命令模式

TYpe [(partlist)] [INtact [/HBl] | FRozen [/HEEL:heel] | SPilling | CAlibrated | FLooded | DAmaged | REstore | BUbble | WDf | FLooded PLus | DEck /HW:height | PRessurized /HEAD: height | SET|UNSET [/SCALE:fl,ft,fv] [/MOVE:ml,mt,mv] [/TOP:tt] [/SWING:ts] [/TILT:tl] [/COLOR:cn] | *] [/PROTect|UNPROTect] [/NATIVE] [/Quiet]
Sets the type for one or more tanks or sails.

设定单个或多个舱室或风帆类的类型。

TYpe

Shows the current type of one or more tanks and/or sails (screen only).

屏幕显示单个或多个舱室或风帆类的当前类型。

参数说明

(partlist)

The names of one or more sails or tanks which are to have their types changed or displayed. A sail or tank may end in an asterisk to represent all sails or tanks whose names have the same beginning. If this parameter is omitted, the currently-selected part(s) are assumed (see the TANKS or PARTS command for establishing a current tank or sail selection).

要被改变或显示类型的舱室或上层建筑的名称。舱室或上层建筑的名称用开头字母加星号*形式表示选中开头字母相同的所有舱室或风帆类。如果省略此参数，默认当前选中的构件。（查看命令 TANKS 或 PARTS）。

INTACT

Makes the tank(s) intact, nonspilling, not frozen and not calibrated. The volume of the contents is determined by the nominal load within the tank (see the LOAD command).

使舱室完整，无溢漏，无冻结，无调整。舱室的名义装载量决定舱容物质的体积（查看命令 LOAD）。

/HBL

Optionally uses Hydrostatic Balanced Loading when restoring a tank to intact after being flooded or damaged, so the same volume is kept that was present in the flooded/damaged state.

当复原进水或破损的舱室为完整舱室时，会使用流体力学平衡，保持体积和进水或破损时的体积相同。

FROZEN

Causes the surface of the liquid in the tank(s) to remain fixed at the present heel and trim. Changing the load within a frozen tank causes the surface to change to the heel and trim in effect at the time the load is changed. Changing the contents does not cause the frozen surface to change.

使当前浮态（纵倾和横倾）下舱室液体的液面保持不变。当改变冻结舱室的装载量时会改变舱室的液面，改变舱室舱容物质不会改变舱室的液面。

/HEEL: heel

Optionally sets the heel angle of the frozen tank. This is useful for frozen tanks with contents name having a "!" suffix to lock the heel angle, which prevents changes by other means.

设定冻结舱室的横倾角度，可以用来锁定舱容物质名称后缀为"!"的冻结舱室的横倾角度，以避免被其它方式改变其横倾角度。

SPILLING

Causes the tank's Reference Point to be treated as a spilling point: the surface of liquid in a spilling tank is not allowed to rise above its Reference Point. The nominal load specified for a spilling tank determines the actual load as long as the surface remains below the spilling point.

设定舱室的参考点为溢流点，溢流舱室的液位不准高过溢流点。只要液面位于溢流点以下，名义设定的装载量为溢流舱室的实际的装载量。

CALIBRATED

Caused tank properties to be taken from a special property table that is sometimes carried in geometry files.

舱室属性调整采用在几何模型文件中定义的属性。*（译者注：这个适用于规定测深表的舱。）*

FLOODED

Causes the tank(s) to be open to the sea: the water level within is made the same as the water level (including waves) outside the vessel. The contents are automatically changed to that of the outside water.

舱室与海连通，舱内的液位和船舶外海水液位平齐（考虑波浪）。舱室内的舱容物质自动变为海水。

DAMAGED

Like FLOODED except that the contents are not automatically changed to sea water; and the inside level may differ from that of the external waterplane. Damaged tanks use their Reference Points as the point of damage and set the inside levels such that the pressures inside and outside are equal at the balance points.

像参数 FLOODED，不同在于舱容物质不会自动变为海水，舱内的液位和外部的液位可以不同。破损舱室使用参考点作为破损点并设定内部的液位，使内外液面压力在平衡点处保持平衡。

RESTORE

Restores tanks to their most recent non-FLOODED, non-DAMAGED type (for example, a flooded WDF tank would be restored to its earlier WDF type setting).

恢复舱室为非进水，非破损状态。（比如：WDF 进水舱室可以恢复为舱室初始的设定类型）。

BUBBLE

Like DAMAGED except that the space above the surface in the tank is considered to contain a constant amount of air or other gas at constant temperature (as long as the level is above the balance point) which makes the pressure at the surface inversely proportional to the volume of the space.

像参数 DAMAGED，不同在于舱室液面以上空间含有一定量的某一温度的空气或其它气体（只要液位高于平衡点），使的液面压力和液面以上的空间量成反比。

WDF

This type models a water-displaced fuel tank where sea water occupies the lower portion and a liquid of lesser density occupies the upper portion, filling the entire volume. The LOAD and CONTENTS settings refer to the upper portion. Thus, when the tank is "empty" (LOAD = 0), it is entirely filled with sea water. The weight of the tank's contents in this mode increases when the load decreases.

这种类型模拟燃油舱的燃油被部分海水取代，海水位于舱室下部，燃油位于舱室上部，燃油和水占充满整个舱室空间。LOAD 和 CONTENTS 设定油和水的比例。因此，当舱室是空的"empty" (LOAD = 0)时，该舱室全部充满水。舱室舱容物质的重量随着载荷的减少而增加。

FLOODED PLUS

This is an extension of the FLOODED type. It raises the internal waterplane above the external waterplane by an amount such that the increase in volume due to the higher waterplane is equal to the volume indicated by the LOAD setting.

这是 FLOODED 类型的扩展，它可以令舱室内部液面高于外部液面，液位差对应的体积等效于命令 LOAD 设定的装载量的体积。

DECK /HW:height

This type has an additional head of sea water added after filling to the external waterplane or spilling 100% load from both the tank's Reference Point and its mirror image. The /HW parameter must be included in order to specify the height of the additional head.

此参数可以使已经满载的舱室额外增加一定压头的海水。一定要含有参数/HW 来设定压头的高度。

PRESSURIZED /HEAD:height

Like DECK type except with the specified head height of pressurized air (at constant pressure) deducted after filling to the external waterplane or spilling 100% load from both the tank's Reference Point and its mirror image. The /HEAD parameter must be included to specify the height of the deducted head of air.

此参数可以使已经满载的舱室减少一定量空气的压头。一定要含有参数/HEAD 来设定减少的压头高度。

SET

Specifies the sail part(s) to be effective in lateral plane calculations.

计算侧向平面的面积时要考虑风帆类子模型。

UNSET

Specifies the sail part(s) to be ignored in subsequent lateral plane calculations.

在下面计算侧向平面的面积时忽略考虑风帆类子模型。

/SCALE:fl,ft,fv

Multiplies sail surface model coordinates relative to the reference point by the given factors. (Note these sail parameters are used by Condition Graphics, not lateral plane calculations.)

相对于参考点把风帆类子模型放大指定的系数（此参数可用来进行图形显示，不可用来进行侧面积计算）。

/MOVE:ml,mt,mv

Moves sail surface model coordinates by the vector from the reference point to the given point.

以向量的形式把风帆类子模型从参考始点移动到终点。

/TOP:tt

Rotates longitudinal & vertical sail surface coordinates about the reference point by the given angle (counterclockwise looking starboard).

相对于参考点在纵向&竖向方向上把风帆类子模型旋转指定的角度（向右舷看逆时针）。

/SWING:ts

Rotates longitudinal & transverse sail surface coordinates about reference point by the given angle (counterclockwise looking down).

相对于参考点在纵向&横向方向上把风帆类子模型旋转指定的角度（向下看逆时针）。

/TILT:tl

Tilts sail surface coordinates about the rotated longitudinal axis by the given angle (counterclockwise looking forward).

沿纵向轴方向把风帆类子模型倾斜给定的角度（向船艏看逆时针）。

/COLOR:cn

Sets sail color to MESSAGE COLOR number ranging from 0 (default green if surface) to 15.

设定风帆类子模型颜色为 MESSAGE COLOR，0 到 15（默认绿色如果为平面）。

*

Keeps the existing tank type, protecting if /PROTECT is present or unprotecting otherwise.

保持舱室的当前类型，如果出现参数/PROTECT，保护舱室类型不被改变，反之不保护。

/PROTECT

Prevents tank loads from being changed by the LOAD command (including Load Editor). Protection only applies to tank types INTACT, FROZEN, CALIBRATED, and WDF (that is, to tanks not subject to volume changes from the external environment).

避免舱室装载被命令 LOAD 改变（包括 Load Editor）。保护只适用于 INTACT, FROZEN, CALIBRATED,和 WDF 类型的舱室（舱室容积不因外部环境而发生变化）。

/UNPROTEC

Can be used for clarity, but has no other effect since any TYPE command that sets a tank type also resets the tank to unprotected if /PROTECT is not present.

此参数可以用来明确某舱室的装载量是可以改变的。通过命令 TYPE 来设定舱室的类型而不附加参数/PROTECT 时，此舱室的装载量也是可以改变的。

/NATIVE

Causes the indicated type to become the "native" type for the tank selection, so that later setting such a tank to type INTACT would instead set it to the native type. By default the native type is INTACT. If a tank's native type is set to something else, the only way to get it back to INTACT type is with an explicit TYPE INTACT /NATIVE command.

使某类型成为舱室的初始类型，如果设定某舱室的类型为 INTACT，那么 INTACT 就成为此舱室的初始类型，INTACT 是舱室默认的初始类型。如果舱室的初始类型被设定为其它类型，命令 TYPE INTACT/NATIVE 可以使此舱室的初始类型恢复为 INTACT。

/QUIET

Suppresses screen completion messages (e.g. "The type of all tanks is ...").

屏幕显示完成信息（如"The type of all tanks is ..."）。

Operation

操作

When a type is specified, the type of each of the selected parts is set accordingly. If more than one part is indicated by a name ending in an asterisk, then all parts matching that designation will have their types set.

当设定了类型后，每一个被选中的构件都相应的被定义了此类型。如果是按照名称开头字母加星号*的形式选中构件，那么名称与之匹配的所有构件都被定义了此类型。

The initial type of each tank is normally INTACT; and the initial type of each sail part is normally SET. (Compartments which are not damaged are represented as intact tanks, usually with zero loads.)

舱室的初始类型一般都为 INTACT，风帆类子模型的初始类型一般都为 SET。（未破损的单元为完整的舱室，通常为空载）。

If there is any doubt as to the initial state of the tanks and sail parts, the following two commands will return them all to the INTACT (and empty) and SET type respectively:

如果对初始的舱室和风帆类子模型类型存在疑虑，下面的两个命令会分别让它们成为 INTACT(空载) 和 SET 类型

    TYPE(*) INTACT

    LOAD(*) 0

    TYPE(*) SET

Intact Tanks

完整舱室

Intact tanks can have their load fractions set via the LOAD command and their contents changed via the CONTENTS command. The load fraction is maintained at any heel and trim by adjusting the surface level within the tank.

通过命令 CONTENTS 可以定义完整舱室的舱容物质，通过命令 LOAD 可以定义完整舱室的装载量，在任何浮态下通过调整舱室内液位来保持装载量不变。

The actual volume in a tank when damaged or flooded can be used to set the load when changing the type to intact by adding the parameter /HBL to the TYPE INTACT command.

当破损或进水类型的舱室被改为完整类型的舱室时，在其舱室内部的实际装载量，可以通过命令 TYPE INTACT 附加参数/HBL 来设定。

Frozen tanks
冻结舱室

FROZEN tanks are the same as INTACT tanks, except that the surface of the liquid is not allowed to change with trim and heel. A frozen tank holds constant the surface it had at the time the TYPE FROZEN command was issued.

FROZEN 类型的舱室像 INTACT 类型的舱室，不同点在于 FROZEN 类型舱室的液面在任何浮态下都保持不变。FROZEN 类型舱室一直保持命令 TYPE FROZEN 运行时的液面。

A subsequent TYPE FROZEN command or LOAD command readjusts the surface to the trim and heel angles present at the time the command is issued. A frozen tank whose description ends in "!" cannot be made intact by the TYPE command without first deleting the "!" using the CONTENTS command.

随后命令 TYPE FROZEN 或 LOAD 可以根据运行时的浮态来调整舱室液面。舱容物质说明以"!"结尾的冻结舱室，如果不首先通过命令 CONTENTS 将"!"删除，不能通过命令 TYPE 使其类型变为 intact。

Calibrated Tanks
校准舱室

This is a special tank mode that only applies to tanks that have property tables augmenting their shape data in the Geometry File. Initially, Calibration Mode is "off" for all tanks. It can be turned on for all tanks having property tables or selected tanks through the TYPE CALIBRATE command.

这是一种特殊的舱室模式，它只适用于在几何模型文件中有属性定义的舱室。起初，Calibration 模式对所有的舱室都是关闭的，通过命令 TYPE CALIBRATE 可以为所有的舱室或部分选中的舱室打开此模式。（译者注：这个适用于规定测深表的舱。）

For example,

例如：

   TYPE (*) CALIBRATE

"turns on" Calibrate Mode for all tanks that have property tables. The former tank type is not altered. As such, if the tank was FLOODED, it will remain so.

为所有含属性定义的舱室打开 Calibration 模式，不改变舱室之前的类型，因此，如果舱室之前是 FLOODED, 打开 Calibration 模式后，该舱室的类型仍然是 FLOODED。

Calibration Mode is "turned off" when the tank type is set to anything else. For example, the following command makes all tanks intact with Calibration Mode "off":

当舱室被设定为其它类型时，同时 Calibration 模式将会被关闭。例如，下面命令将把所有舱室设定为完整舱室同时将关闭 Calibration 模式。

   TYPE (*) INTACT

When Calibration Mode is in effect for a tank, its name is preceded with a "#" whenever its properties are shown, such as in the STATUS report. This is not properly part of the tank's name, but it may be used in a TYPE command when the subject tanks are in Calibration Mode. For example,

若某舱室为 Calibration 模式，当显示该舱室的属性时，比如在 STATUS 报告中显示，该舱室的名称前会含有前缀"#"，此前缀不属于舱室名称的部分，但是在命令 TYPE 中会可以使用此前缀。例如：

   TYPE (#*) INTACT

restores only those tanks which are presently in Calibration Mode to normal intact mode.

将 Calibration 模式的舱室类型恢复为完整模式。

Spilling Tanks
溢流舱室:

SPILLING tanks are similar to intact tanks, except that the surface level is not allowed to rise above the Reference Point. The load fraction can be set for a spilling tank, just as it would be for a nonspilling intact tank. As long as the tank's Reference Point remains above the surface of the liquid, it behaves as a normal intact tank. However, if the specified load would cause the Reference Point to lie below the surface, the surface is "clamped" at a level which passes through the Reference Point and the volume of liquid in the tank is reduced accordingly.

溢流舱室和完整舱室类似，不同点在于溢流舱室的液面不能高于参考点。可以向完整舱室一样设定溢流舱室的装载量，只要液面低于参考点，溢流舱室就是名义上的完整舱室。然而如果设定的装载量液面高于参考点，实际液面高度会固定在参考点位置，超过参考点的液体被相应的减掉。

If, due to a changing heel angle, for example, liquid spills from a tank, the same liquid will "unspill" when the heel is again reduced. The rule is simply that a spilling tank always contains its specified load unless its surface would be higher than the Reference Point.

如果横倾角度改变，部分液体从舱室中溢出，当横倾消失时，相同量的液体会流回舱室。只要液面位于参考点以下，溢流舱室就会始终含有设定的装载量。

Flooded Tanks
进水舱室：

FLOODED tanks always have a surface level identical with the water surface outside the vessel -- even including any wave which may exist (unlike other tank types which always have flat surface planes). When setting the type to flooded, the contents are also set automatically to be the same as the external sea water, but the original contents are "remembered". Subsequently changing from flooded to another type automatically restores the original contents. However, by issuing the CONTENTS command after the TYPE command, the user may explicitly change the contents of a flooded tank, after which they will not automatically be restored when the type is subsequently changed.

FLOODED 舱室的液位总是和船舶外的液位相同，即使存在波浪（不像其它类型的舱室，液面总是平的）。当舱室设定为 FLOODED 后，舱容物质自动变为外部的海水，但是初始的舱容物质会被储存。如果把舱室类型从 FLOODED 改为其它类型时，舱室会自动恢复初始的舱容物质。然而，如果在命令 TYPE 后，使用命令 CONTENTS，可以明确的更改舱室的舱容物质，被CONTENTS 命令更改舱容物质后，该舱室不会自动恢复初始的舱容物质。

When an intact tank containing a nonzero load is changed to a flooded tank, the weight of the load immediately disappears, and the buoyancy of the vessel is reduced by the volume of any immersed portion of the tank.

当含有载荷的完整舱室改为进水舱室后，舱室载荷的重量会立刻消失，船舶的浮力会减少相应的进水体积。

Flooded tank types are most often used for "damaged stability" work. Flooded tanks automatically assume the new density of the external environment when it is changed (via the WATER command).

进水舱室常于破舱稳性计算，进水舱室会自动采用外部环境物质的密度（通过命令 WATER）。

Damaged Tanks
破损舱室：

DAMAGED tanks are similar to flooded tanks, except the surface level inside the tank may differ from the external waterplane. The difference is a function of the density of the liquid inside the tank relative to the outside seawater and the depth of the point of damage.

破损舱室和进水舱室相似，不同在于破损舱室内的液位可以和外部的液位不同。破损舱室内舱容物的密度和外面海水和破损点有关。

When a tank type is changed to damaged, the contents are not changed; rather the level in the tank is determined taking into account the density. If the density in the tank is less than that of the seawater, it will tend to have a higher level then the outside waterplane. The level is calculated by balancing the pressure at the Reference Point, which is, in this case, called the balance point.

当舱室变为破损舱室后，舱容物质不会改变，舱室内的液位有舱容物质密度决定。如果舱容物质密度小于海水密度，该舱室的液位会高于外部的海水液位。液位会根据参考点处的压力平衡来决定，此参考点被称为平衡点。

The Reference Point for a damaged tank may be considered the point of damage. Pressures both inside and outside the tank are calculated and the level inside is set such that the pressures are equal. However, if the Reference Point happens to be above the water, the tank acts as a spilling tank.

破损舱室的参考点可以认为舱室的破损点，舱室内的液位要使舱室内外的压力在破损点处压力平衡。然而，如果参考点位于水面以上，该舱室和溢流舱室的作用相同。

When an intact tank is loaded such that its inside level is well above the external waterplane and its type is changed to damaged, the tank will typically lose some of its load. However, if the level is below the external level it will typically gain load. In neither case is the density of the contents automatically changed, although realistically there would be seawater added in the later case.

如果完整舱室的舱内液位高于外部液位，当此完整舱室变为破损舱室后，该舱室会丢失部分载荷。然而，如果舱内液位低于外部液位，该舱室会增加部分载荷。任何情况下，舱容物质的密度都会被自动的改变，在后者情况下，海水会增加到舱室内。

Damaged tanks are listed in the STATUS report with intact tanks when in the spilling mode; otherwise they appear in the displacement section.

在溢流模式中，破损舱室和完整舱室会在 STATUS 报告中被列出，否则它们被显示在浮体部分。

Bubble Tanks
气泡舱室：

BUBBLE tanks are similar to damaged tanks except that the top of the tank is considered to be sealed; therefore the pressure at the surface of the liquid varies in inverse proportion to the volume of the space in the tank above the liquid.

气泡舱室和破损舱室类似，不同点在于：气泡舱室的顶部是被密封的，该类型舱室内部的液面压力与液面上面的空气体积成反比。

Like the damaged type, the bubble type uses the Reference Point as the balance point, balancing the pressure there by adjusting the inside level. This rule holds even when the balance point is above the external waterplane.

类似破损舱室，气泡舱室使用参考点作为平衡点，通过调节舱室内部的液位来平衡压力。即使平衡点高于外部的液位，此压力平衡规则仍然适用。

If the balance point is above the external waterplane and the pressure and volume inside the tank are such that the level in the tank is below the balance point, the bubble tank behaves as an intact tank with its load equal to its nominal load and the pressure at the surface equal to one atmosphere. Bubble tanks do not go into the spilling mode as damaged tanks do.

如果平衡点高于舱室外部的液位，舱室内部的液位也低于平衡点，那么气泡舱室就等同于完整舱室，舱室内部液面的压力位一个大气压。气泡舱室类似破损舱室不会进入溢流模式。

Bubble tanks are listed with intact tanks in the STATUS report and their free surfaces contribute to the total free surface moment in the same manner as intact tanks.

在 STATUS 报告中，会列出气泡舱室和完整舱室，类似完整舱室，自由液面力矩也要考虑气泡舱室的自由液面。

WDF Tanks
WDF 舱室

WDF tanks actually contain two fluids separated by an interface surface. The bottom is always sea water (the same density as the external water); and the fluid on top (typically fuel oil) is determined by the CONTENTS command. The LOAD setting for the tank determines the amount of fluid on the top, and sea water fills the remainder of the volume. The free surface moment of the interface is at the difference between the densities.

WDF 舱室实际上含有被交界面分开的两种液体。底部为海水（密度和外部海水相同），上部为命令 CONTENTS 定义的物质（一般为燃油）。LOAD 设定上部的油量，舱室其余的空间有海水填充。分界面的自由液面力矩是有不同密度的液体合成。

Soundings and Reference Point heights refer to the interface plane.

测深和参考点高度参考分界面。

The STATUS report for a WDF type shows the fuel and the sea water on separate lines. The sea water line shows a positive free surface moment and the fuel line a negative such that the sum is the actual free surface moment.

WDF 舱室的 STATUS 报告中会分行表示燃油和海水。海水行显示正的自由液面力矩，燃油行显示负的自由液面力矩，其二者的和表示实际的自由液面力矩。

Flooded Plus Tanks
Flooded Plus 舱室

A tank in this mode behaves like a FLOODED tank except that an extra volume is added to the volume which it would normally have. This extra volume is determined by the LOAD setting. The result is a surface level in the tank which is higher than that of the external waterplane. The difference in height will depend on the geometry of the tank; but the volume of that difference is constant. Of course, if the outside waterplane is high enough that the tank becomes full, the extra volume may be less than indicated by the LOAD setting.

Flooded Plus 舱室类似 FLOODED 舱室，不同在于额外的容积增加到该舱室正常容积。额外的容积有命令 LOAD 设定。结果是舱室内的液位会高于外部的液位。液位高度差取决于舱室的几何形状，但是容积差是保持不变的。当然，如果外部液位足够高而使舱室灌满，额外增加的容积量会少于 LOAD 设定的量。

This tank type is useful for modeling water on deck where a certain volume of water is added as an extra burden.

此类型舱室可以用来模拟甲板上的水，甲板上额外增加的水作为额外载荷。

Deck Tanks
Deck 舱室

The DECK type is useful for modeling water on deck where a certain depth of water is added as an extra burden and spilling takes place at one or more locations representing the freeing ports. The LOAD command does not apply to DECK type tanks.

DECK 甲板舱室可用来模拟甲板以上一定量的水。命令 LOAD 不适用于 DECK 舱室。

The DECK type is similar to a damaged tank full of sea water, but with an extra height or head above the waterline. This elevation of the surface is constant, and therefore the volume of the extra water will vary according to the geometry. At the tank's Reference Point, the pressure will always be greater inside than outside by an amount equal to the pressure produced by the extra height (even when the Reference Point is above the outside waterplane, which puts the inside surface at /HW height above the tank's Reference Point).

DECK 舱室和灌满海水的破损舱室相似，只是液位和压头高于外部的液位。液位高度差是不变的，因此多余水量的体积会因舱室几何形状不同而不同。在舱室的参考点处，内部的压力总是高于外部的压力，压差为舱室内外的液位差产生的压力（即使当参考点高于外部的液位，参数/HW 会使内部的液位高于参考点设定的高度）。

The /HW:height parameter is mandatory with this tank type to specify the extra height. Note that even when HW=0 the tank is never completely empty unless the Reference Point is at or below the bottom of the tank.

通过参数/HW:height 来设定高度差。即使 HW=0 时也不表示舱室完全是空的除非舱室的参考点位于舱底或低于舱底。

Representing both sides of the ship, the Reference Point is automatically switched to its mirror image across the centerplane, if necessary, to represent the lower side as the vessel heels. Further control of this is available through Critical Points: all Critical Points that designate this tank in their /TANK parameter are considered as possible locations for the Reference Point, and the Reference Point is then set to the location of that Critical Point which is lowest relative to the waterplane. (If any such Critical Points exist, the automatic switching of the Reference Point to its mirror image is not done since the same is easy to accomplish with symmetrical Critical Points.)

可以表示船舶的两侧，参考点会相对于中线面被自动镜像到另一侧，如果需要，当船舶倾斜时，参考点可以表示较低的一侧，也可以通过关键点来实现此功能，通过参数/TANK 可以把关键点设定在参考点可能存在的位置，然后把参考点设定在相对于液面最低的关键点处。（如果存在此类关键点，不必将参考点自动镜像到对称面，可以由对称的关键点来实现）

Pressurized Tanks
压力舱室

The PRESSURIZED type differs from the BUBBLE type by being lost buoyancy with constant pressure, whereas the BUBBLE tank is added weight with constant air quantity. It is similar to a damaged tank, except its level is depressed by a constant pressurization as indicated by the /HEAD:height parameter.

PRESSURIZED 舱室和 BUBBLE 舱室不同在于前者在恒定压力下损失部分浮力，然而 BUBBLE 舱室因为气体压力而增加重量。和破损舱室相似，不同在于它的液位会降低参数/HEAD 指定的高度。

Sail Parts

风帆类子模型

If SAIL parts are included in the geometry file, they may be SET and UNSET as needed. Only those sail parts of the type SET are included in the lateral plane calculations.

如果风帆类子模型包括在几何模型中，上层建筑可以为 SET 和 UNSET 类型。在侧向面积的计算中，仅考虑 SET 类型的风帆类子模型。

Display Output

显示输出

Display mode is activated when no parameters beyond (part list) are given.

无参数给定（排除构件），显示模式会被激活。

For example,

例如：

TYPE(FO*)

lists the types of all tanks whose names begin with "FO".

显示所有名称以"FO"开头的舱室的类型。

This output is shown on the screen only. For output to disk or printer, use the PARTS /TANK command.

此输出只是屏幕显示。若输出到硬盘或打印机，使用 PARTS /TANK 命令。

Consequential Display Output

后续的输出显示：

In the presence of one or more tanks having the type FLOODED, FLOODED PLUS, DAMAGED or DECK, the headers introducing reports that depend on the state of the tanks include a brief mention of the fact. The phrases "with FLOODING", "with DAMAGE" and "with WATER ON DECK" may appear. Specifically, "with DAMAGE" appears only when DAMAGED tank types are present. If FLOODED tank types are present but no DAMAGED types, the phrase "with FLOODING" appears.

单个或多个舱室含有 FLOODED, FLOODED PLUS, DAMAGED 或 DECK 类型时，报告标题会包含简单的说明。短语"with FLOODING", "with DAMAGE" 和 "with WATER ON DECK"可能会出现在标题中。特别说明：只有 DAMAGED 舱室出现时，才出现"with DAMAGE"。如果只出现 FLOODED 舱室但没有 DAMAGED 舱室，会出现"with FLOODING"。

The DECK type causes "with WATER ON DECK" to appear unless other tanks are DAMAGED.

DECK 类型使"with WATER ON DECK"出现除非其它舱室为 DAMAGED 类型。

Likewise, the screen's upper right corner shows "DMGE" if DAMAGED types are present, or "FLD" if FLOODED types are present but none are DAMAGED. (The corresponding signs in Load Editor are "DAMAGE" or "FLOOD".)

同样的，如果出现 DAMAGED 舱室，屏幕的右上方显示"DMGE"。如果 FLOODED 舱室出现但没有 DAMAGED，显示"FLD"。（在 Load Editor 中，相应的符号为："DAMAGE" 或 "FLOOD"）。

In case the "with FLOODING" or "with DAMAGE" in table headers is objectionable, the HS, GHS, RA, CC, MAXVCG, LS, TORQUE, STAB and DAMSTAB commands allow a /BENIGN parameter to avoid having those words appear.

如果介意在表头出现"with FLOODING" 或 "with DAMAGE"，命令 HS, GHS, RA, CC, MAXVCG, LS, TORQUE, STAB 和 DAMSTAB 会使用参数/BENIGN 避免上述短语出现。

Nondisplay Output:

无显示输出

none.

无

Examples

样例

Showing the types of all tanks:

显示所有舱室的类型

TYPE(*)

Flooding CMPT1 for damaged stability calculations:

为破舱稳性计算而定义 CMPT1 为 FLOODED 舱室。

TYPE (CMPT1) FLOODED

"Repairing" and protecting CMPT1 after damage:

恢复破损的 CMPT1 为 INTACT 并保护其装载不被改变。

TYPE (CMPT1) INTACT /PROTECT

Setting HOPPER for spilling:

设定舱室 HOPPER 为溢流舱室：

TANK HOPPER   `This selects the tank to avoid repeating to name it on 选中舱室 HOPPER

   `subsequent commands. 后续其它命令
   `Note: the following three commands could be in any order.

说明：下面的三行命令可以按照任何的顺序出现。

REFPT 40a, 20s, 22   `This is the anticipated spilling point. 定义溢流点

LOAD 1   `100% full in absence of spilling. 设定满载

TYPE SPILLING

Putting 95% fuel in a water-displaced fuel tank:

在油水混合的油舱内设定油占 95%：

TANK FUEL7

TYPE WDF

LOAD 0.95

Adding water on deck using a constant volume surcharge:

以体积载荷的形式在甲板上增加一定量的水。

TANK DECK.C

TYPE FLOODED PLUS

LOAD VOL: 54300

Adding water on deck using a constant height surcharge:

以液位高度的形式在甲板上增加一定量的水。

TANK DECK.C

REFPT 1.23, 54.3, 12.3   `Point of opening onto deck 通向甲板的开口

TYPE DECK /HW: 0.5

Removing a sail part from the lateral plane:

侧平面面积计算时忽略 TIER3。

TYPE (TIER3) UNSET   `For removing one tier of crab pots.