

## <.uci ファイル> \*固有値 (Eigen) 記述追加

```
NEW↓
!↓
!=== INPUT SECTION↓
!↓
↓
INPUT↓
  READ PERMAS↓
!↓
!--- STATIC COMPONENT↓
!↓
$ENTER COMPONENT NAME = DFLT_COMP DOCTYPE = DISP MATH↓
↓
$SITUATION NAME = DFLT_SIT↓
  DFLT_COMP CONSTRAINTS = NCV SYSTEM = NSV LOADING = NLV↓
$END SITUATION↓
$INCLUDE FILE = "in/str.dat"↓
$INCLUDE FILE = "in/const.dat"↓
$INCLUDE FILE = "in/sys.dat"↓
$INCLUDE FILE = "in/load.dat"↓
$EXIT COMPONENT↓
↓
!↓
!--- DYNAMICS COMPONENT↓
!↓
$ENTER COMPONENT NAME = DYNA_COMP DOCTYPE = DISP MATH↓
↓
$SITUATION NAME = EIG_SIT↓
  DYNA_COMP CONSTRAINTS = NCV SYSTEM = NSV↓
$END SITUATION↓
↓
$STRUCTURE↓
  $CONTLOCK↓
    COMPONENT = DFLT_COMP SITUATION = DFLT_SIT TIME = LAST
    CONTACT_CNT NORMAL = LOCK_IF_ACTIVE FRICTION = LOCK_IF_ACTIVE↓
  $END STRUCTURE↓
  $INCLUDE FILE = "in/str.dat"↓
  $INCLUDE FILE = "in/const2.dat"↓
  $INCLUDE FILE = "in/sys.dat"↓
$EXIT COMPONENT↓
↓
!↓
!--- MATARIAL↓
!↓
$INCLUDE FILE = "in/mat.dat"↓
!↓
$FIN↓
RETURN↓
!↓
!=== EXECUTION SECTION↓
!↓
!--- STATIC↓
EXEC↓
  ACTIVATE CONFIG = DFLT_COMP↓
  TASK↓
    EXEC↓
      ACTIVATE SITUATION = DFLT_SIT↓
      STATIC↓
      GEN N P STRESS↓
    RETURN↓
    EXPORT↓
      GO PERMAS BINARY FILE = out/cnt↓
    RETURN↓
  TASK END↓
↓
!!!--- DYNAMICS↓
EXEC↓
  ACTIVATE CONFIG = DYNA_COMP↓
!--- EIGEN↓
  TASK↓
    EXEC↓
      ACTIVATE SITUATION = EIG_SIT↓
      VIB AN MODES = 20↓
    RETURN↓
    EXPORT↓
      ITEM RIGID MODES ↓
      GO PERMAS BINARY FILE = out/eig ↓
      ITEM MODL↓
      GO PERMAS GZIP FILE = out/contlock↓
    RETURN↓
  TASK END↓
STOP←
```