Operator ASSE_VECTEUR

1 Goal

To build a field with the nodes by assembly of elementary vectors.

This field will be able, for example, being used like second member for the resolution of a linear system.

Product a structure of data cham_no.
2 Syntax

\[
\text{vecas} \ [\text{cham\_no}] = \text{ASSE\_VECTEUR} \\
\begin{array}{l}
    (\star \text{VECT\_ELEM} = \text{lvel}, \quad [\text{l\_vect\_elem}] \\
    \star \text{NUME\_DDL} = \text{naked}, \quad [\text{nume\_ddl}] \\
    \diamond \text{INFORMATION} = / 1, \\
    \quad = / 2,
\end{array}
\]

3 Operands

3.1 Operand VECT\_ELEM

\star \text{VECT\_ELEM} = \text{lvel}

List of the concepts of the type \text{vect\_elem} to assemble. The various elementary vectors are summoned in the same assembled vector (of type \text{cham\_no}). The assembly is licit only if the various concepts \text{vect\_elem} all correspond to the same size \text{DEPL\_R}, \text{TEMP\_R}, \text{PRES\_R} or \text{PRES\_C}.

3.2 Operand NUME\_DDL

\star \text{NUME\_DDL} = \text{naked}

Defines the classification of the degrees of freedom to use for the assembled vector.

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