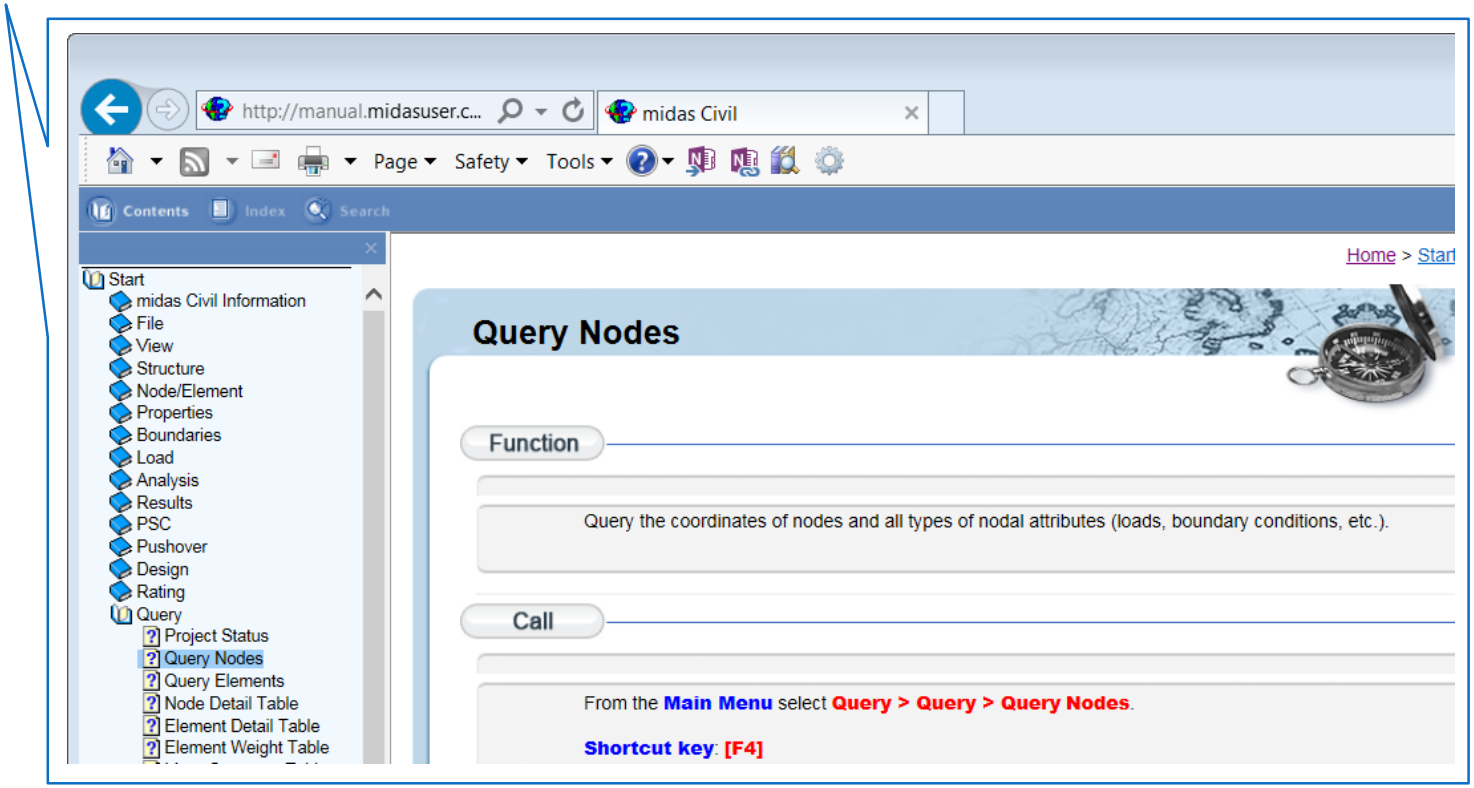
- When AutoCAD DXF File is imported, visual effect errors such as shown in the pictures on this page can occur.
- The elements and nodes that are supposed to be arranged intersecting with each other are scattered and floating.
- This is only a visual effect error due to the large distance from the origin point.





When such visual effect errors are observed (page 4), check the coordinates of the imported nodes.

- From the Main Menu, select Query > Query > Query Nodes, you can open a small dialog box that queries the coordinates of nodes and all types of nodal attributes (loads, boundary conditions, etc.).
  (For more information about the Query Nodes function, refer to the Online Help manual at: http://manual.midasuser.com/EN_Common/Civil/835/Start/10_Query/Query_Nodes.htm).

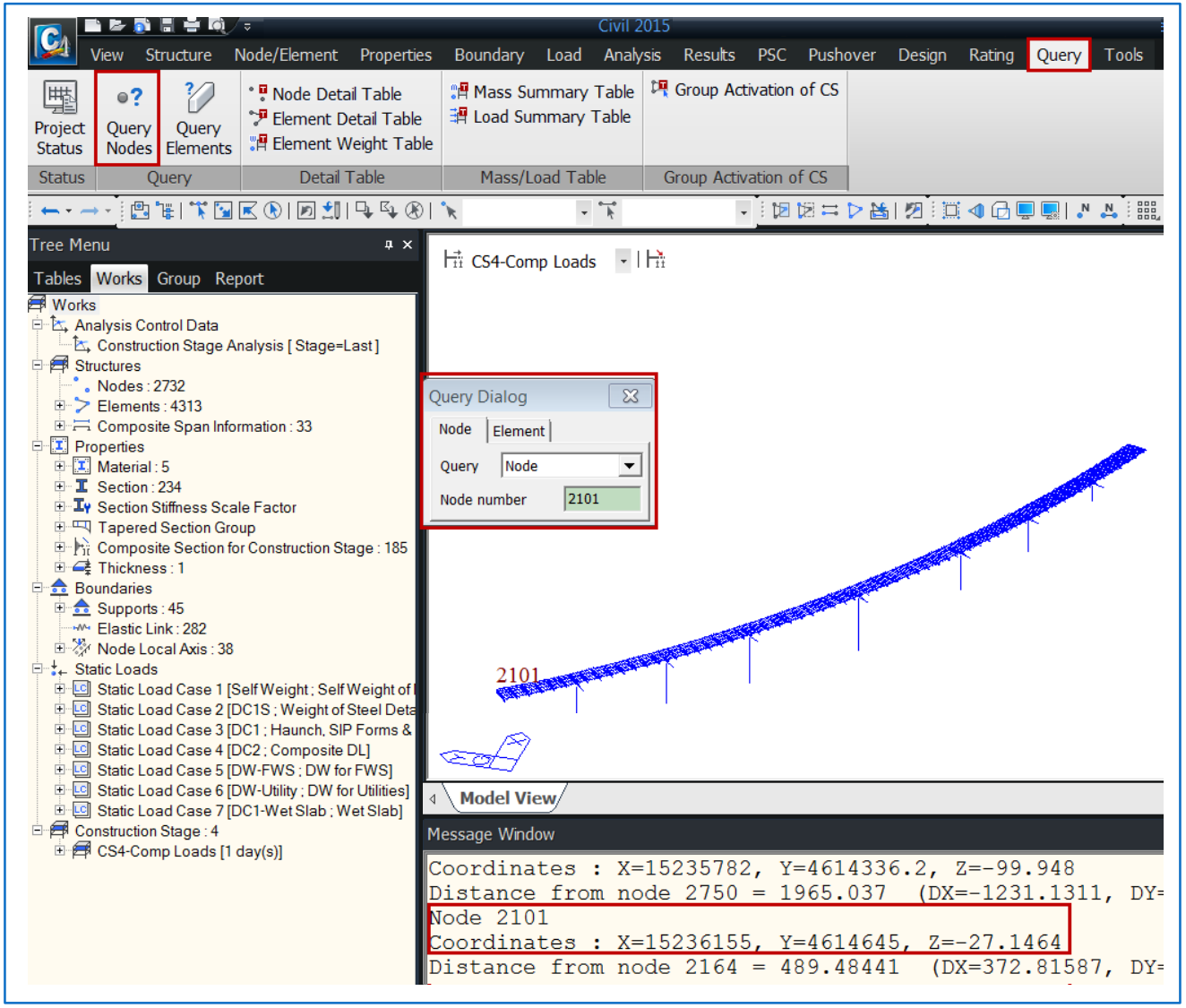


When such visual effect errors are observed (page 4), check the coordinates of the imported nodes.

For example, →

The coordinate values are very large.

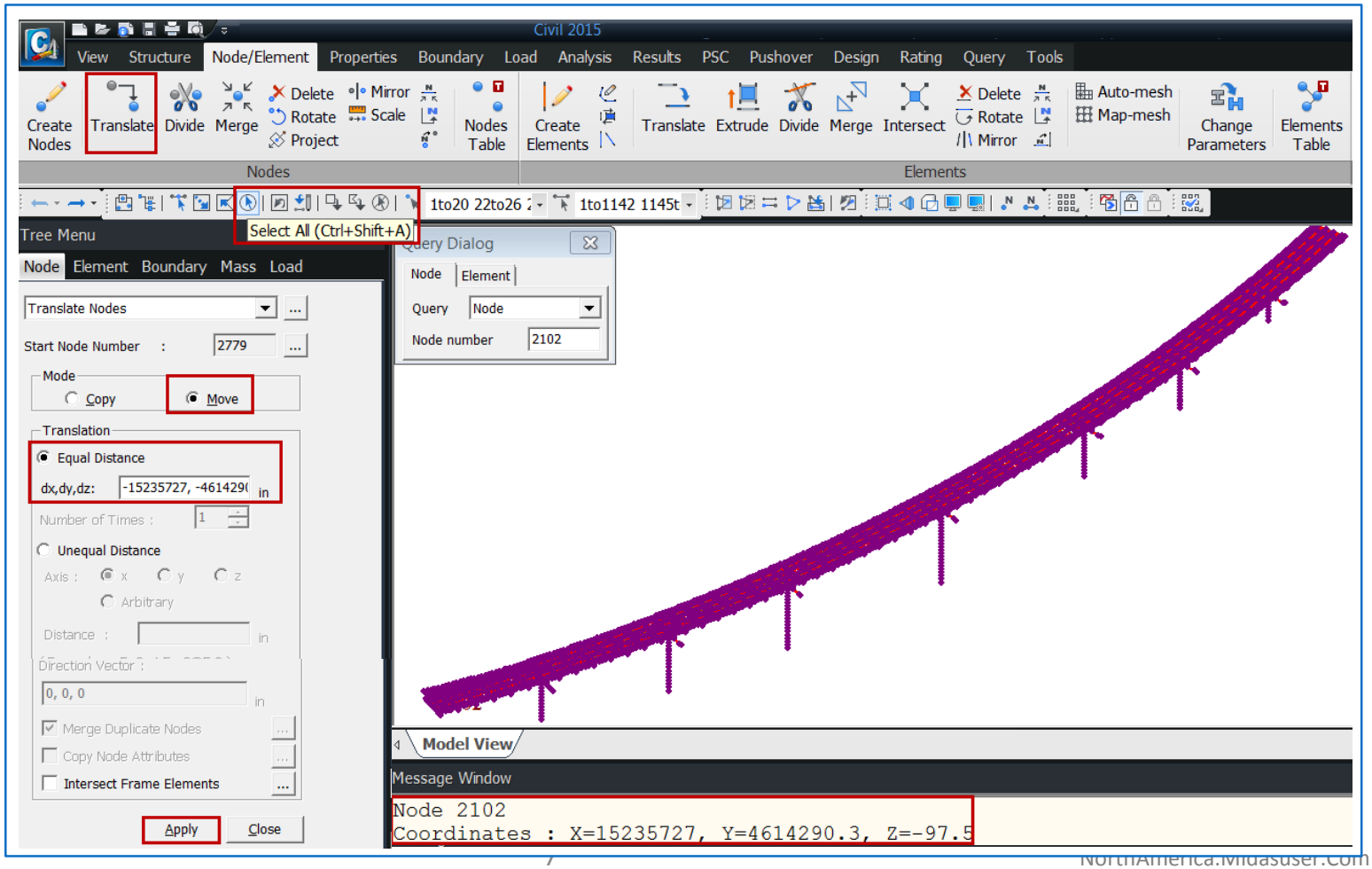
The visual effects are due to the large distance from the Origin Point (0,0,0).



The error can be resolved by reducing the distance between the Origin Point and the model elements and nodes.

Go to the Main Menu Node/Element > Nodes > Translate. Click Select All to select every node and element and Move by an Equal Distance.

For this example, Coordinate of Node 2102: (15235727, 4614290.3, -97.5)
& Equal Distance used: (-15235727, -4614290.3, 97.5) as below.



As the distances from the Origin Point is reduced by moving every element and node, the visual effect error is no longer observed.