

Intelligent Metal Forming Simulation

AFDEX V20R01 Release notes





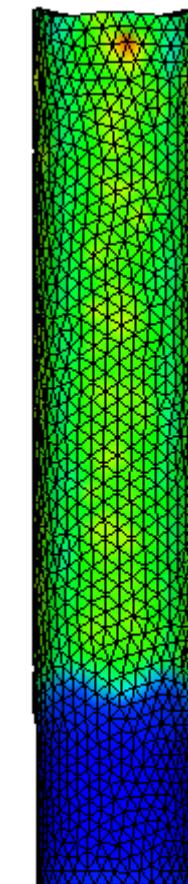
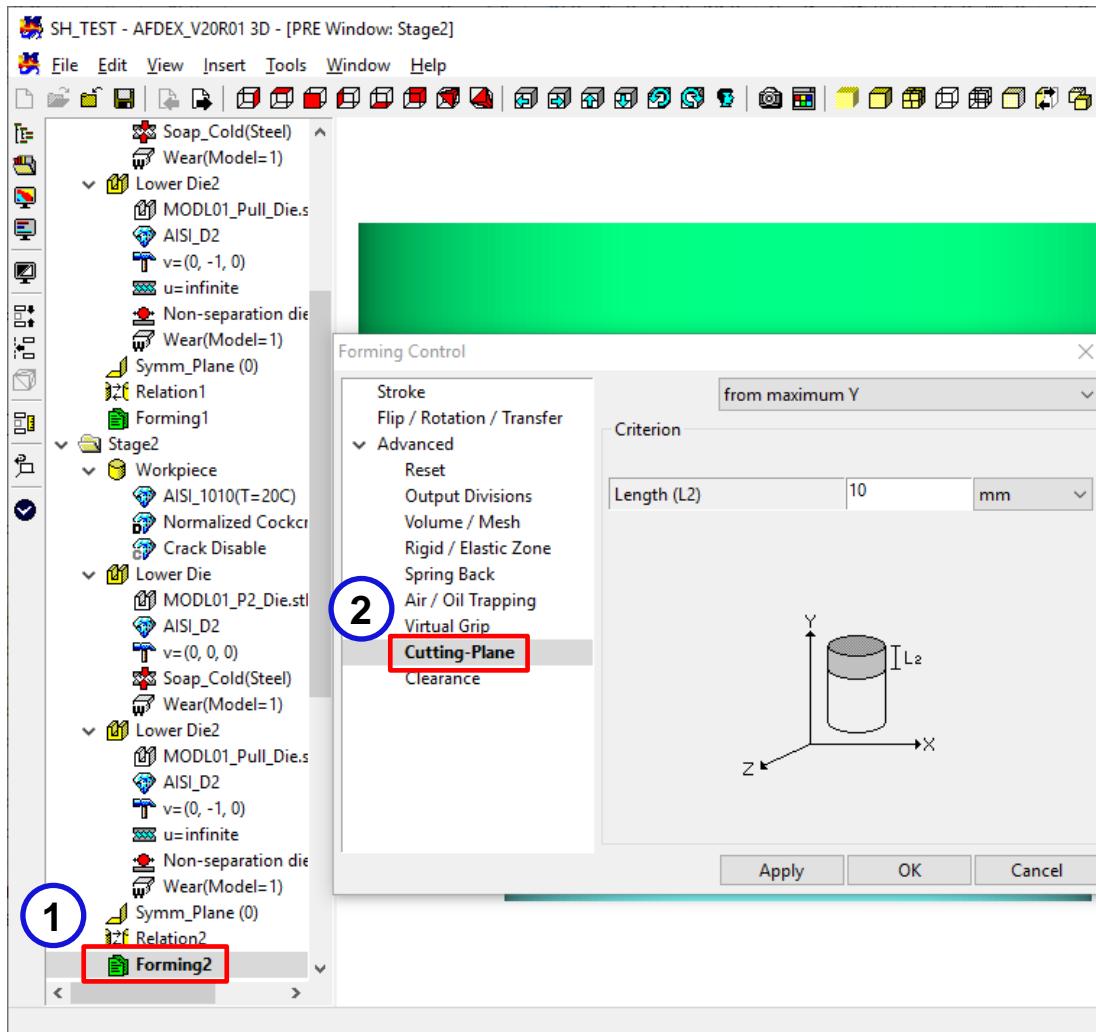
1. AFDEX 2D/3D Solver

2. AFDEX 2D Solver

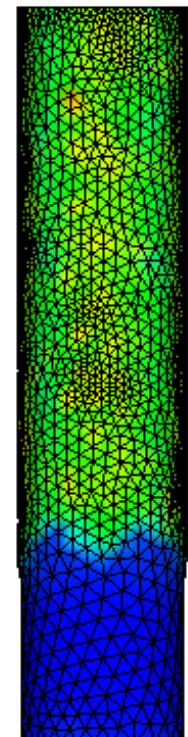
3. AFDEX 3D Solver

4. GUI

1. Improved cutting-plane



Stage 1 last step



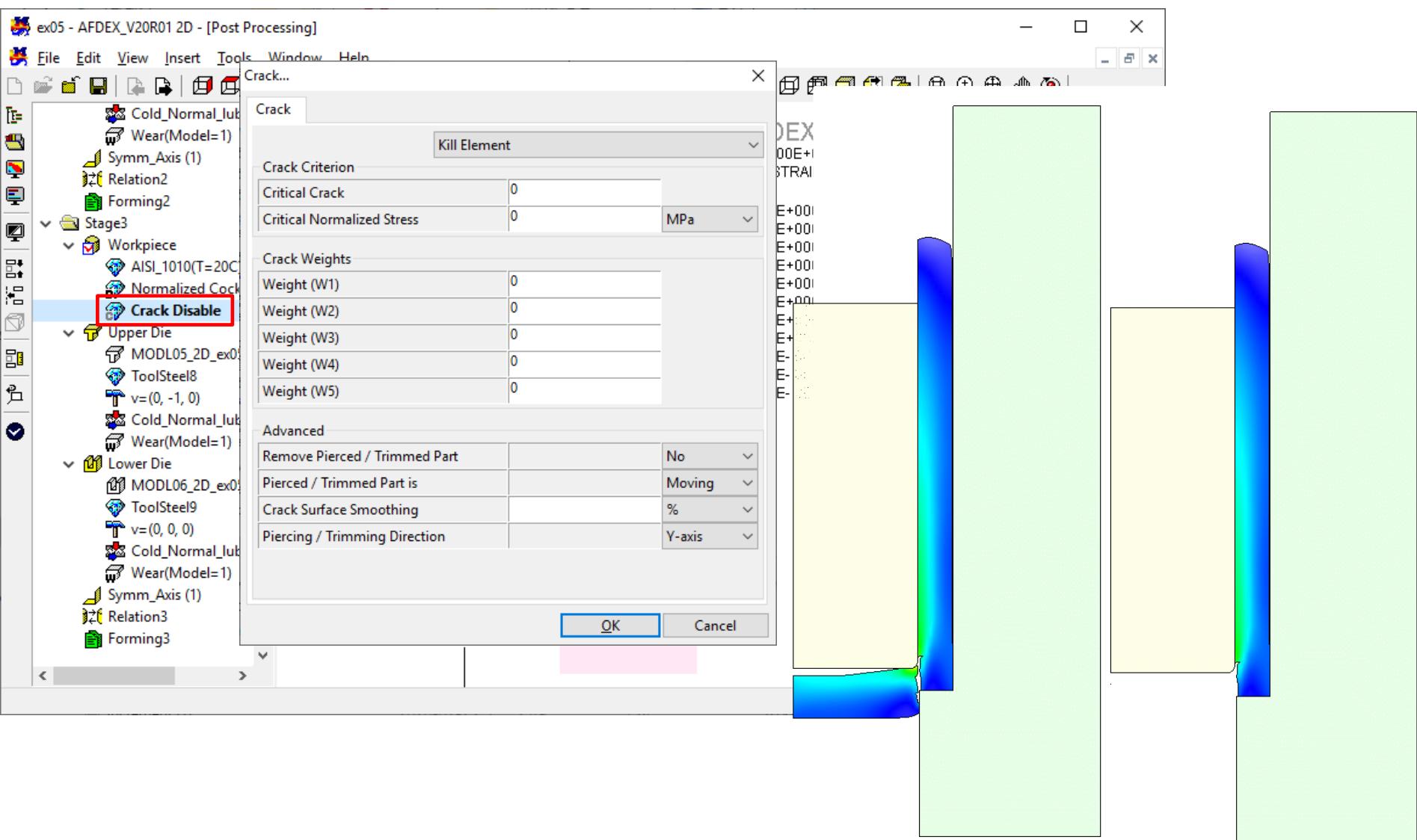
Stage 2 first step

- 2D: Improved the feature and a change in terminology (Trimming -> Cutting-plane).

- 3D: Added



2. Improved crack analysis



- Check 2D tutorial part2 ex04



1. AFDEX 2D/3D Solver

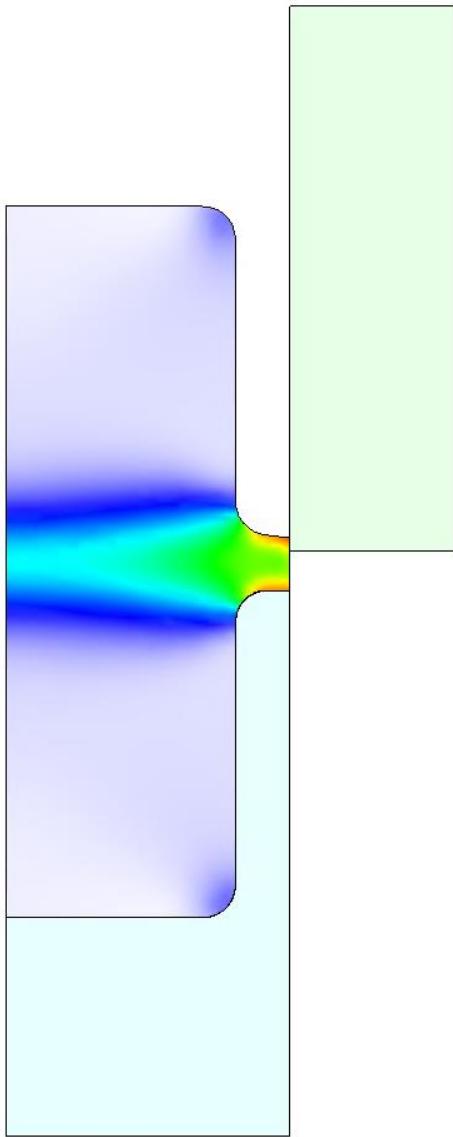
2. AFDEX 2D Solver

3. AFDEX 3D Solver

4. GUI

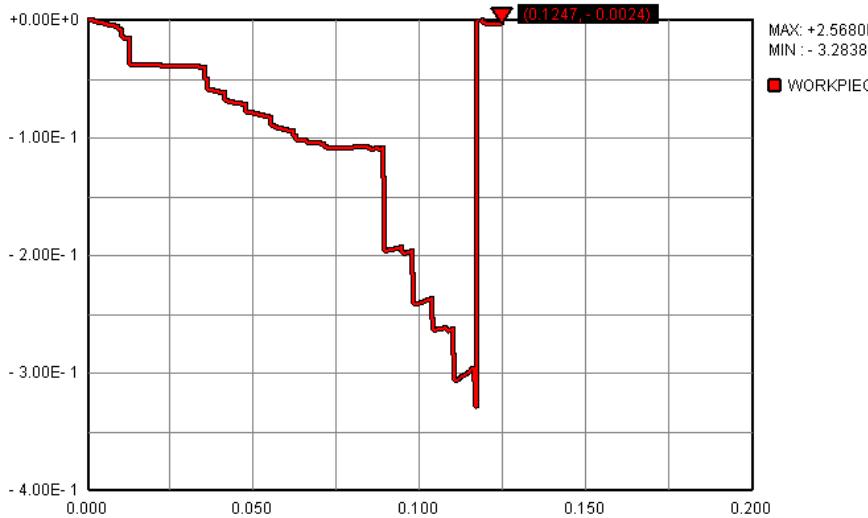
2D_Part1_ex04

V19R02



VOLUME CHANGE vs. TIME

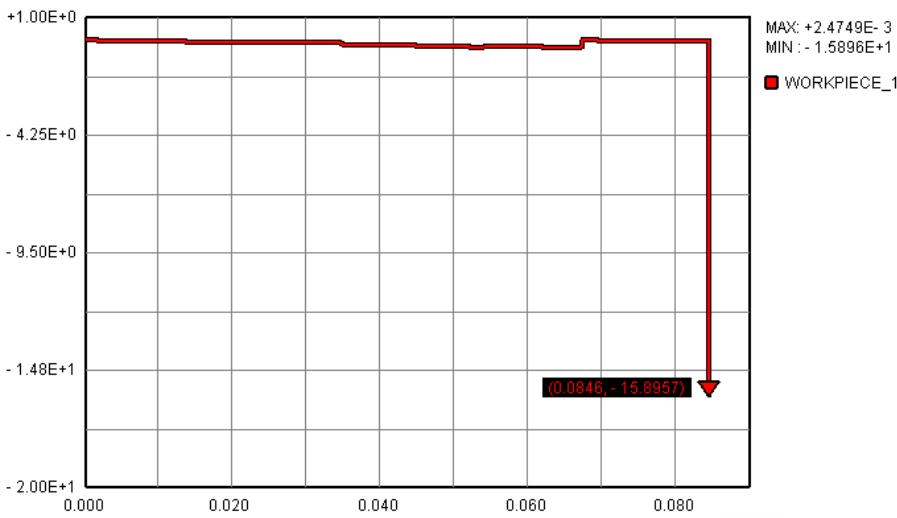
UNIT: % vs. s



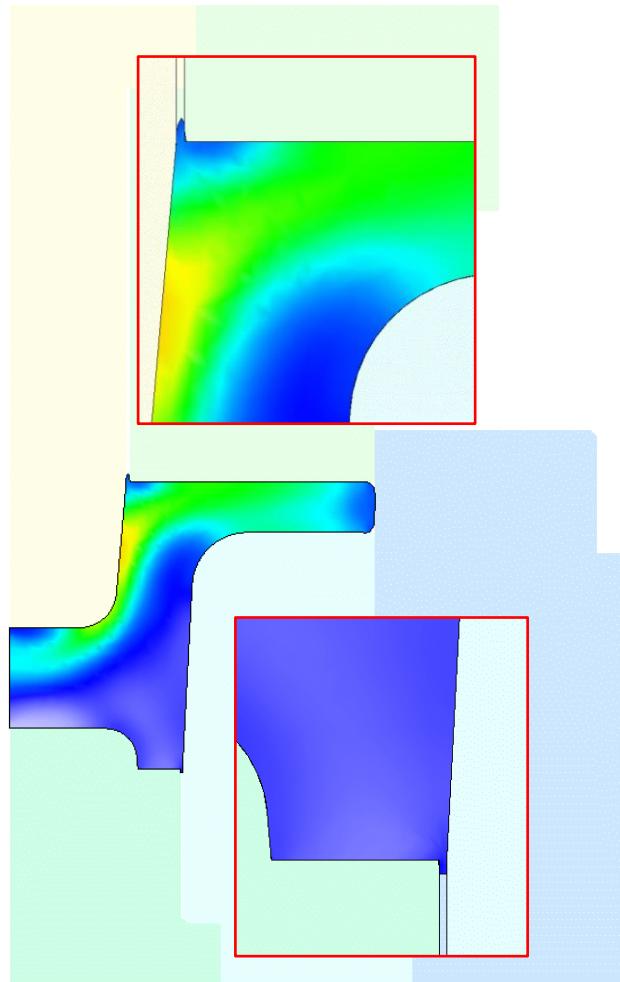
V20R01

VOLUME CHANGE vs. TIME

UNIT: % vs. s

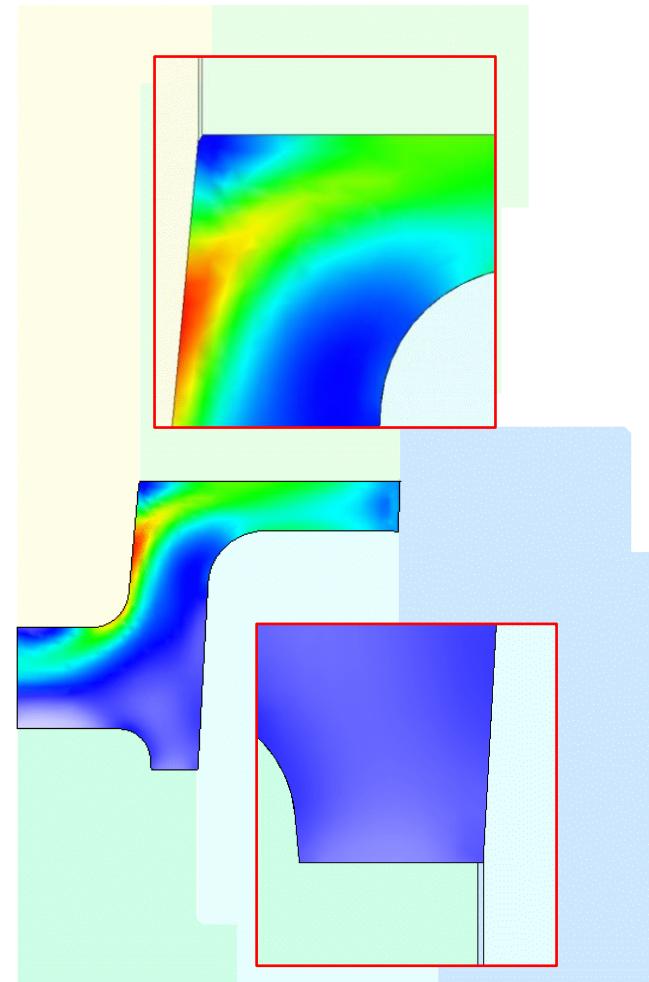


2. Improve treatment of gap flow of material between die parts



Allow gap flow
I default (56) = -1

- I default (55) for gap flow control in V19R02
- Improved gap flow control. Change to I default (56) in V20R01 the same as 3D

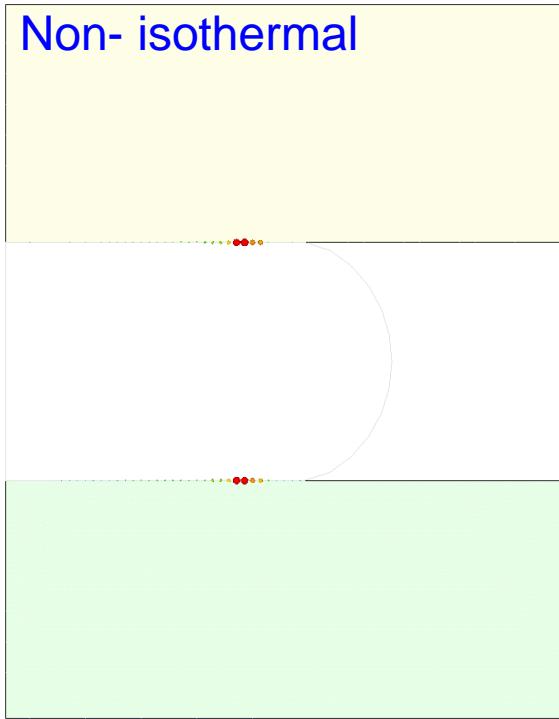


Allow gap flow
I default (56) = 1

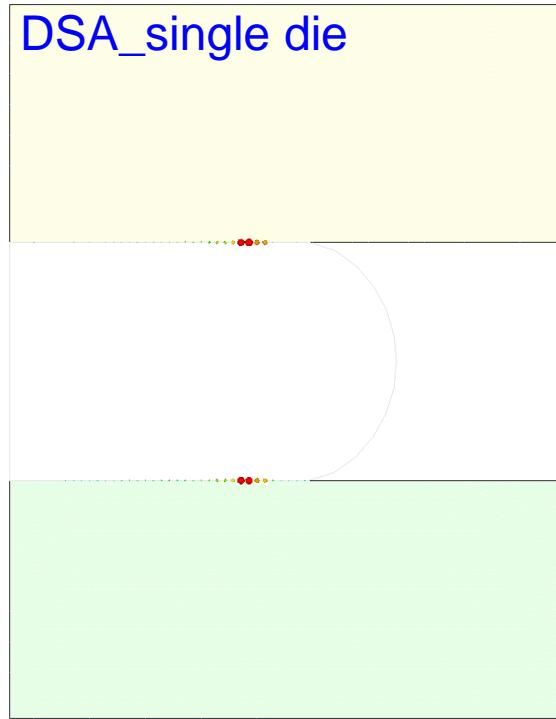
3. Improved die wear calculation

MFRC JAFDEX V20R01
TIME: 4.000000E+01
DIE WEAR
[mm] X 10,000 blow
+1.50000E- 001 Max
+1.35000E- 001
+1.20000E- 001
+1.05000E- 001
+9.00000E- 002
+7.50000E- 002
+6.00000E- 002
+4.50000E- 002
+3.00000E- 002
+1.50000E- 002
+0.00000E+000 Min

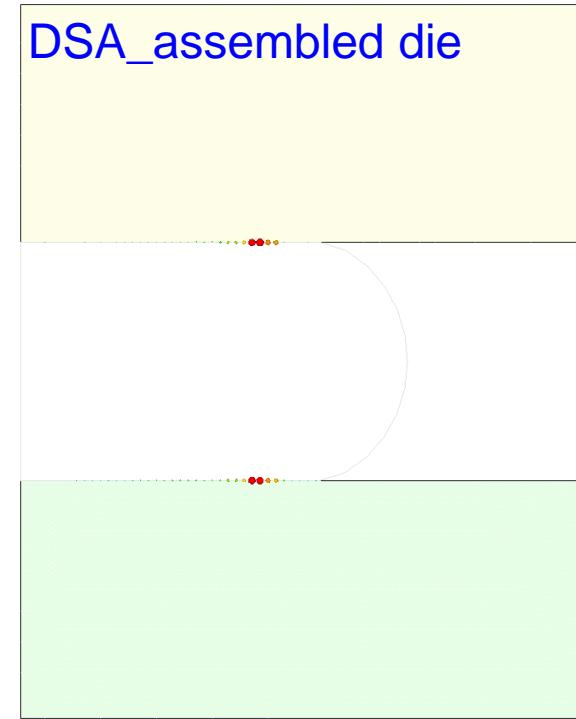
Non-isothermal



DSA_single die



DSA_assembled die



- Reduced the error having different results of non-isothermal and DSA in V19R02



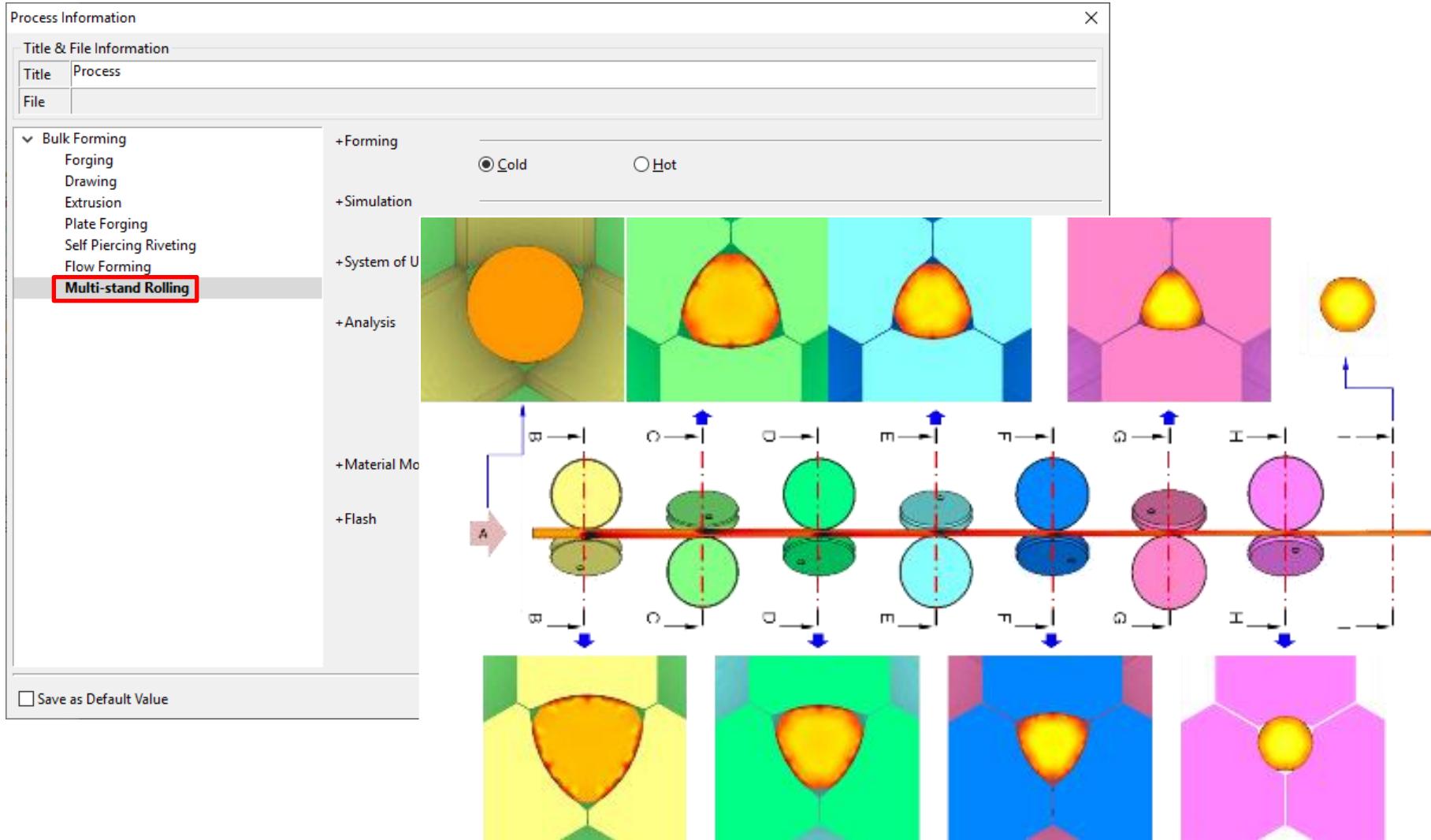
1. AFDEX 2D/3D Solver

2. AFDEX 2D Solver

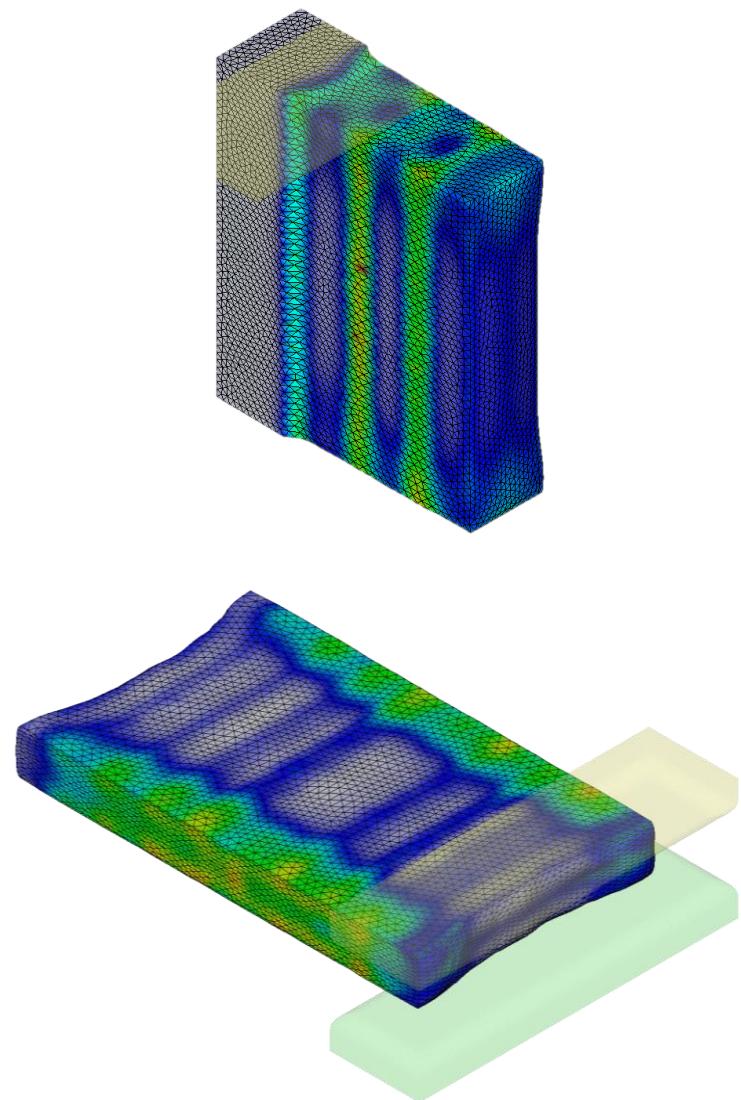
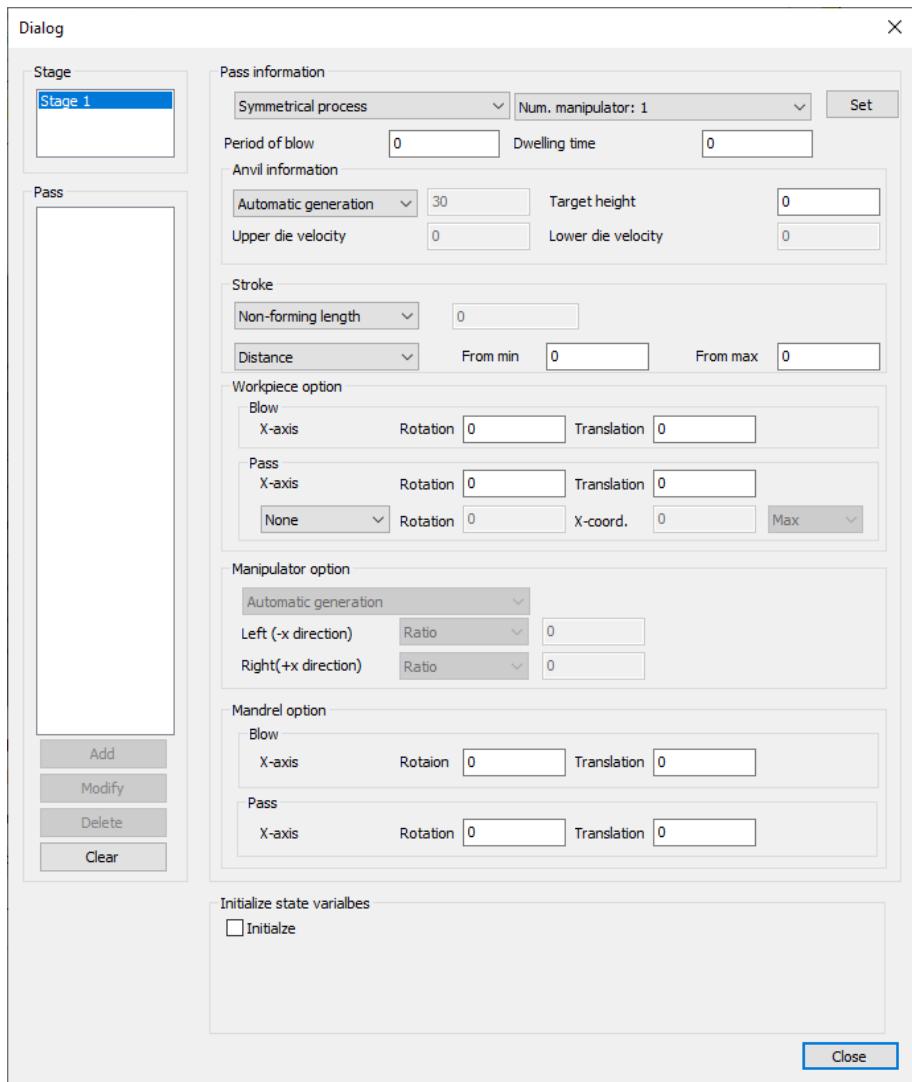
3. AFDEX 3D Solver

4. GUI

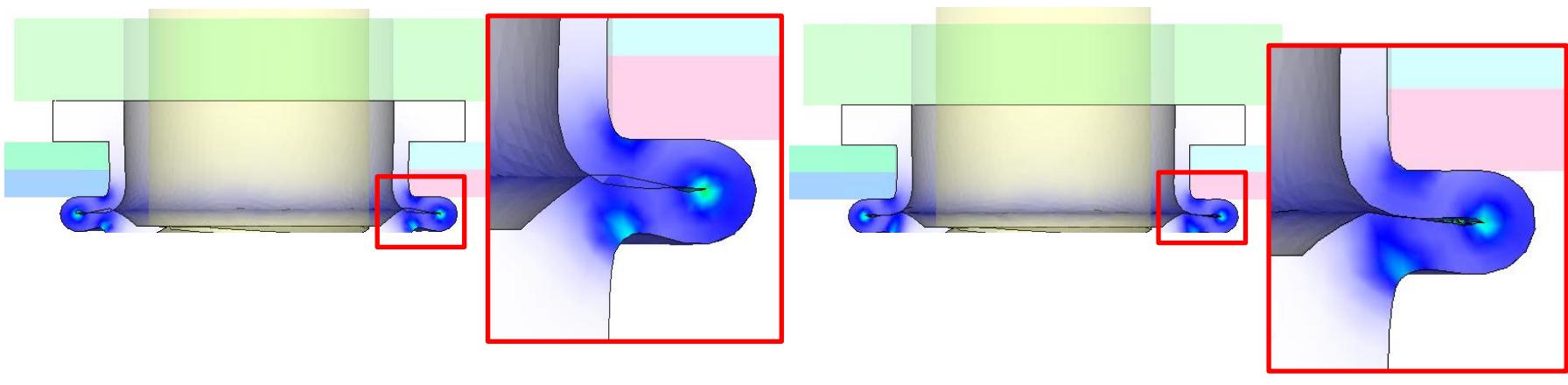
1. Added multi-stand rolling



2. Improved automation of open-die forging



- Check 3D tutorial Part 2 ex16



With material-material contact function

Without material-material contact function

- Check UI for checking 3D folding / self-intersection on p. 23



1. AFDEX 2D/3D Solver

2. AFDEX 2D Solver

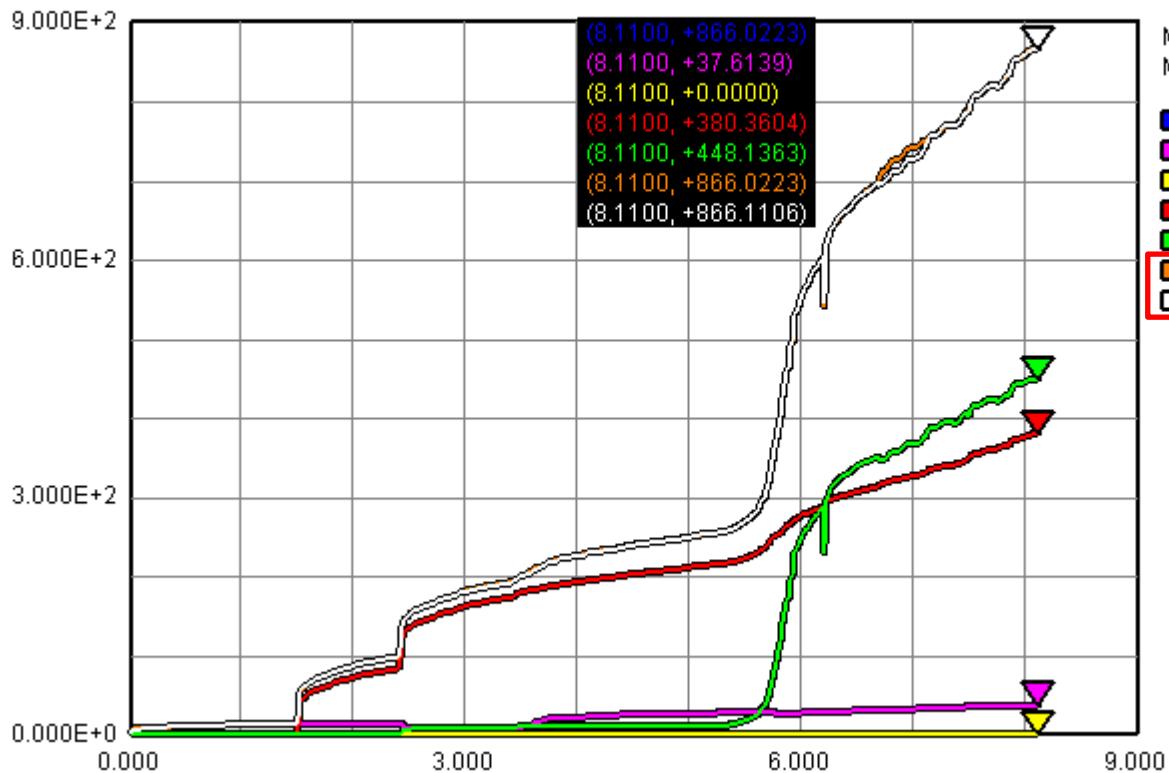
3. AFDEX 3D Solver

4. GUI

1. Add accumulating feature of forming load of Upper/Lower dies

LOAD vs. TIME: Y

UNIT: ton vs. s



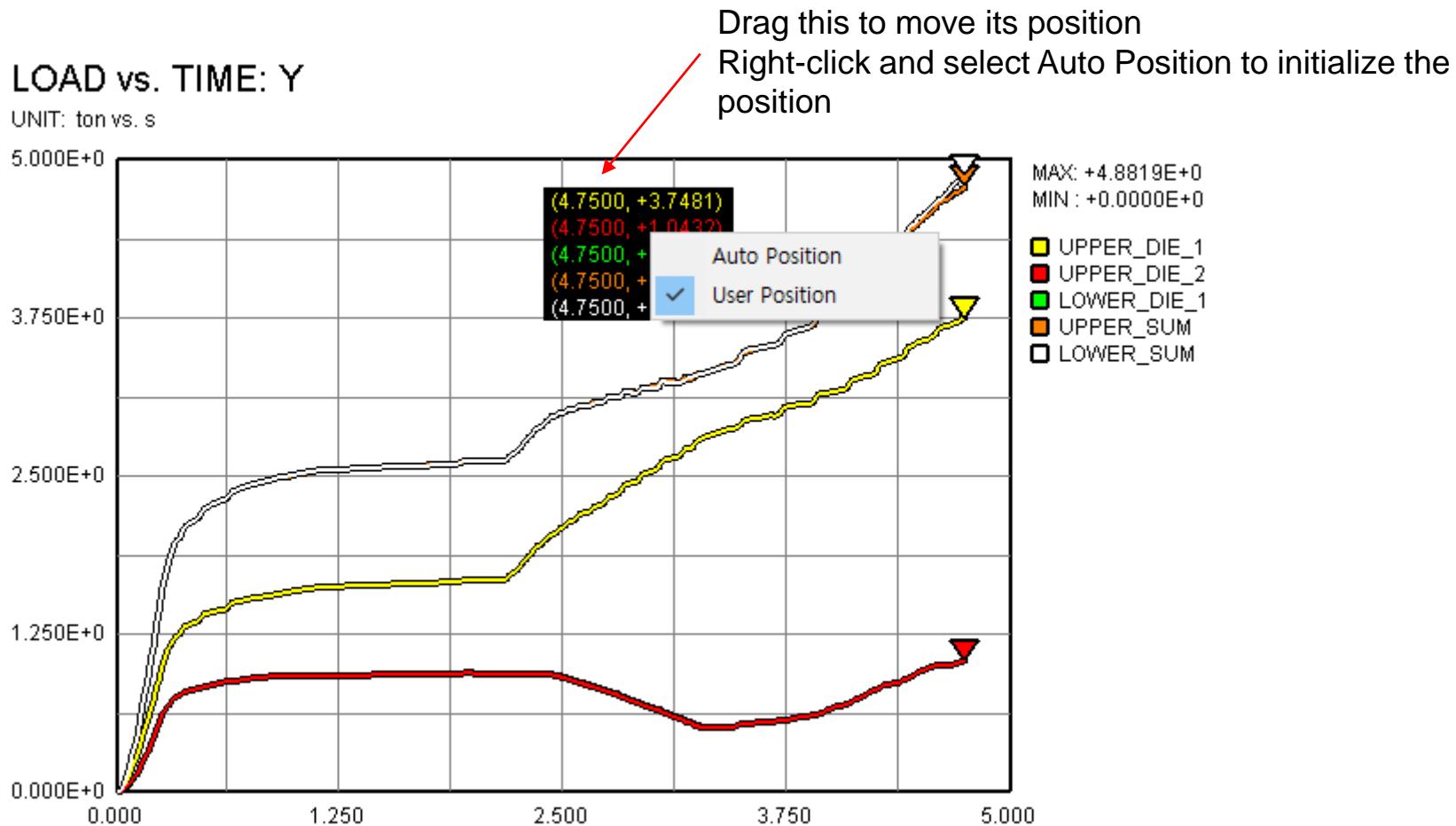
MAX: +8.6611E+2
MIN : +0.0000E+0

- UPPER_DIE_1
- LOWER_DIE_1
- LOWER_DIE_2
- LOWER_DIE_3
- LOWER_DIE_4
- UPPER_SUM
- LOWER_SUM

- 저주파통과필터 적용①
- 전체하중④
 부분하중⑤
- 절대값보기⑥
- 현재값보기⑦
- 포머⑧
- vs. Tgn
vs. kiloNewton
vs. Newton
- vs. 시간⑨
vs. 스텝⑩
vs. 변위⑪
- 전체스텝⑫
저장스텝⑬
속성⑭
- Upper_die_01
- Lower_die_01
- Lower_die_02
- Lower_die_03
- Lower_die_04
- Upper_Sum
- Lower_Sum

- Right-click on the graph and choose Upper_Sum / Lower_Sum

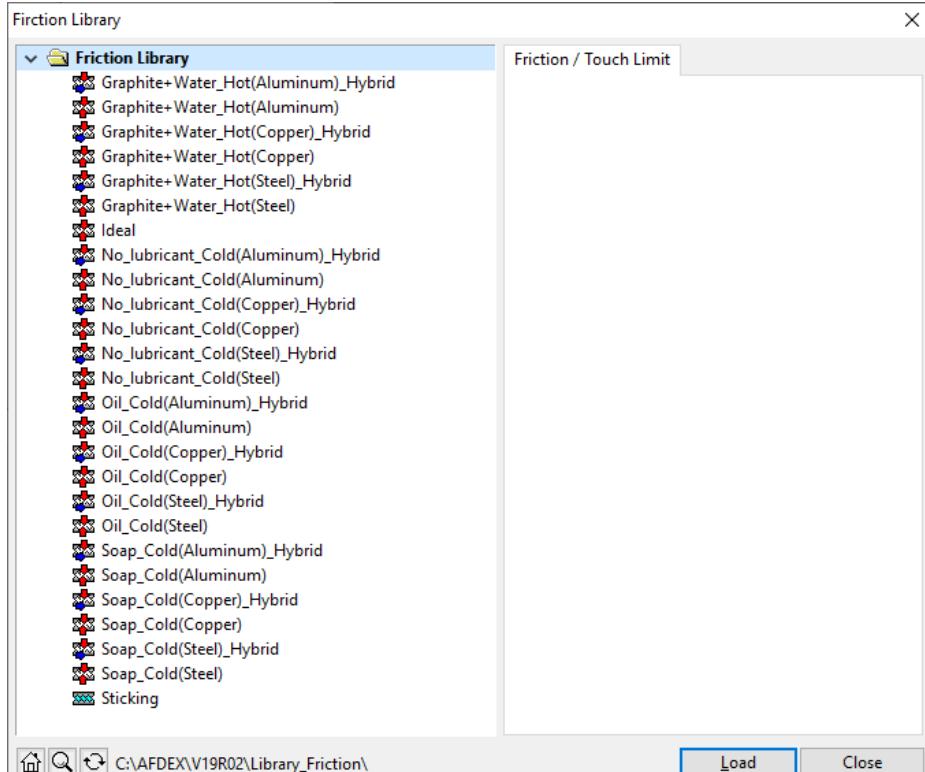
2. Add feature of moving current value in the display box



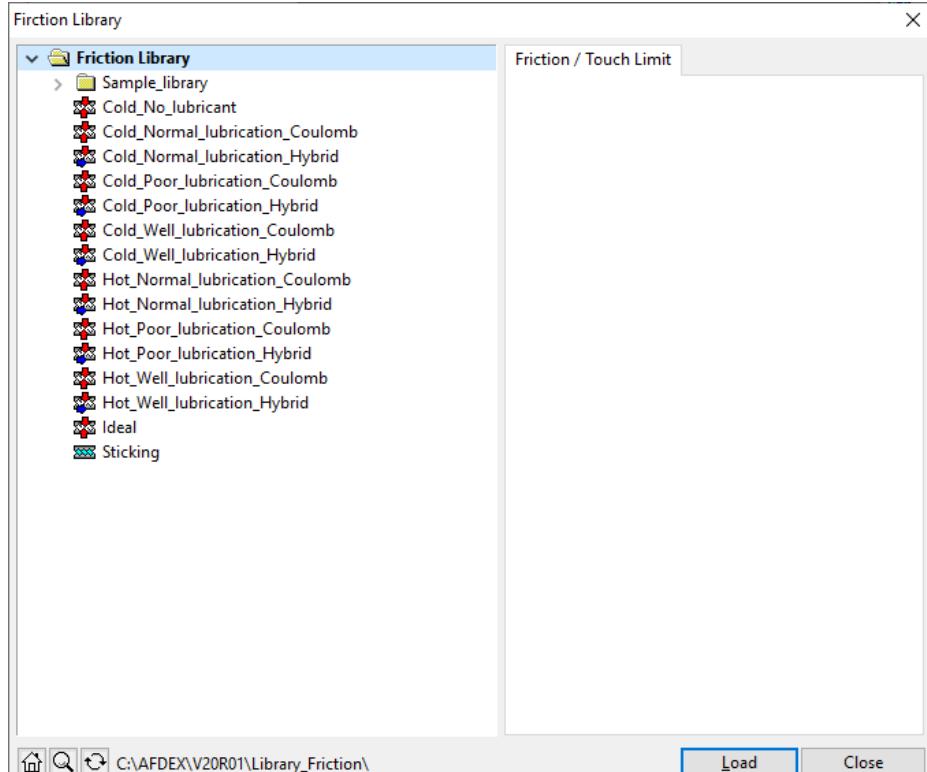


3. Modify friction input library

V19R02



V20R01



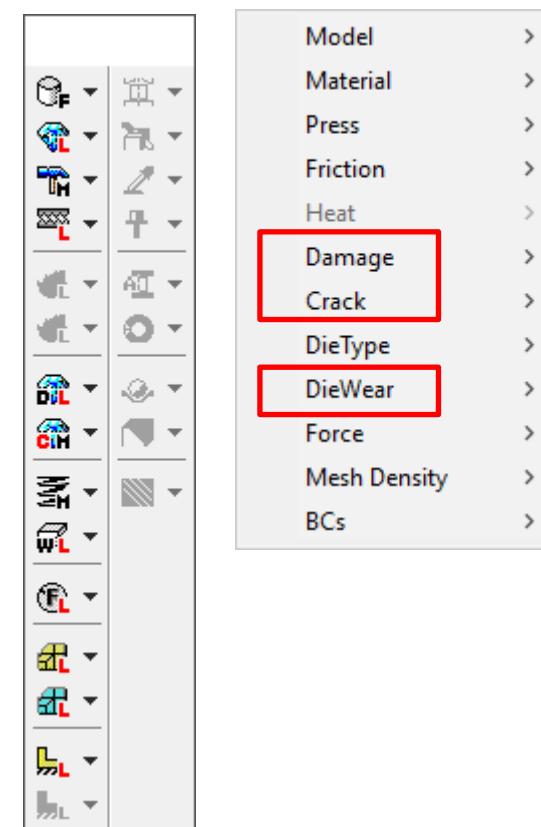
- Friction inputs of V19R02 are in sample library folder in V20R01.

4. Add input library for Crack/Damage/Die wear analysis

V19R02

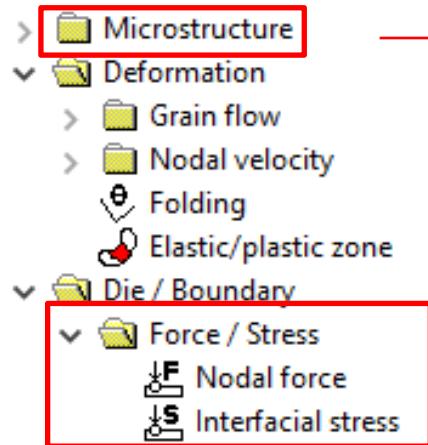


V20R01

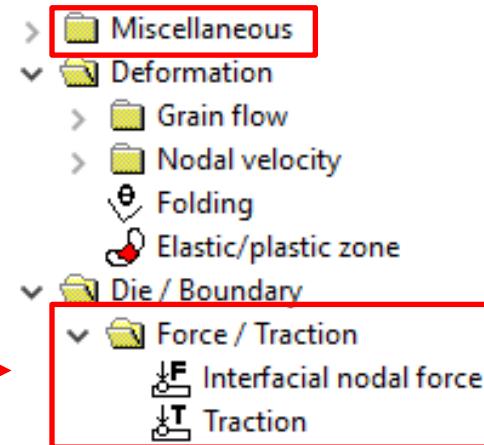


5. Change the names of stage variables in post-processing menu

V19R02



V20R01



V19R02	V20R01
Microstructure	Miscellaneous
Force / Stress	Force / Traction
Nodal force	Interfacial nodal force
Interfacial stress	Traction



6. Add UI for material-material contact (friction) in multi-body analysis

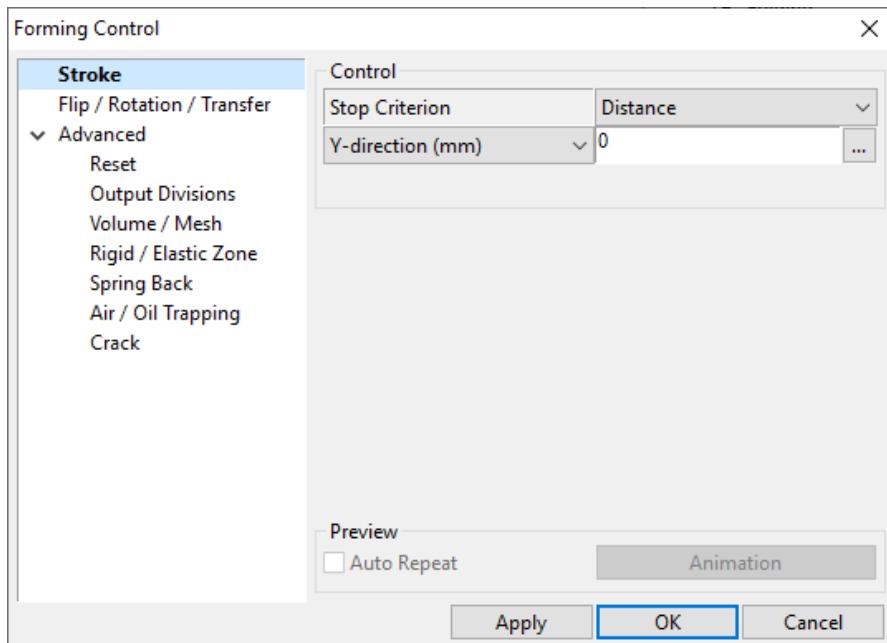
The screenshot shows the AFDEX software interface with a red box highlighting the 'Interface information between bodies' dialog box. The dialog box contains a table with the following data:

Body1	Body2	Friction model	Frictional coefficient	Normal stress (MPa)	Tangential stress (MPa)
1	2	Coulomb	0.10000	0.00000	0.00000

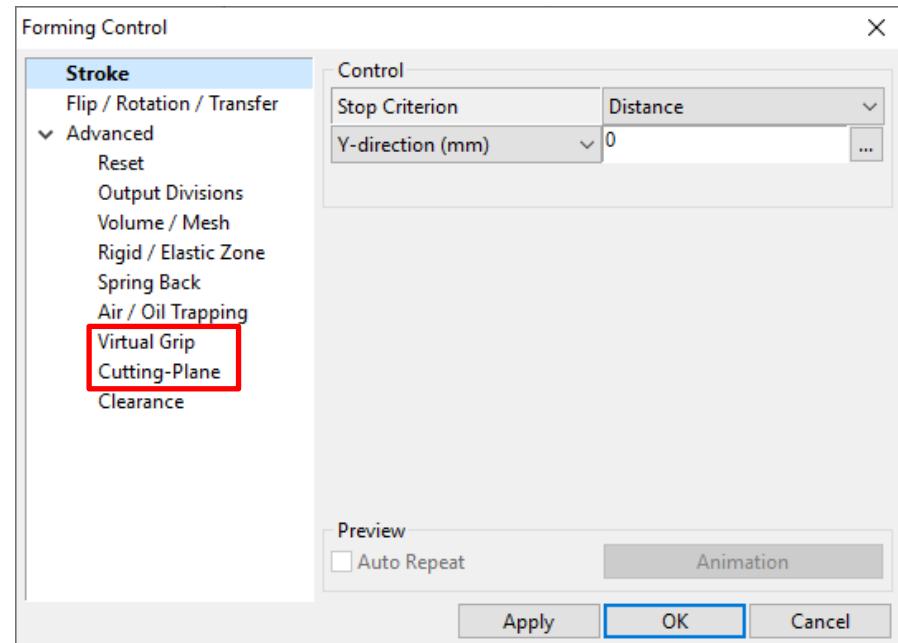
Buttons for 'Insert', 'Add', and 'Delete' are visible on the right side of the dialog. Below the dialog, the 'Relation1' item is highlighted in the list of relations.

7. Add UI for virtual grip / cutting-plane

V19R02

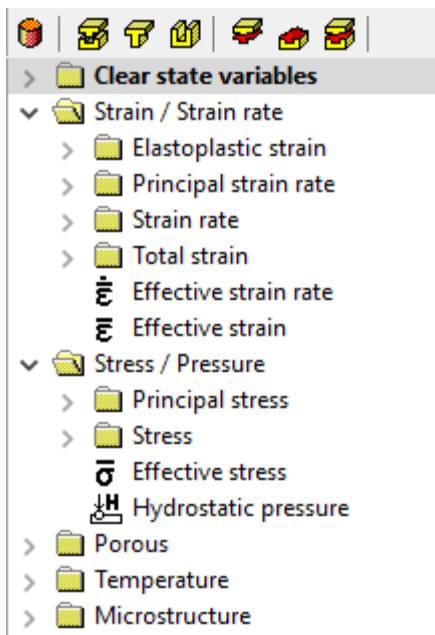


V20R01

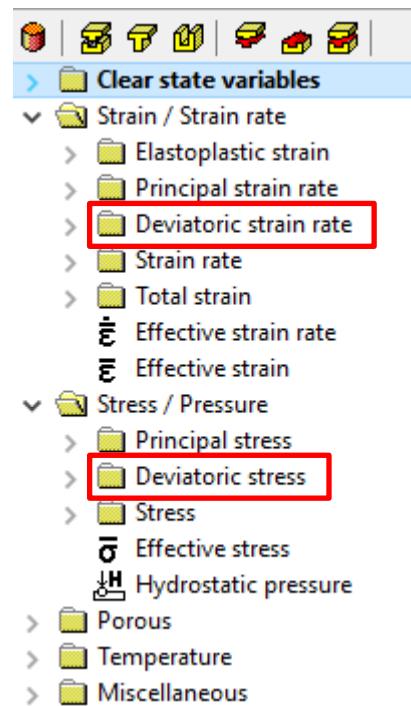


8. Add deviatoric strain rate / deviatoric stress view

V19R02

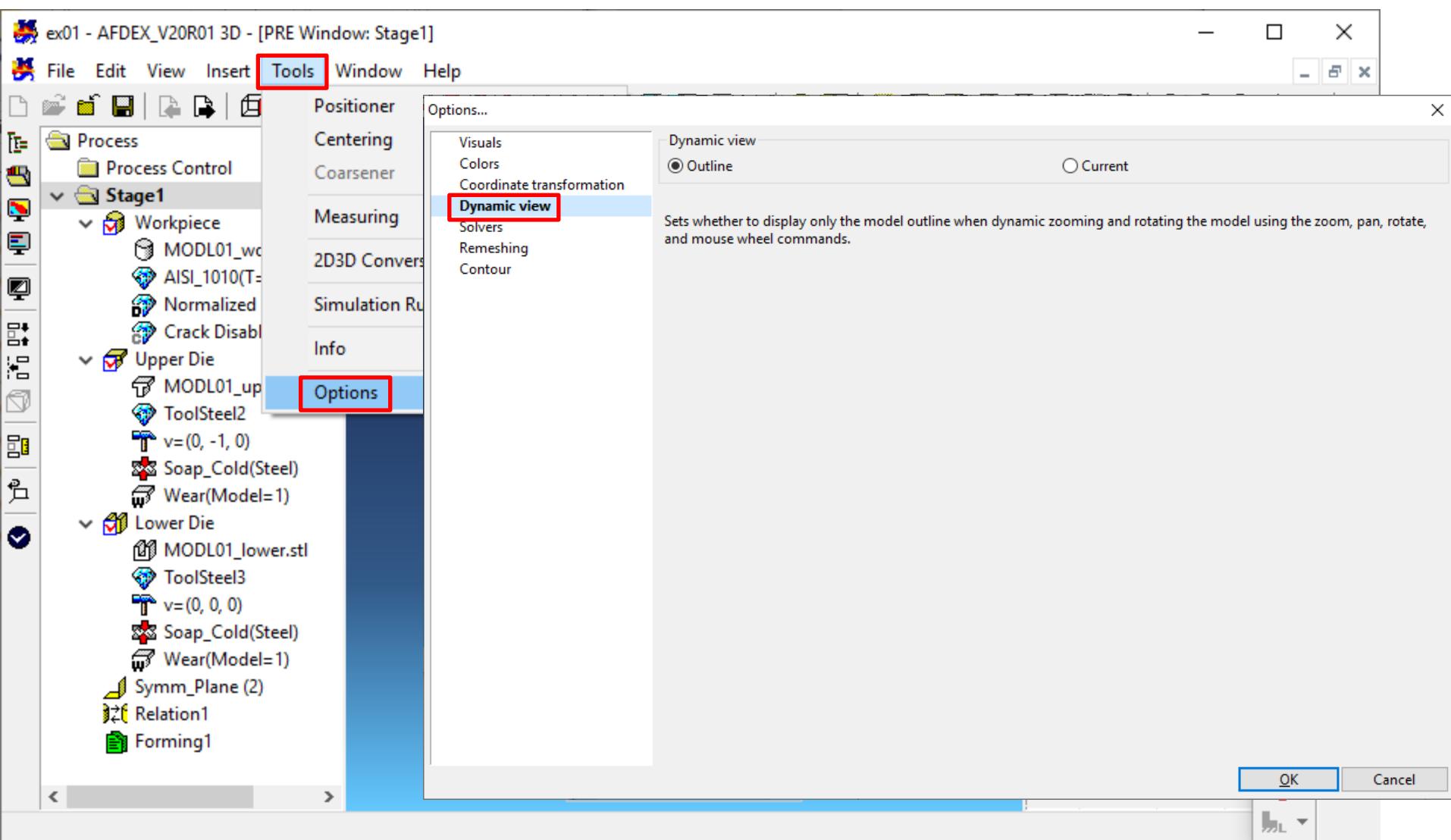


V20R01



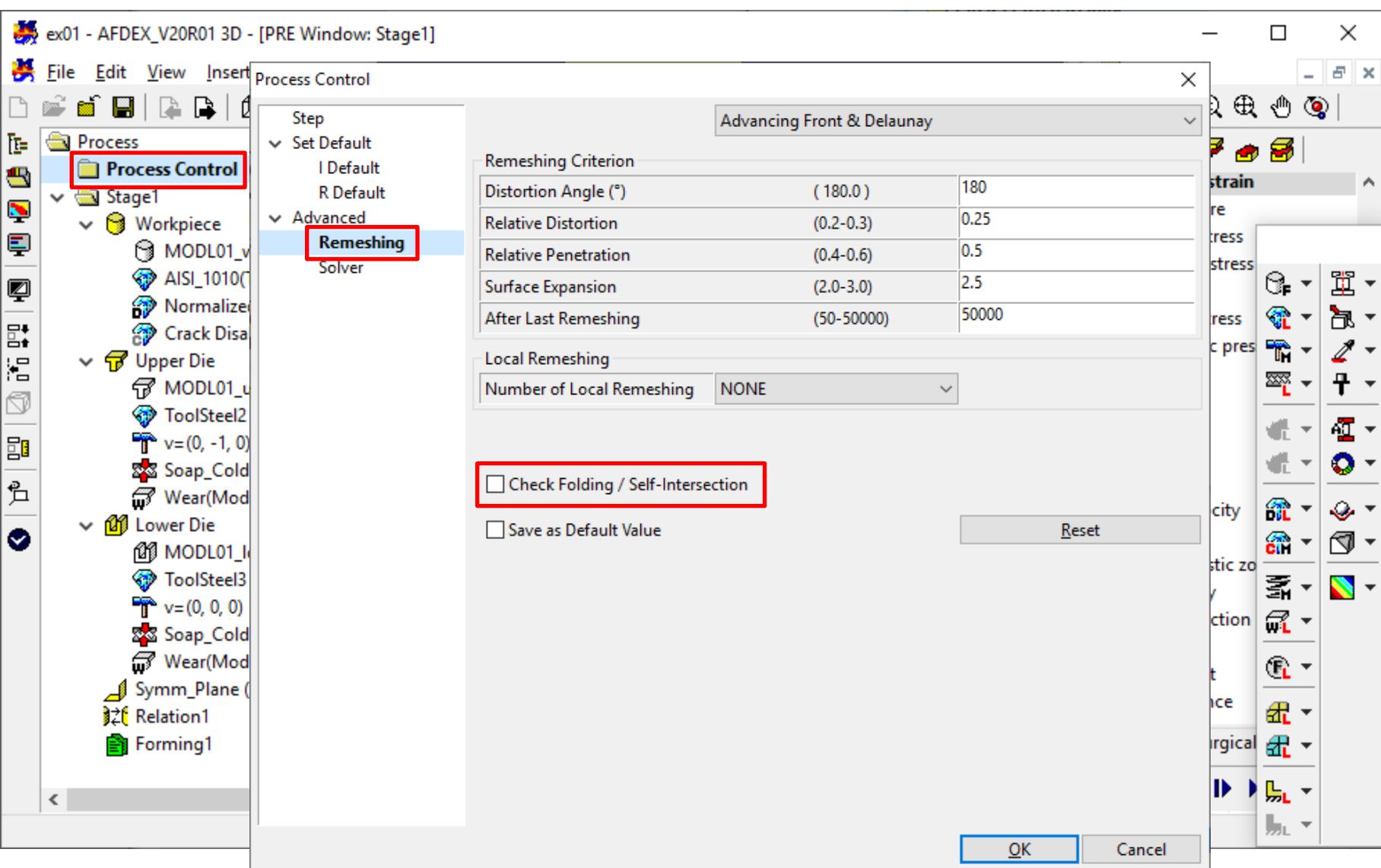


9. Add feature of dynamic view



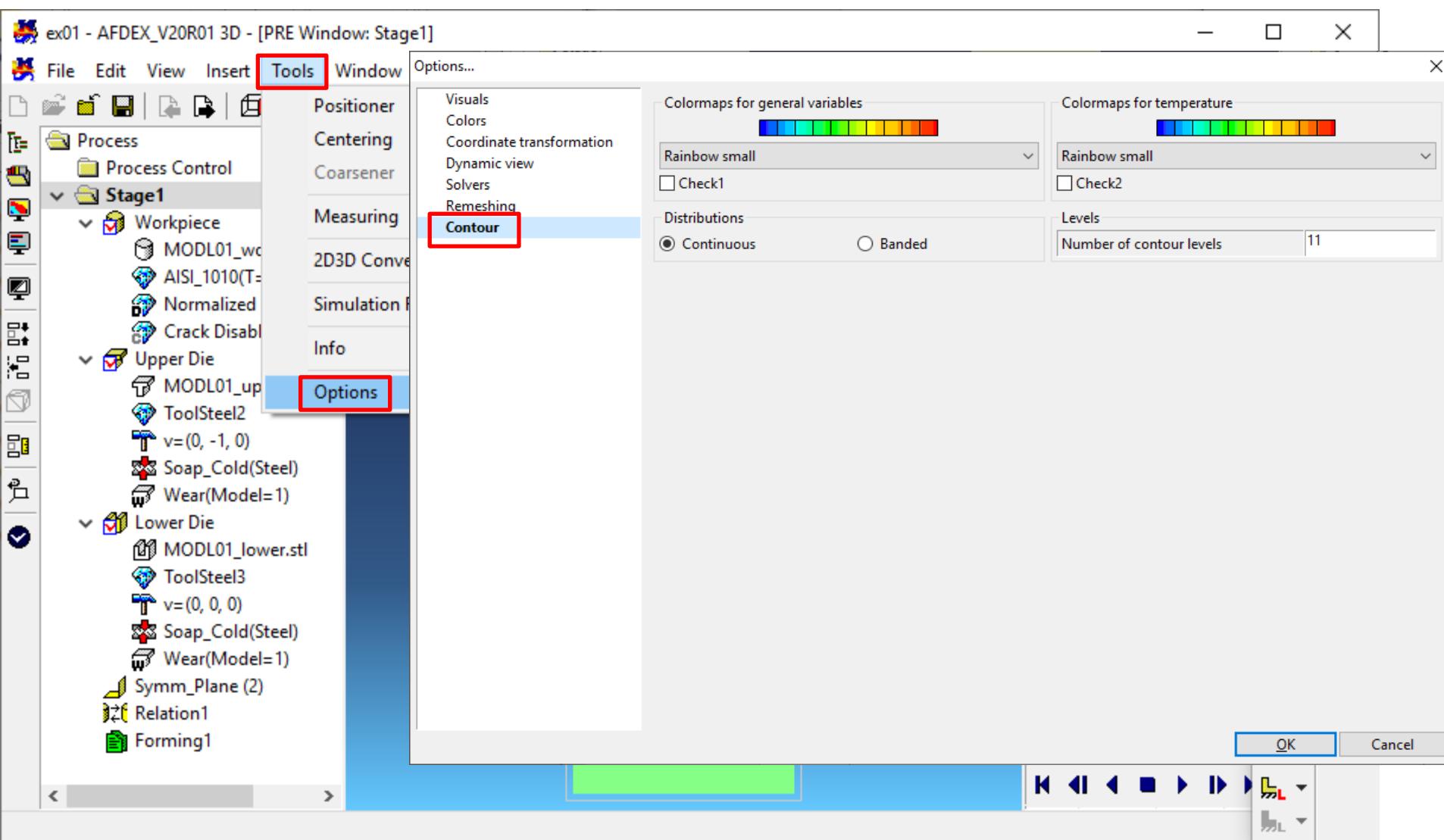
- Add function in Tools -> Options -> Dynamic view
- Choose Outline/Current to display only the model outline or current view when zooming, panning and rotating.

10. Add UI for checking 3D folding / self-intersection



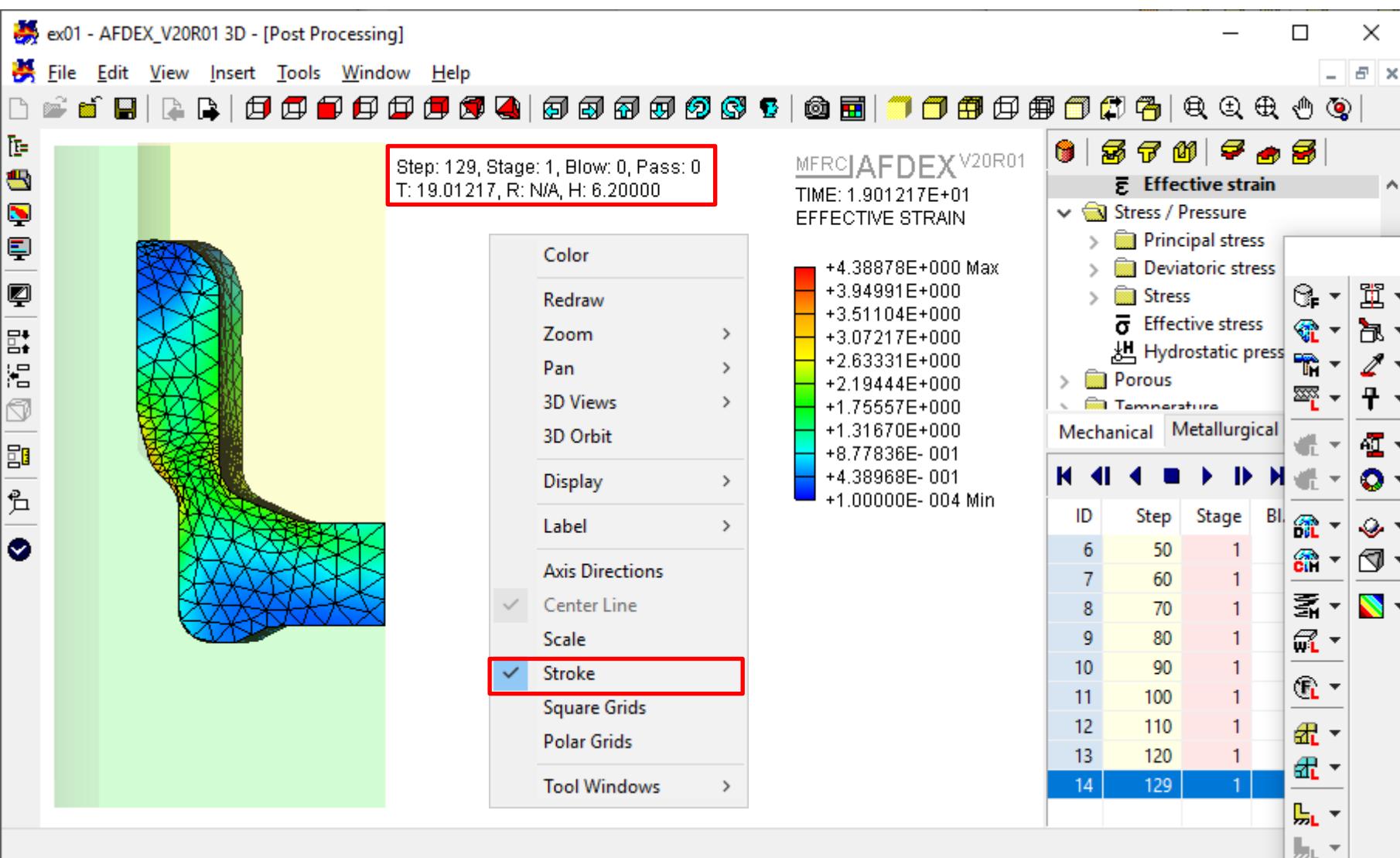
- Add UI "Check Folding / Self-Intersection" in Process Control -> Remeshing Tab

11. Add function of contour color change



- Add function in Tools -> Options -> Contour

12. Add stroke information in post-processing



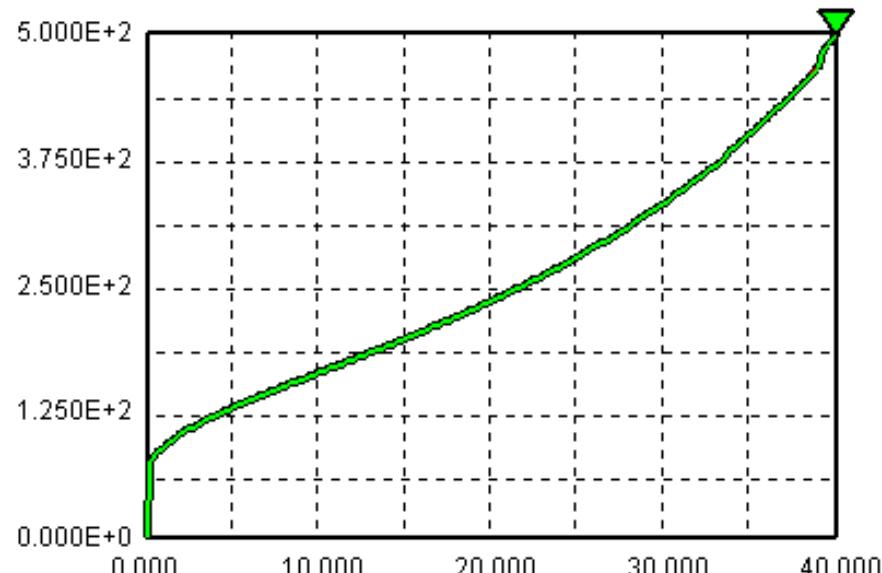
- T: Time
- R: Radius of material(available in 2D)
- H: Height(based on stroke point inserted by user. It shows N/A if the stop criterion is time.)

13. Modify graph display

V19R02

LOAD vs. TIME: Y

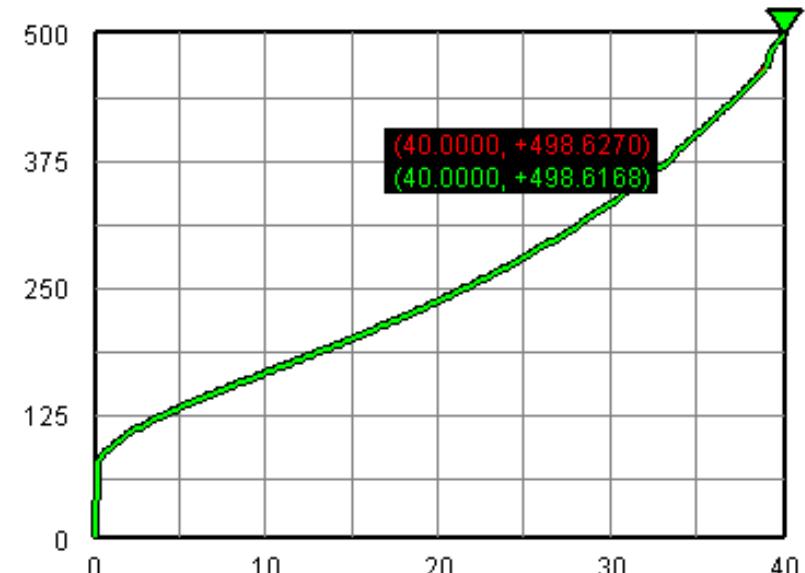
UNIT: ton vs. s



V20R01

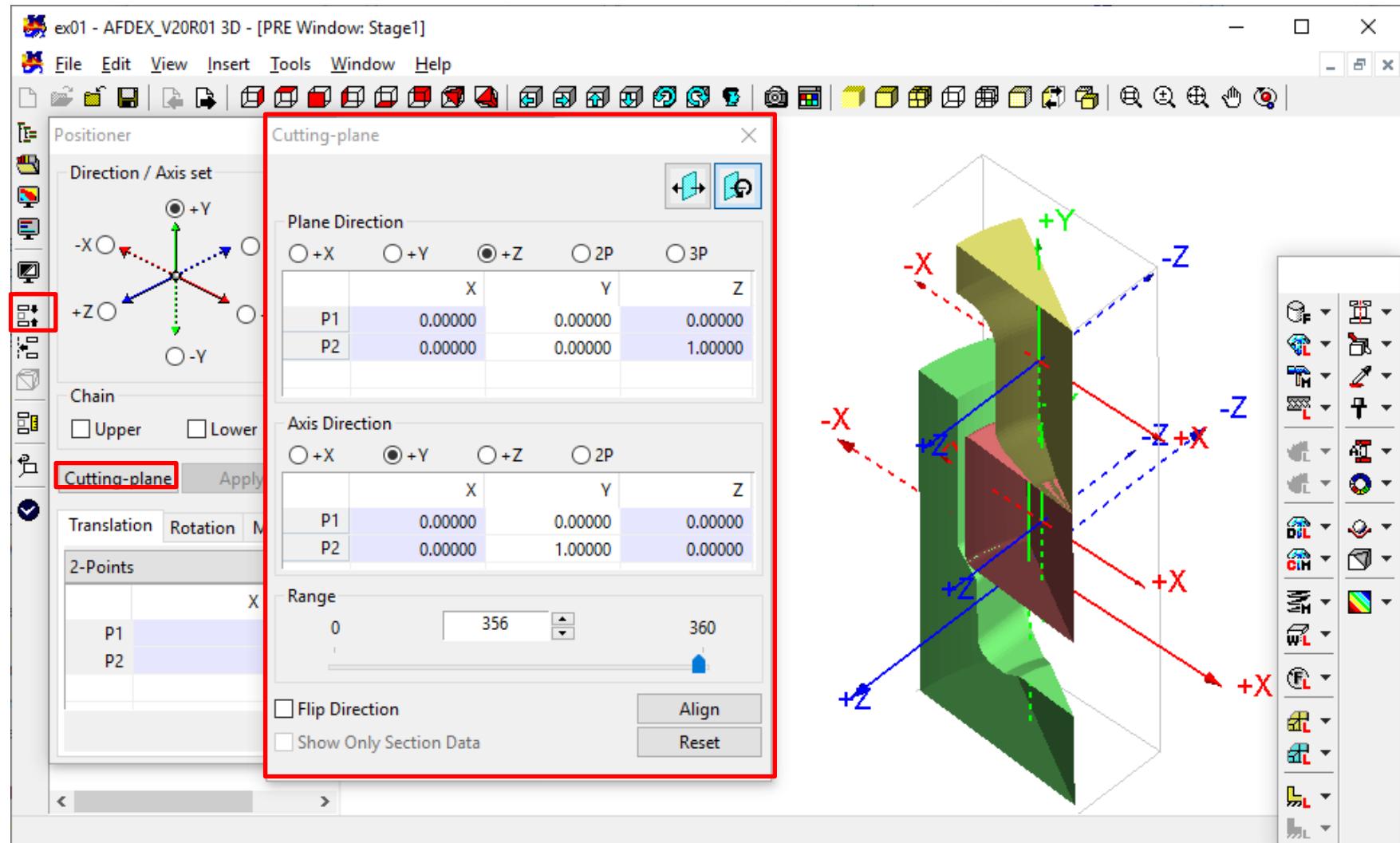
LOAD vs. TIME: Y

UNIT: ton vs. s



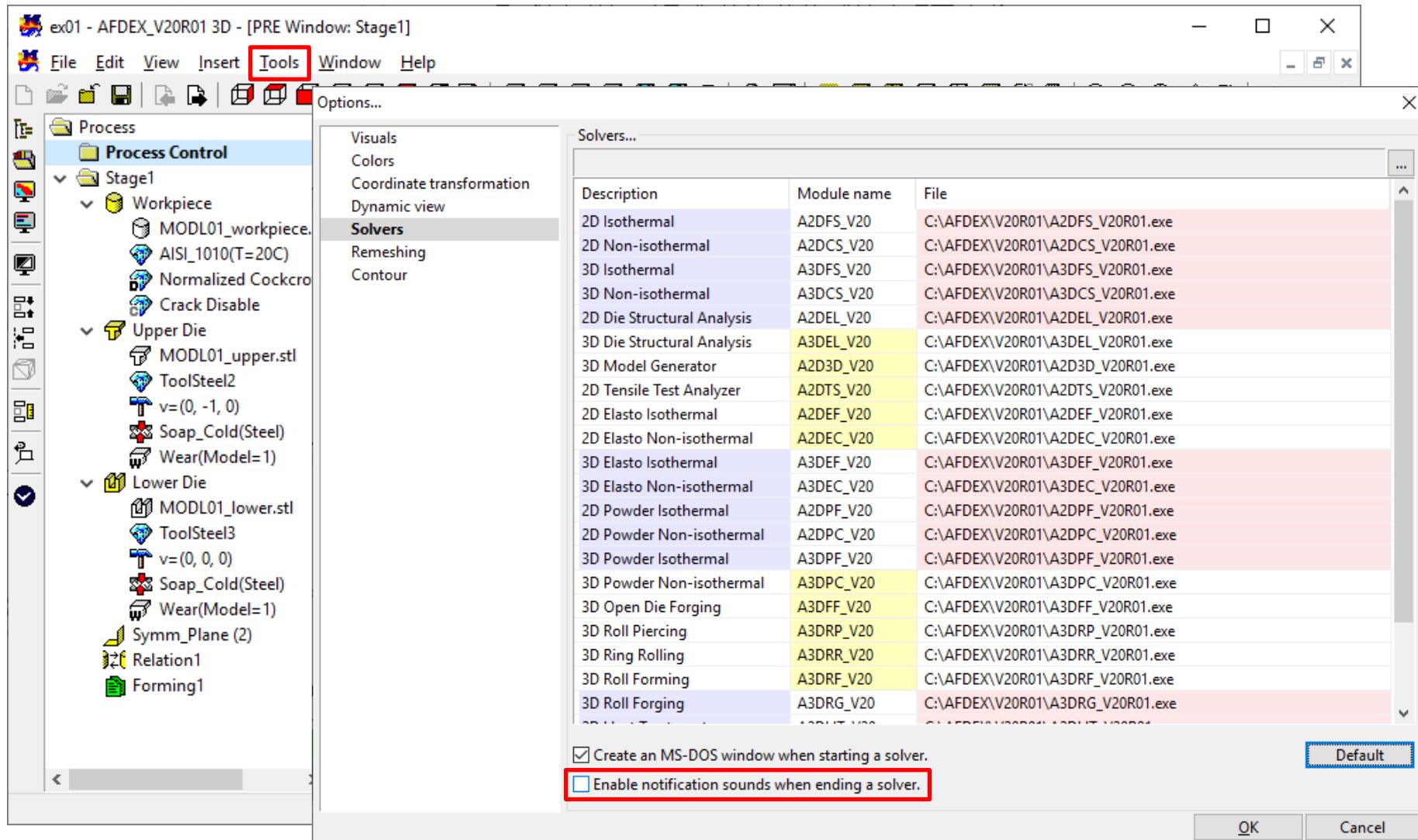
- modify real-> integer

14. Add display function of cutting-plane of modelling



-Add display function in Positioner -> Cutting-plane

15. Add function to notify the finish of the solver



-Add function to notify the finish of the solver on Tools -> Solvers tab (Only 3D)