

命令模式

VARY Depth | DRAFT | Trim | Heel | Axis[:method]

Turns off fixing of the indicated attribute, allowing its value to vary.

关闭对指定属性信息的锁定，允许其值发生变化。

参数说明

DEPTH or DRAFT

Indicates that the origin depth may be varied.

表示原点深度可以发生变化。

TRIM

Indicates that the trim angle may be varied.

表示纵倾角度可以发生变化。

HEEL

Indicates that the heel angle may be varied.

表示横倾角度可以发生变化。

AXIS [:method]

Indicates that the axis angle may be varied during RA and MAXVCG command processing. The method of axis variation must be one of the following:

表示在命令 RA 和 MAXVCG 计算中，转轴的角度可以发生变化，变化的方式必须是下面的一种：

1. MINASCENT to follow the least ascent in the residual righting arm moment (default);
1. MINASCENT 保持转轴为剩余复原力距最小的转轴(默认)。
2. MINGM to increment heel in the direction of least GM
2. MINGM 保持转轴为 GM 值最小的转轴，在此方向增加横倾。
3. ZEROTRIM to adjust the axis such that the trim remains zero.
3. ZEROTRIM 保持转轴始终为纵倾为 0 方向的转轴。

Not available in BHS.

在 BHS 中此功能不可用。

Operation

操作

If the indicated attribute has not been fixed (via the FIX command), the VARY command has no effect. Only one attribute name may appear; hence a separate issue of VARY is required to un-fix each one.

如果指定的某属性之前没有通过命令 FIX 被锁定，那么命令 VARY 对其没有作用。只有已被锁定的属性，才可以运行 VARY 命令去解锁。

The initial state of depth, trim and heel is variable; the initial state of axis is fixed. The VARY command is required only to reverse the effect of the FIX command.

初始的吃水，纵倾和横倾是可变的，初始的轴是锁定的。命令 VARY 只是取消命令 FIX 产生的作用。

Output:

输出:

none.

无

Examples

例子

Allowing heel to vary (assuming it was previously fixed) in order to find heel equilibrium:

允许横倾变化（假设之前被锁定），求解横倾平衡点。

VARY HEEL

SOLVE

Allowing axis to vary during RA and MAXVCG processing such that trim remains zero:

在命令 RA 和 MAXVCG 中，允许转轴变化，保持转轴始终为纵倾为 0 方向的转轴。

VARY AXIS: ZEROTRIM