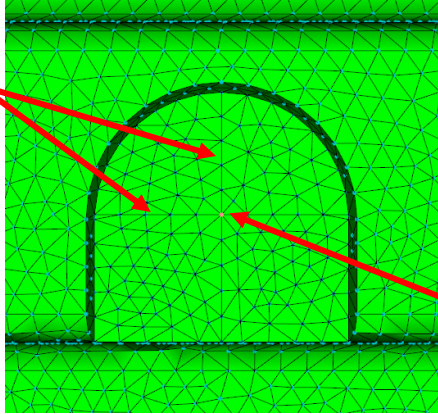
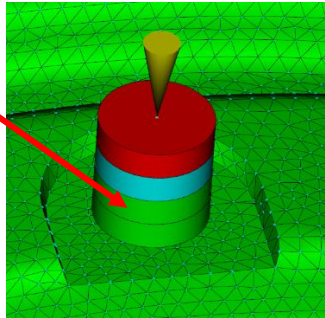


Splits

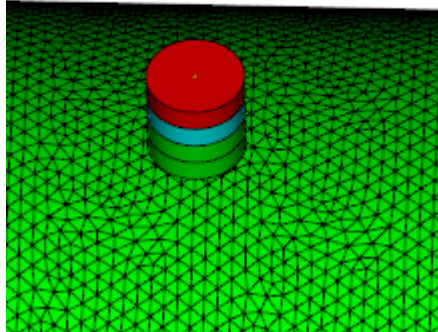
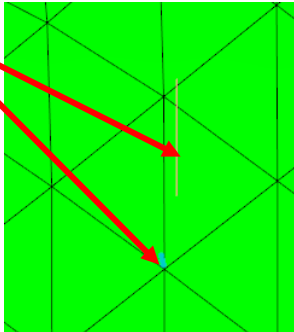


Node exactly where I want it

Allows me to add beams to simulate a valve gate.



Tried to locate the gate with a curve. But the mesh does not produce a node in that location.



The gate is not concentric with the orifice in the cavity block.

