

AxiSymmetry_t Data Structure

The AxiSymmetry_t data structure allows recording the axis of rotation and the angle of rotation around this axis. It is proposed that the AxiSymmetry_t data structure be recorded under a CGNSBase_t node. There may be zero or one AxiSymmetry_t node under a CGNSBase_t node.

SIDS definition of the AxiSymmetry_t data structure:

The AxiSymmetry_t under the CGNSBase_t data structure:

```
CGNSBase_t :=  
{  
  AxiSymmetry_t AxiSymmetry ;           (o)  
  ...  
}
```

The elements of the AxiSymmetry_t data structure:

```
AxiSymmetry_t :=  
{  
  List( Descriptor_t Descriptor1 ... DescriptorN ) ;   (o)  
  DataArray_t<real,1,2> AxiSymmetryReferencePoint;    (r)  
  DataArray_t<real,1,2> AxiSymmetryAxisVector        (r)  
  DataArray_t<real,1,1> AxiSymmetryAngle             (o)  
  DataClass_t DataClass ;                            (o)  
  DimensionalUnits_t DimensionalUnits ;              (o)  
}
```

Definitions:

- AxiSymmetryReferencePoint: reference (X,Y)-location of an origin for defining the axis of rotation.
- AxiSymmetryAxisVector: (X,Y) direction cosines of the axis of rotation, through the AxiSymmetryReferencePoint.
- AxiSymmetryAngle: amount of rotation about axis in this problem. If undefined, the angle is assumed to be 360° or 2π .

Notes:

- Local DataClass_t and DimensionalUnits_t nodes may be specified under the AxiSymmetry_t node (in case the user does not want to use the default units).

- All data use the current dimensional units unless different dimensional units are defined under the AxiSymmetry_t node.

ADF file mapping definition of the AxiSymmetry_t data structure:

