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## Operator DEFI\_GRILLE

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### 1 Drank

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To define a grid from a mesh.

A grid is a particular type of mesh for which nodes are all aligned according to the directions of a local base.

The operator produces a concept of the type `roasts`.

## 2 Syntax

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```
[grid] =DEFI_GRILLE (
    ◆MAILLAGE=ma , [mesh]
    #Impression of information
    ◇INFO=/0 , [DEFAULT]
        /1 ,
        /2 ,
    )
```

## 3 Operands

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### 3.1 Operand MAILLAGE

◆MAILLAGE=ma

my : mesh to be used for the definition of the grid

The mesh `my` must be regular, such as all its nodes are aligned according to the directions of a local base. That imposes restrictions on the type and the shape of the elements which can be used to define the mesh `my`: one can use only elements QUAD4 with form square or rectangular in 2D and of elements HEXA8 with form cubic or lengthened in 3D.

No restriction on the form of the field defined by the mesh `my` is imposed, i.e. the field should not be forcing a square or a rectangle in 2D and a cube where a parallelepiped in 3D. However all the elements must be connected between them and the field cannot be formed by several parts which are not connected.

The local base of the grid according to which the nodes are aligned is calculated automatically.

### 3.2 Operand INFO

/0 : no printing on the file "MESSAGE"

/1 : printing on the file "MESSAGE":

- length of the smallest edge of the mesh `my`
- of the calculated local base

/2 : printing on the file "MESSAGE":

- same information as in `INFO=2`
- as of the array of connection and distances from the nodes of the grid