FLUENT - Flow Past a Cylinder - Step 3

Specify Boundary Types in GAMBIT

Define Boundary Types

Operation Toolpad > Zones Command Button > Specify Boundary Types

Select **Add**, fill in inlet for **Name**, VELOCITY_INLET for **Type**, select EF and EL for Edges, then click **Apply**.

Similarly, define FG, GH, LK and KJ named wall as WALL Type.

Define BCD and BMD named cylinder as WALL Type.

Define HI and JI named outlet as PRESSURE_OUTLET Type.

Save Your Work

Main Menu > File > Save

Export Mesh

Main Menu > File > Export > Mesh...

Save the file as cylinder.msh.

Go to Step 4: Set Up Problem in FLUENT.

See and rate the complete learning module.

Go to all FLUENT Learning Modules