

ZZZZ350 – Validation Dbe word-keyS DIST_ESCL/DIST_MAIT with a function of time

Summary

This test validates the keywords DIST_MAIT/DIST_ESCL who allows to add a fictitious game in the contact by using a function of time.

There is only one modeling (A).

1 Principle of the test

The problem is an elastic problem 2D (forced plane) made up by two squares in contact via an edge. The keywords are used `DIST_MAIT` and `DIST_ESCL` to impose that the distance between these two squares is a function of time.

2 Summaries of the results

The got results are exact: the game between the squares in the course of time is strictly equal to what is given in the functions used in `DIST_ESCL` and `DIST_MAIT`.