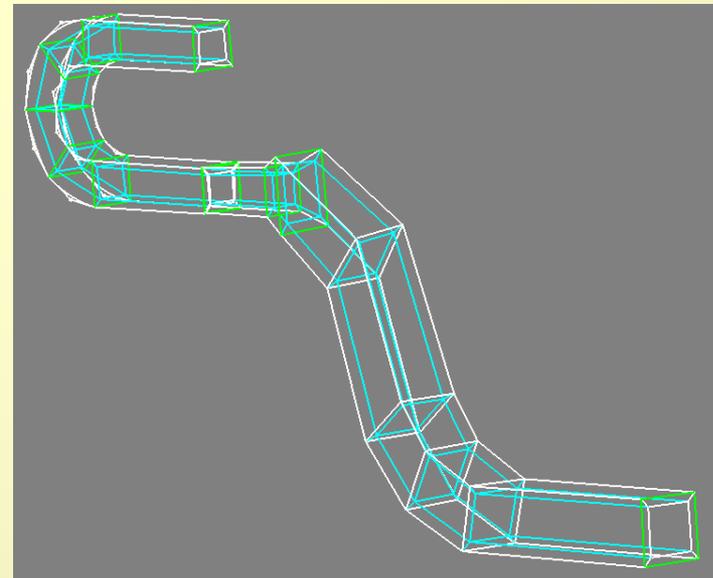
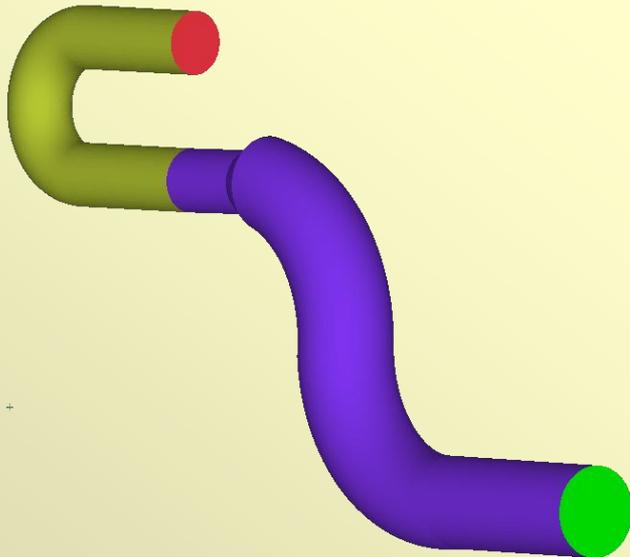
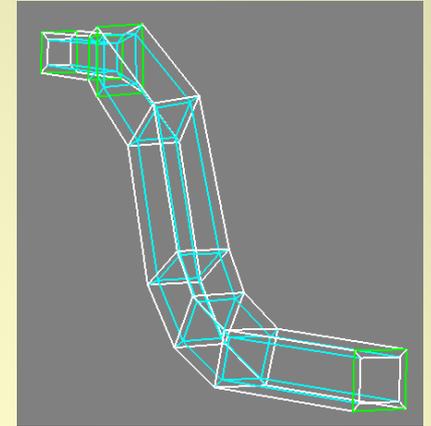
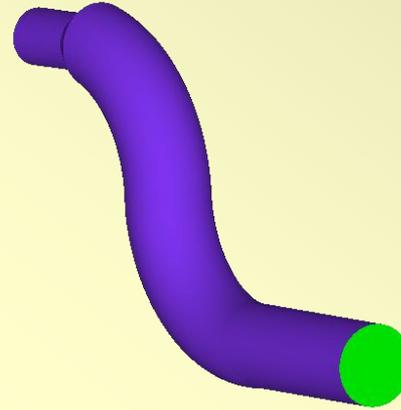
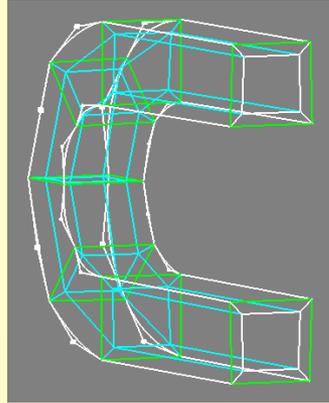
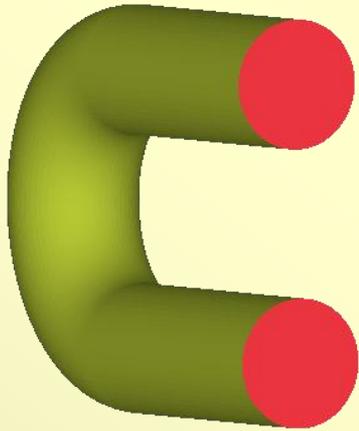
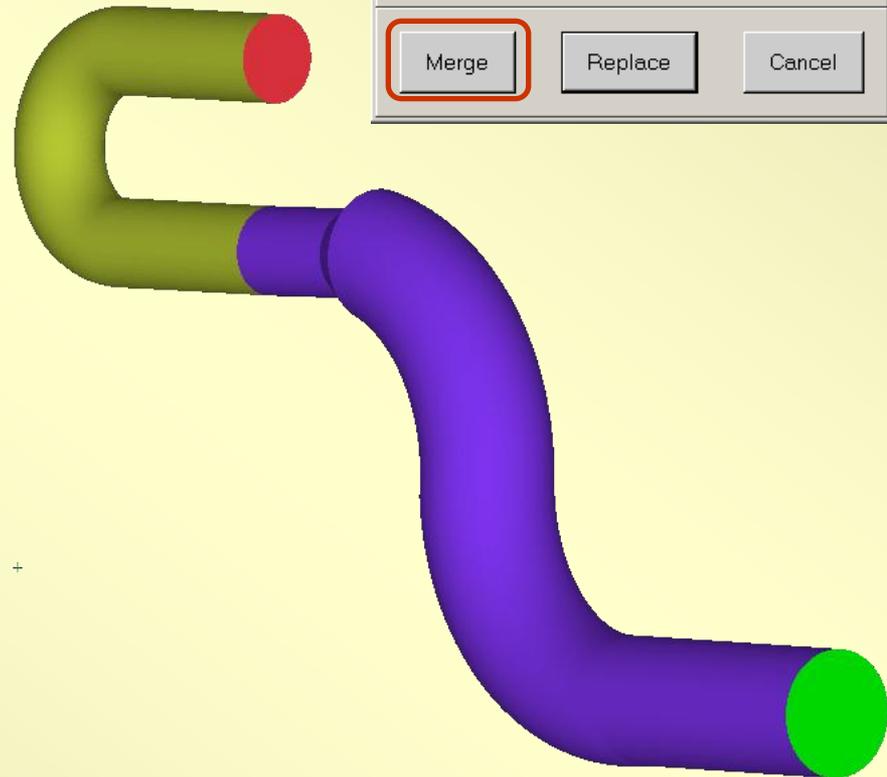
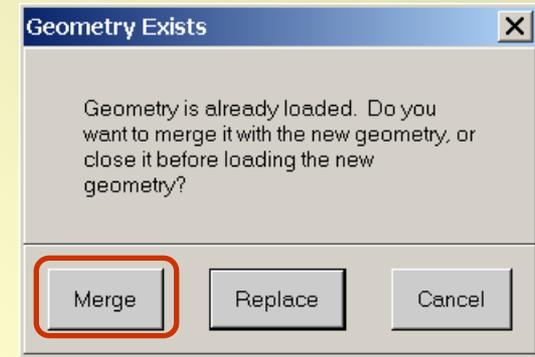
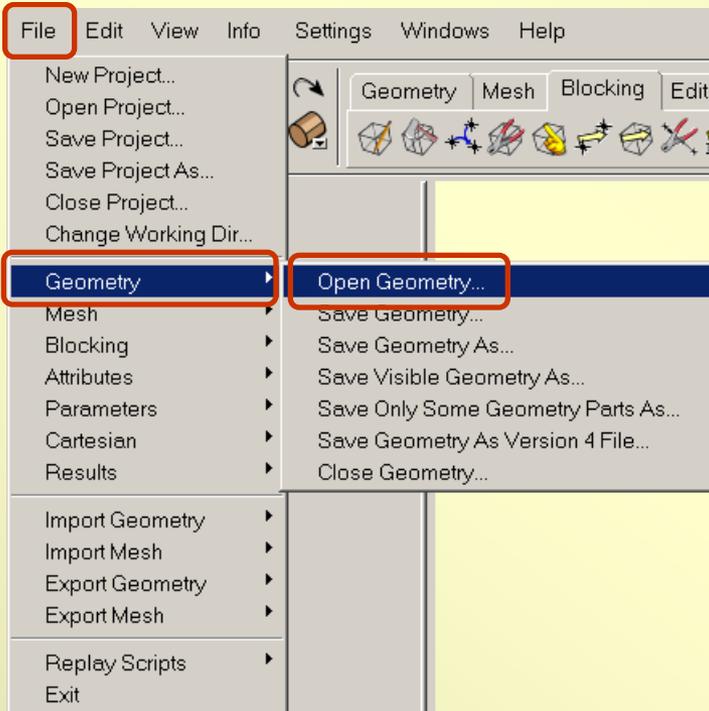


Merging Topologies at Blocking Level



First Merge the Geometries

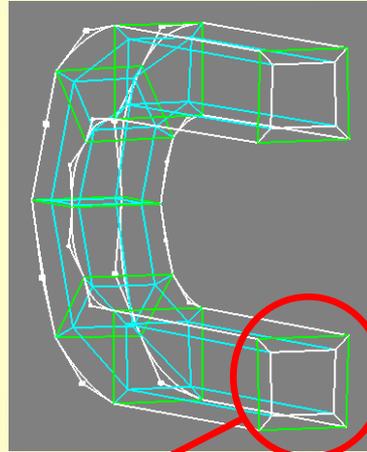
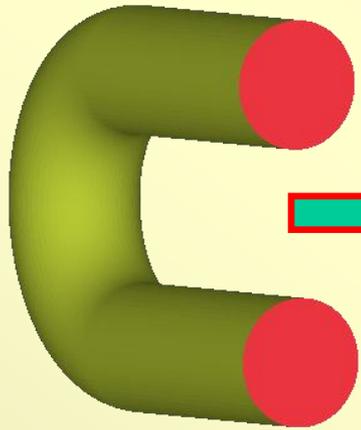


Open both tetins

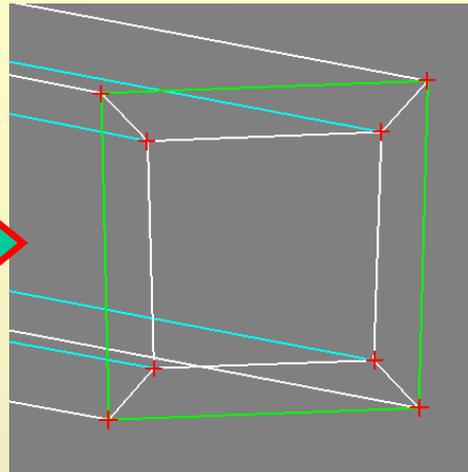
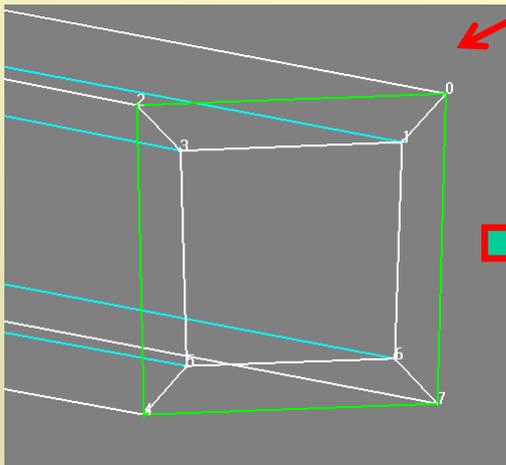
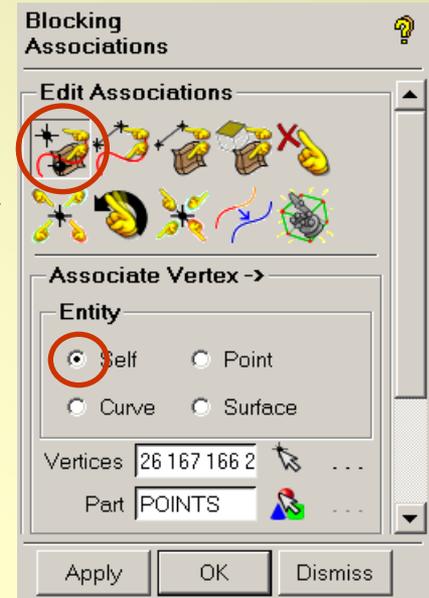
Choose merge for second tetin

Save the new tetin to a different name

Create Points at Interface



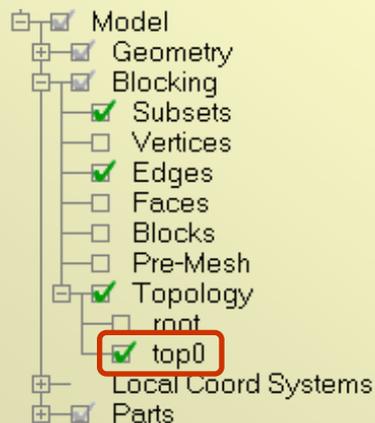
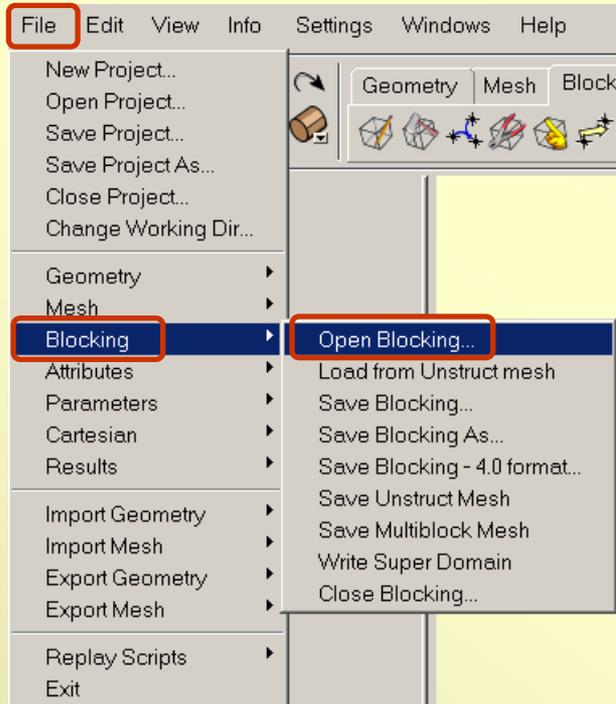
*Blocking ->
associate ->
Associate vertex*



Select vertices

*Associate to self
Creates points and fixes
vertices to the new
points*

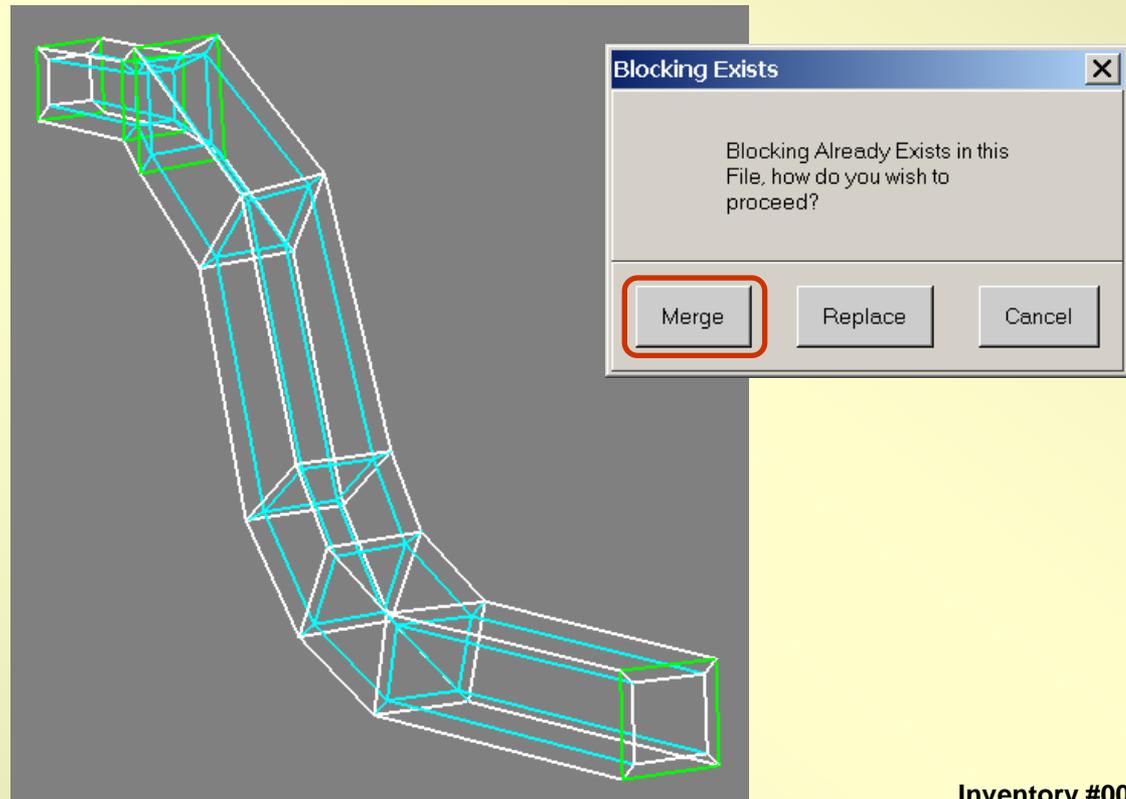
Open the Other Blocking



Open the other blocking with the current blocking still loaded

Choose to **merge**

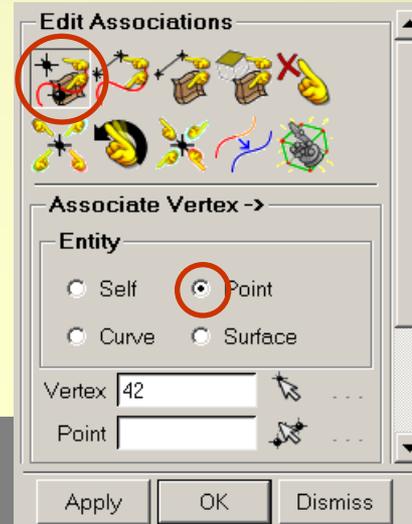
This loads the other blocking as a separate Topology, with a default name of **top0**, and activates that topology



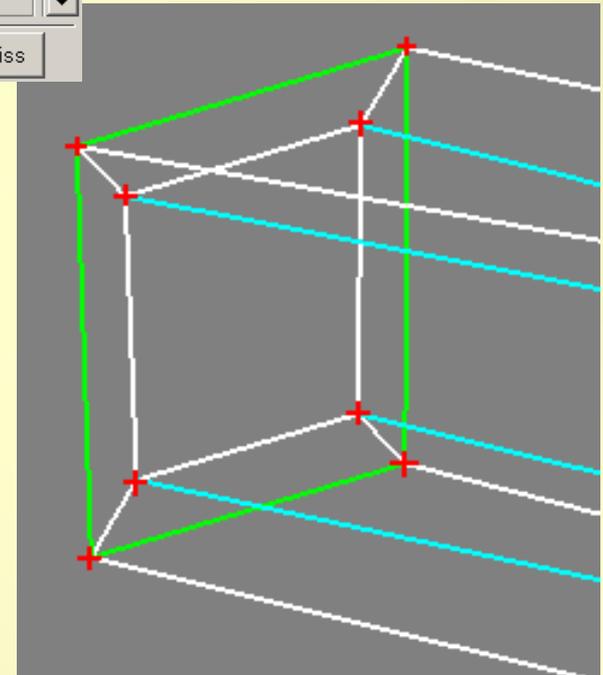
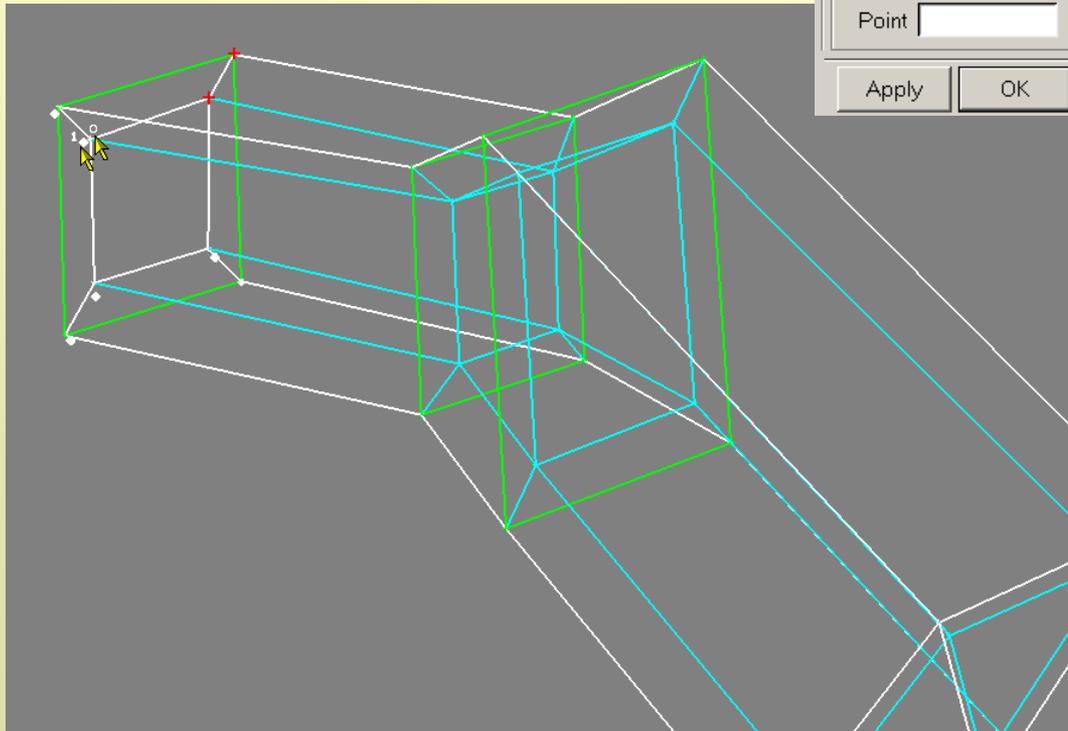
Associate Vertices to Points



Blocking -> Associate -> Associate vertex



Associate the vertices at the interface to the points you created earlier at the interface



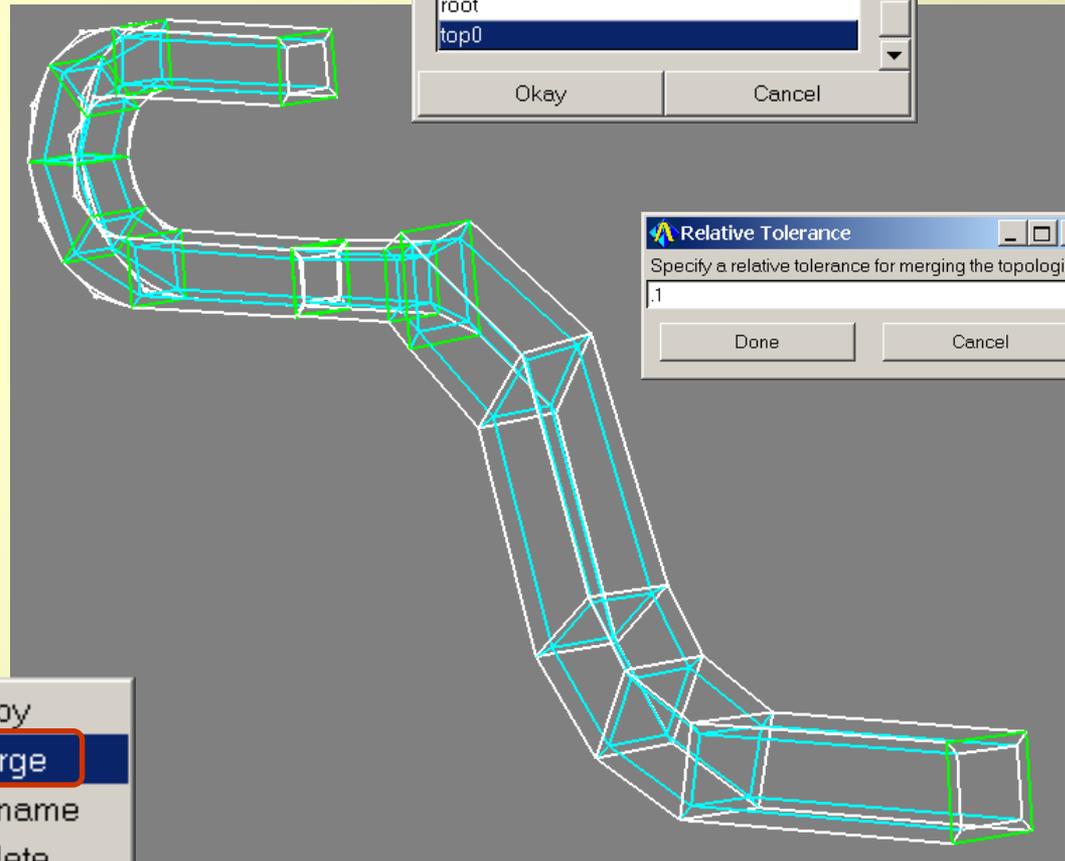
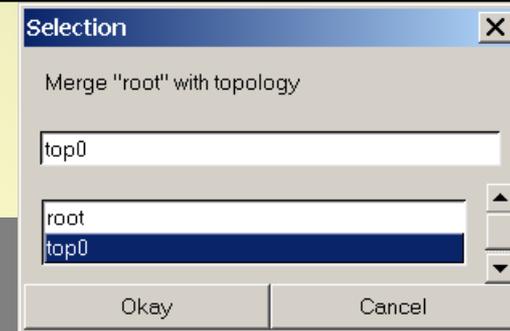
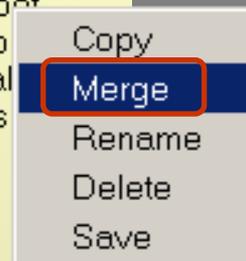
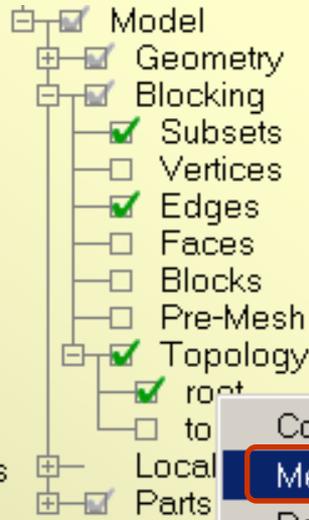
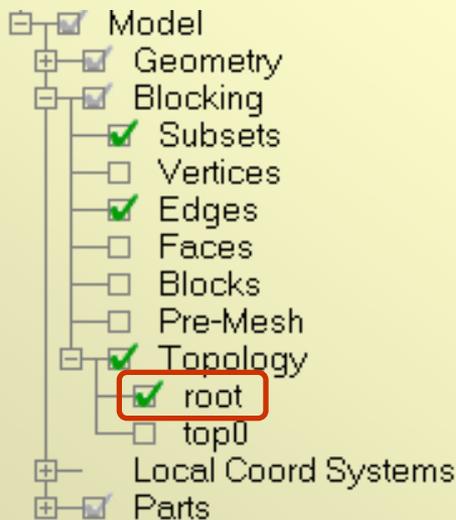
Merge Block Files

First change topology back to **root**

Then right click on the **root** topology and choose **merge**

Merge with **top0**

Specify a merge tolerance less than the smallest edge length



Alternative to Creating Points



If you don't have a lot of vertices you can merge them after merging the block files. Exact vertex locations are not necessary then.

Blocking -> Merge vertices -> merge vertices

