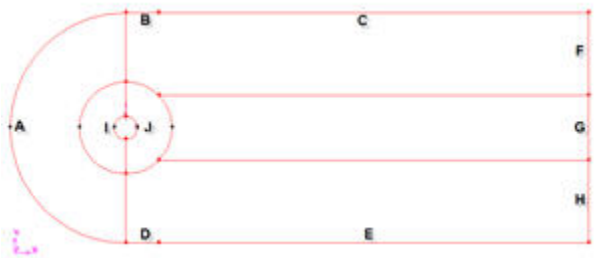
FLUENT - Steady Flow Past a Cylinder - Step 3

Step 3: Specify Boundaries in GAMBIT

Label the boundaries according to the figure shown below.



Higher Resolution Image

We will label edge **A** as *farfield1*, edges **B** and **C** as *farfield2*, edges **D** and **E** as *farfield3*, edges **E**,**G** and **H** as *farfield4* and the edges **I** and **J** as *cylinder*.

Edges	Name
A	farfield 1
B,C	farfield 2
D,E	farfield 3
F,G, H	farfield 4
I,J	cylinder

Operation **Toolpad > Zones Command Button**  **> Specify Boundary Types** 

Specify boundary according to the table above. Next to ***Name***, enter the name accordingly. Leave the ***Type*** as ***WALL***. We will specify boundary type using FLUENT.

Save Your Work

Main Menu > File > Save

Export Mesh

Main Menu > File > Export > Mesh...

Save the file as *cylinder.msh*.

Make sure that the ***Export 2d Mesh*** option is selected.

Check to make sure that the file is created.

Go to Step 4: Set Up Problem in FLUENT

See and rate the complete Learning Module

Go to all FLUENT Learning Modules