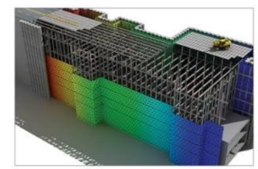
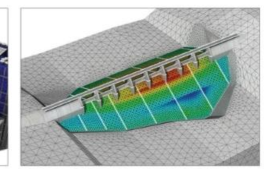
Release Note

Release Date: September 2025

Product Version: GTS NX 2026(v1.1)

GTS NX

Geo-Technical analysis System New eXperience

Integrated Solver Optimized for the next generation 64-bit platform

Finite Element Solutions for Geotechnical Engineering

MIDAS

Enhancements

Analysis

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Enhancements

Pre/Post Processing

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2.3 Automatic Update of Interface Parameters

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2.11 Fixed Geometry Set for 'Intersect' Function

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2.14 Clipping Plane Post-Processing Enhancement

2.15 Enhancement of Sweep-Ortho Function

2.16 Excel Compatibility (Copy & Paste) in Train Dynamic Load Table

2.17 Enhancement in Selection of Function Data for Modification

1.1 Optimization Analysis

- Size optimization based on approximate/surrogate modeling: extract design of experimental points (does) → build a surrogate/approximate model → solve for optimization → derive solution.
- Optimization algorithm: genetic algorithm / direct method provided
- Possible design variables (4 types): elastic modulus (E), poisson's ratio (v), cohesion (C), and angle of internal friction (Φ) → suited for model types elastic/mohr coulomb (model type and design variables will be expanded).
- Linear and nonlinear stress analysis (including construction stage analysis).
- Automatic derivation of optimal design variables within user-specified input conditions (constraints).
- Provides correlation analysis results of design variables for each soil layer.

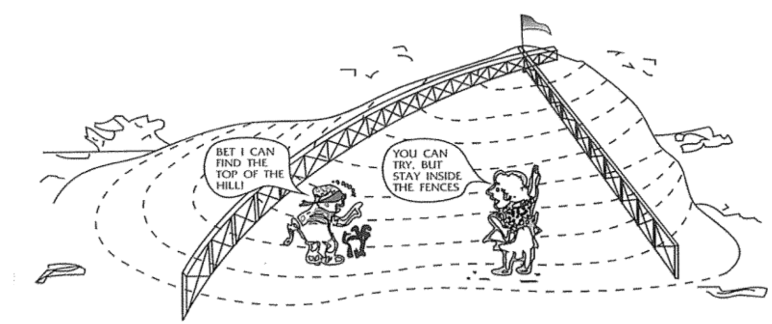
Definition of Optimal Design

Deriving the best design plan (design variables) that satisfies the original goal by using available means for optimal design.

Design Response

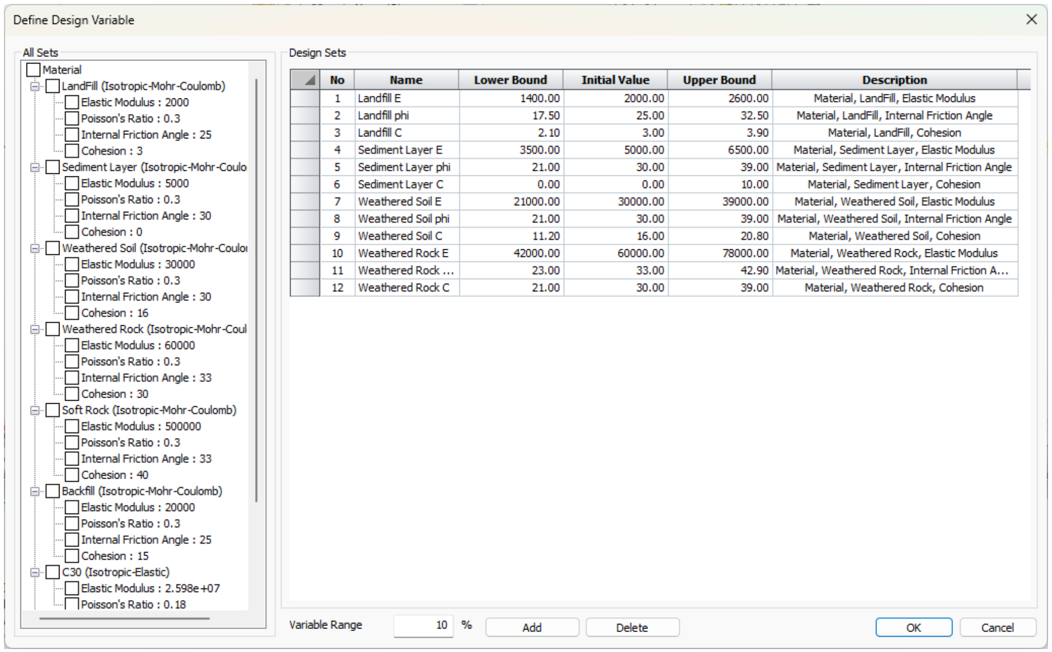
Optimization Elements

Design Variable	Constraints	Objectives
Value to be Modified Arbitrarily	The Value You Want to Satisfy	Values to be Reduced or Increased



1.1 Optimization Options

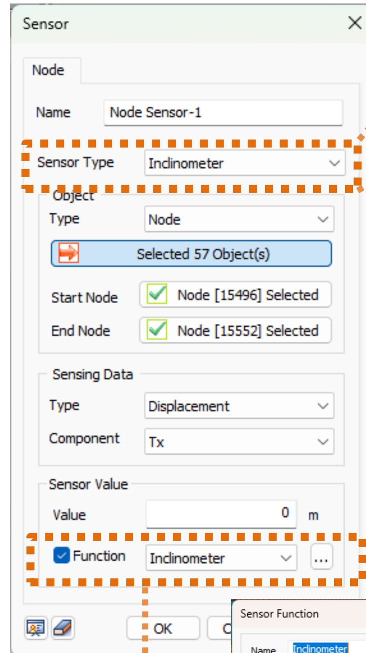
Analysis > Optimize > Design Variables

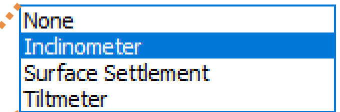


No	Name	Lower Bound	Initial Value	Upper Bound	Description
1	Landfill E	1400.00	2000.00	2600.00	Material, LandFill, Elastic Modulus
2	Landfill phi	17.50	25.00	32.50	Material, LandFill, Internal Friction Angle
3	Landfill C	2.10	3.00	3.90	Material, LandFill, Cohesion
4	Sediment Layer E	3500.00	5000.00	6500.00	Material, Sediment Layer, Elastic Modulus
5	Sediment Layer phi	21.00	30.00	39.00	Material, Sediment Layer, Internal Friction Angle
6	Sediment Layer C	0.00	0.00	10.00	Material, Sediment Layer, Cohesion
7	Weathered Soil E	21000.00	30000.00	39000.00	Material, Weathered Soil, Elastic Modulus
8	Weathered Soil phi	21.00	30.00	39.00	Material, Weathered Soil, Internal Friction Angle
9	Weathered Soil C	11.20	16.00	20.80	Material, Weathered Soil, Cohesion
10	Weathered Rock E	42000.00	60000.00	78000.00	Material, Weathered Rock, Elastic Modulus
11	Weathered Rock ...	23.00	33.00	42.90	Material, Weathered Rock, Internal Friction A...
12	Weathered Rock C	21.00	30.00	39.00	Material, Weathered Rock, Cohesion

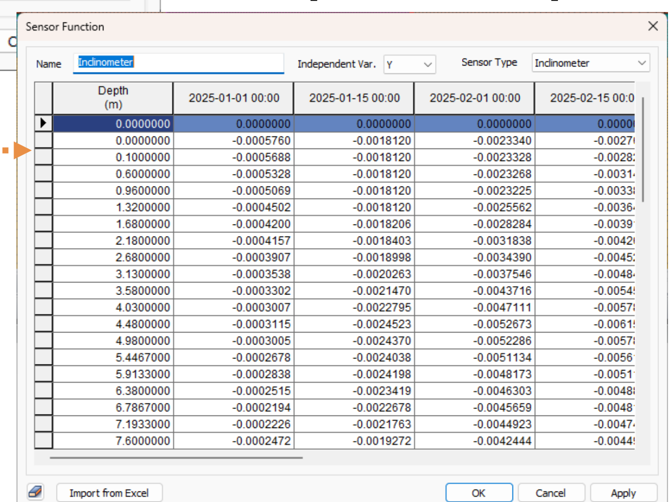
[Design Variable Definition]

Analysis > Optimize > Define Sensor





[Sensor Function]



Depth (m)	2025-01-01 00:00	2025-01-15 00:00	2025-02-01 00:00	2025-02-15 00:0
0.0000000	0.0000000	0.0000000	0.0000000	0.0000
0.0000000	-0.0005760	-0.0018120	-0.0023340	-0.0027
0.1000000	-0.0005688	-0.0018120	-0.0023328	-0.0028
0.6000000	-0.0005328	-0.0018120	-0.0023268	-0.0031
0.9600000	-0.0005069	-0.0018120	-0.0023225	-0.0033
1.3200000	-0.0004502	-0.0018120	-0.0025562	-0.0036
1.6800000	-0.0004200	-0.0018206	-0.0028284	-0.0039
2.1800000	-0.0004157	-0.0018403	-0.0031838	-0.0042
2.6800000	-0.0003907	-0.0018998	-0.0034390	-0.0045
3.1300000	-0.0003538	-0.0020263	-0.0037546	-0.0048
3.5800000	-0.0003302	-0.0021470	-0.0043716	-0.0054
4.0300000	-0.0003007	-0.0022795	-0.0047111	-0.0057
4.4800000	-0.0003115	-0.0024523	-0.0052673	-0.0061
4.9800000	-0.0003005	-0.0024370	-0.0052286	-0.0057
5.4467000	-0.0002678	-0.0024038	-0.0051134	-0.0056
5.9133000	-0.0002838	-0.0024198	-0.0048173	-0.0051
6.3800000	-0.0002515	-0.0023419	-0.0046303	-0.0048
6.7867000	-0.0002194	-0.0022678	-0.0045659	-0.0048
7.1933000	-0.0002226	-0.0021763	-0.0044923	-0.0047
7.6000000	-0.0002472	-0.0019272	-0.0042444	-0.0044

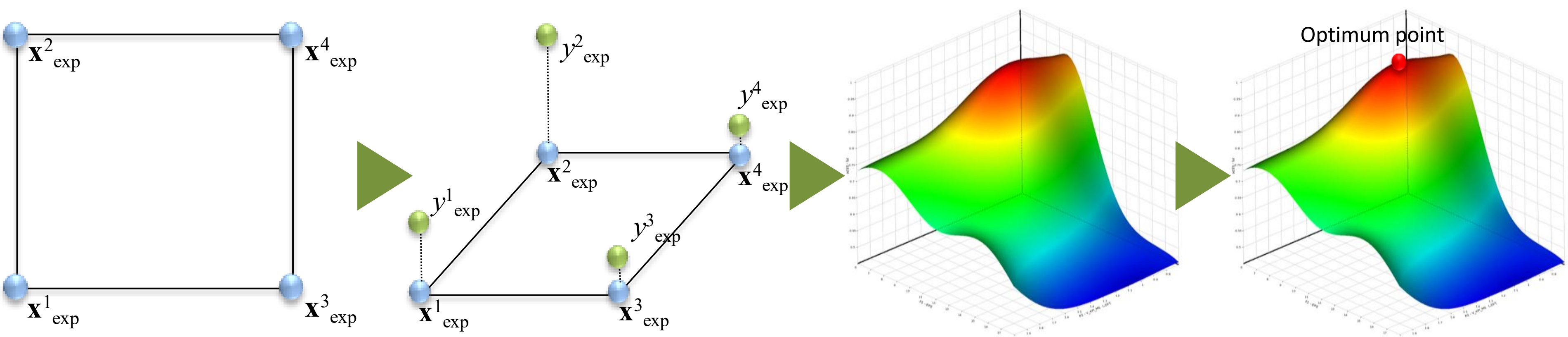
- Original Input Property used in the Analysis – Initial Value.
- It is necessary to define the minimum/maximum values of the design variables.

(Example: Design variable decreases → Displacement result increases and Vice Versa)

1.1 Optimization Options

Surrogate-based Size Optimization

- An optimization technique that replaces the actual model with a surrogate model
- Allows efficient use of analysis with fewer simulations.
- The accuracy of the surrogate model equals the accuracy of the optimum → a precise model is essential.

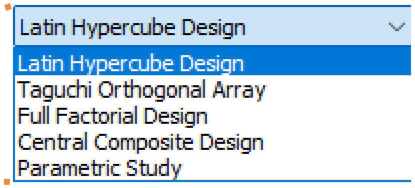


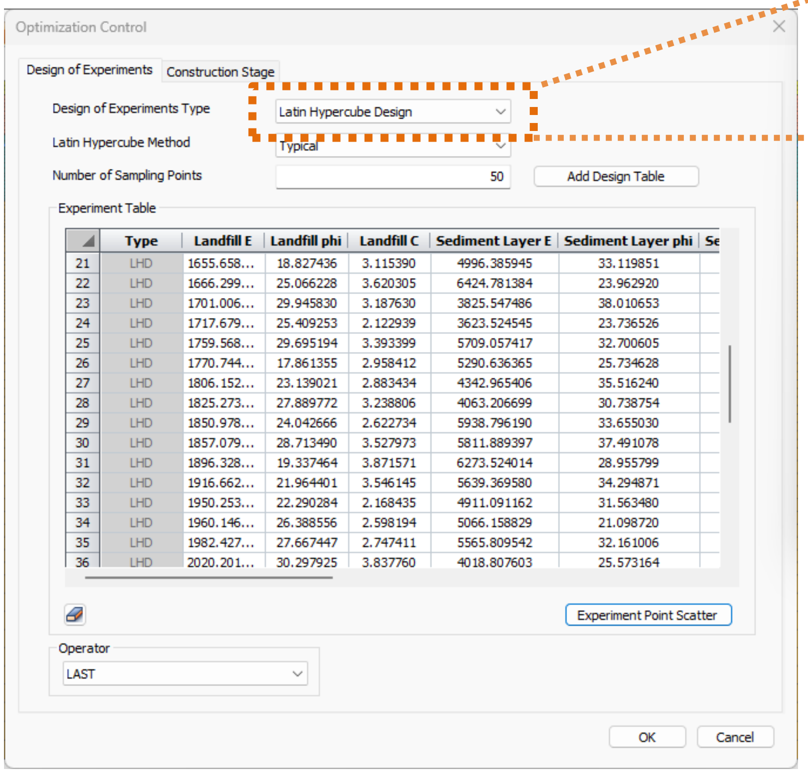
[Design of Experiments (DOE)] [Interpretation] [Build a Surrogate/Approximate Model] [Optimum Point Search]

1.1 Optimization Options

Design of Experiments (DOE)

- Multiple methodologies for determining the combination of design variables.
- The influence of design variables on the response can be evaluated. (For nonlinear analysis: minimum – 10 design variables, recommended – 50 design variables)





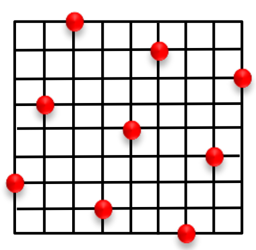
[Optimization Control – Extract Experimental Points]

[Check Experiments Scatter]

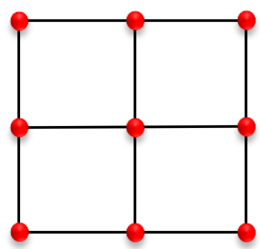
1.1 Optimization Options

Types of Design of Experiments (DOE)

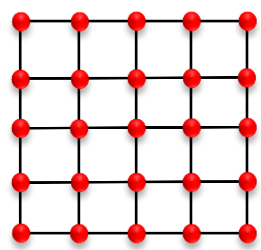
1. Latin Hypercube Design: The design space is divided uniformly, and design points are assigned randomly. It has good space-filling properties, making it widely used for Kriging surrogate models.
2. Taguchi Orthogonal Array: A fractional factorial design method that satisfies the orthogonality of design variables.
3. Full Factorial Design: Explores all possible combinations of the levels of design variables.
4. Central Composite Design: Combines a 2-level fractional factorial design with center points and star points for evaluation.
5. One-dimensional parameter study: Vary one design variable while keeping others fixed to assess its sensitivity.



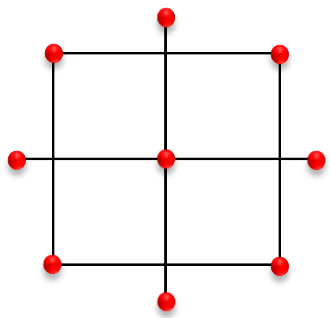
[Latin Hypercube Design (LHD)]



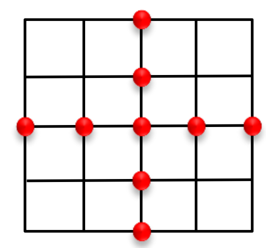
[Taguchi Orthogonal Array]



[Full Factorial Design]



[Central Composite Design]

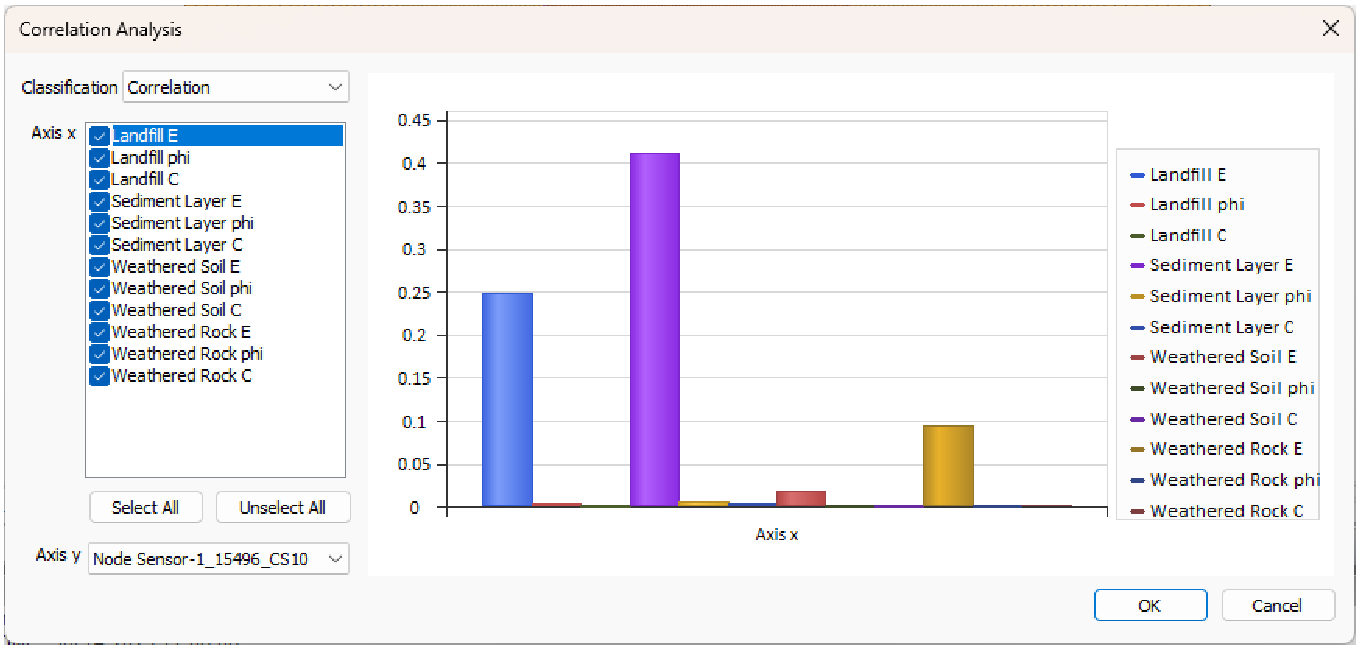


[Parametric Study]

1.1 Optimization Options

Design of Experiments (DOE) – Post Processing

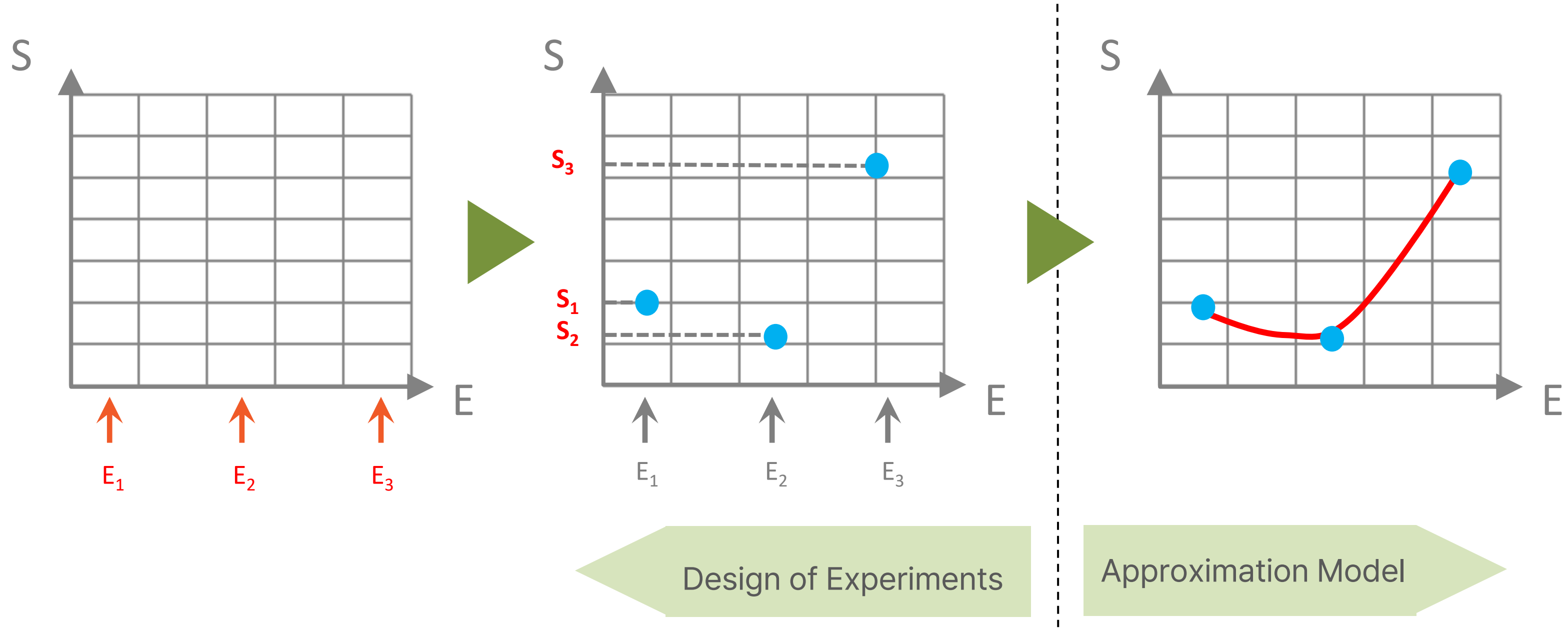
- Correlation Analysis: Determines the importance coefficient of each design variable. Used to assess how each design variable affects the accuracy of the surrogate model
- When there are many design variables, those with correlation values close to 0 can be excluded from the design problem.
- It is possible to identify which design variables have a significant impact on each design response.



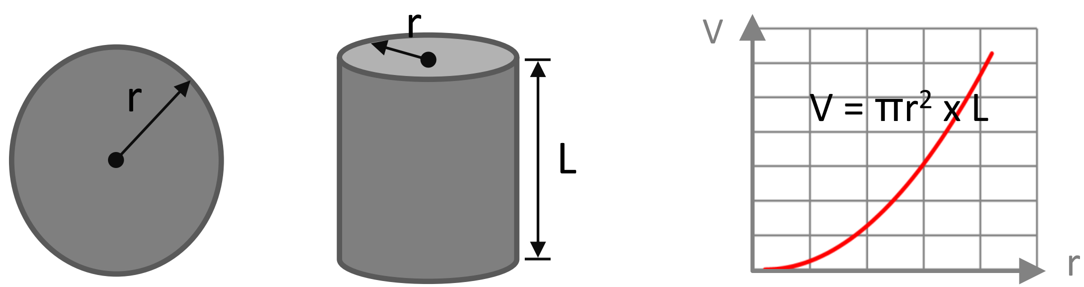
[Correlation Analysis Results]

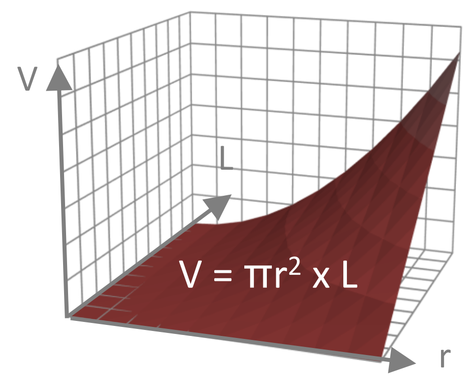
1.1 Optimization Options

Surrogate/Approximate Model



Example: Design variables – radius, height; Design response – volume





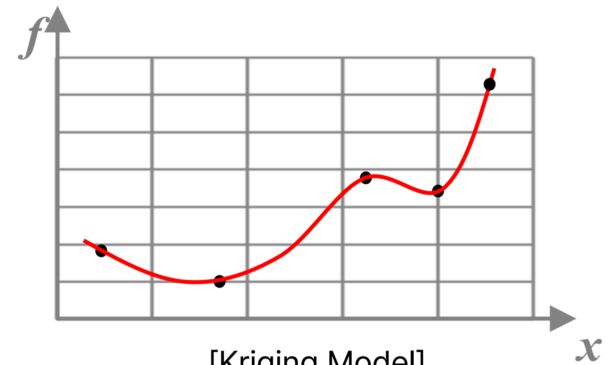
1.1 Optimization Options

Approximate Model Types

1. Kriging Model
   - An interpolation model that passes exactly through the experimental points.
   - Combines a global regression model with local residuals.

$$y = \mathbf{f}^T(\mathbf{x})\boldsymbol{\beta} + \mathbf{r}^T(\mathbf{x})\mathbf{R}^{-1}(\mathbf{yexp} - \mathbf{F}\boldsymbol{\beta})$$

   - Since the most probable points need to be explored, the numerical cost of generating the surrogate model is high



[Kriging Model]

2. Polynomial Regression Model (Linear / Pure Quadratic / Full Quadratic / Pure Cubic)
   - Surrogate equation that fits the experimental points as closely as possible
   - Linear :

$$y = \beta_0 + \beta_1 x_1 + \beta_2 x_2$$

   - Pure Quadratic:

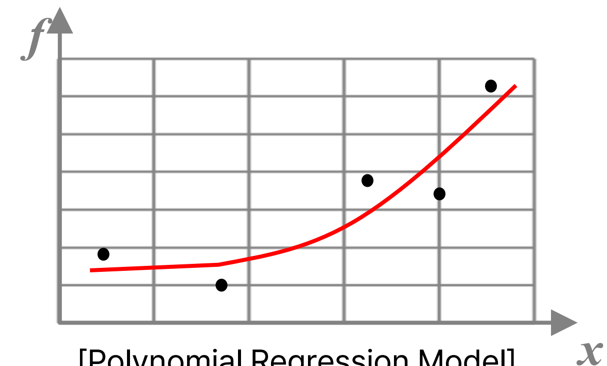
$$y = \beta_0 + \beta_1 x_1 + \beta_2 x_2 + \beta_3 x_1^2 + \beta_4 x_2^2$$

   - Full Quadratic:

$$y = \beta_0 + \beta_1 x_1 + \beta_2 x_2 + \beta_3 x_1^2 + \beta_4 x_1 x_2 + \beta_5 x_2^2$$

   - Pure Cubic:

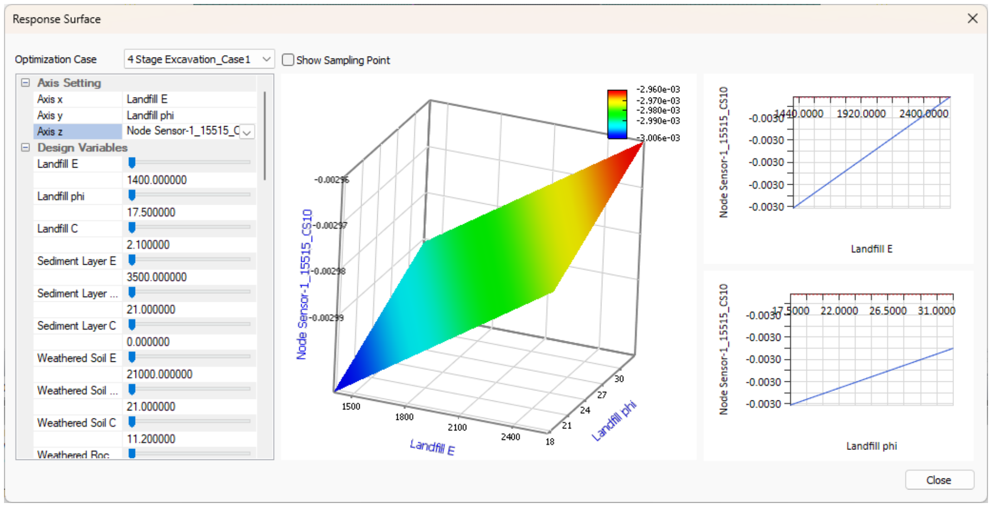
$$y = \beta_0 + \beta_1 x_1 + \beta_2 x_2 + \beta_3 x_1^2 + \beta_4 x_1 x_2 + \beta_5 x_2^2 + \beta_6 x_1^3 + \beta_7 x_2^3$$



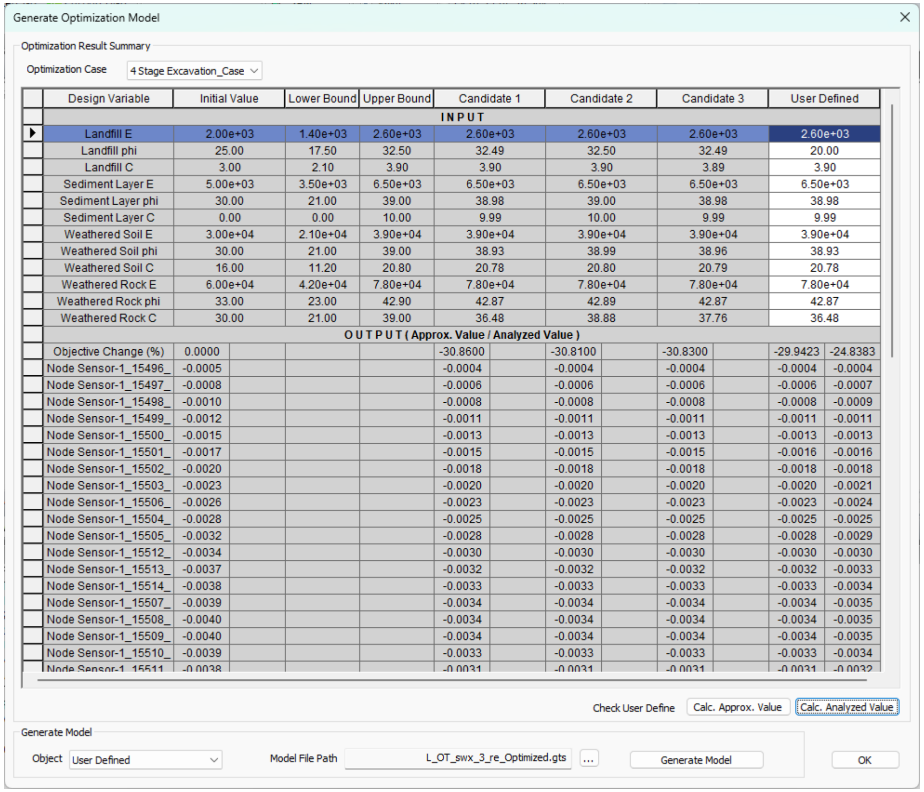
[Polynomial Regression Model]

1.1 Optimization Options

Approximate Model Post Processing



[Approximate Model Shape]



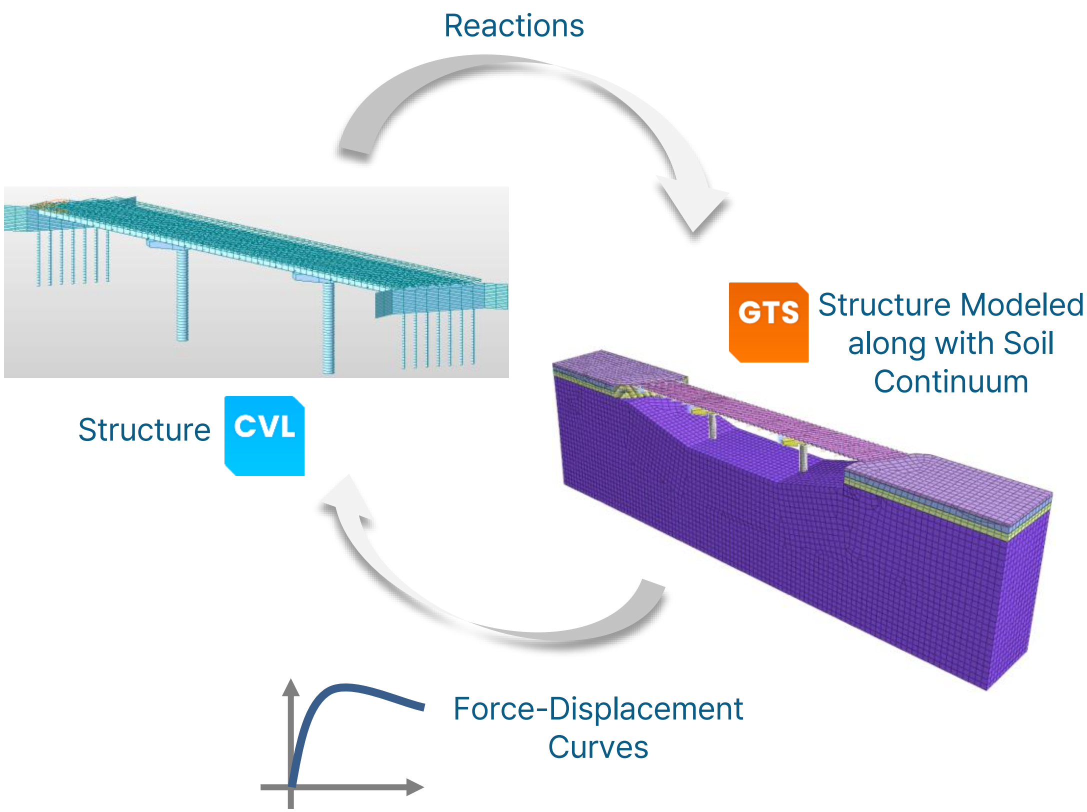
Design Variable	Initial Value	Lower Bound	Upper Bound	Candidate 1	Candidate 2	Candidate 3	User Defined
INPUT							
Landfill E	2.00e+03	1.40e+03	2.60e+03	2.60e+03	2.60e+03	2.60e+03	2.60e+03
Landfill phi	25.00	17.50	32.50	32.49	32.50	32.49	20.00
Landfill C	3.00	2.10	3.90	3.90	3.90	3.89	3.90
Sediment Layer E	5.00e+03	3.50e+03	6.50e+03	6.50e+03	6.50e+03	6.50e+03	6.50e+03
Sediment Layer phi	30.00	21.00	39.00	38.98	39.00	38.98	38.98
Sediment Layer C	0.00	0.00	10.00	9.99	10.00	9.99	9.99
Weathered Soil E	3.00e+04	2.10e+04	3.90e+04	3.90e+04	3.90e+04	3.90e+04	3.90e+04
Weathered Soil phi	30.00	21.00	39.00	38.93	38.99	38.96	38.93
Weathered Soil C	16.00	11.20	20.80	20.78	20.80	20.79	20.78
Weathered Rock E	6.00e+04	4.20e+04	7.80e+04	7.80e+04	7.80e+04	7.80e+04	7.80e+04
Weathered Rock phi	33.00	23.00	42.90	42.87	42.89	42.87	42.87
Weathered Rock C	30.00	21.00	39.00	36.48	38.88	37.76	36.48
OUTPUT (Approx. Value / Analyzed Value)							
Objective Change (%)	0.0000			-30.8600	-30.8100	-30.8300	-29.9423 / -24.8383
Node Sensor-1_15496_	-0.0005			-0.0004	-0.0004	-0.0004	-0.0004 / -0.0004
Node Sensor-1_15497_	-0.0008			-0.0006	-0.0006	-0.0006	-0.0006 / -0.0007
Node Sensor-1_15498_	-0.0010			-0.0008	-0.0008	-0.0008	-0.0008 / -0.0009
Node Sensor-1_15499_	-0.0012			-0.0011	-0.0011	-0.0011	-0.0011 / -0.0011
Node Sensor-1_15500_	-0.0015			-0.0013	-0.0013	-0.0013	-0.0013 / -0.0013
Node Sensor-1_15501_	-0.0017			-0.0015	-0.0015	-0.0015	-0.0016 / -0.0016
Node Sensor-1_15502_	-0.0020			-0.0018	-0.0018	-0.0018	-0.0018 / -0.0018
Node Sensor-1_15503_	-0.0023			-0.0020	-0.0020	-0.0020	-0.0020 / -0.0021
Node Sensor-1_15506_	-0.0026			-0.0023	-0.0023	-0.0023	-0.0023 / -0.0024
Node Sensor-1_15504_	-0.0028			-0.0025	-0.0025	-0.0025	-0.0025 / -0.0025
Node Sensor-1_15505_	-0.0032			-0.0028	-0.0028	-0.0028	-0.0028 / -0.0029
Node Sensor-1_15512_	-0.0034			-0.0030	-0.0030	-0.0030	-0.0030 / -0.0030
Node Sensor-1_15513_	-0.0037			-0.0032	-0.0032	-0.0032	-0.0032 / -0.0033
Node Sensor-1_15514_	-0.0038			-0.0033	-0.0033	-0.0033	-0.0033 / -0.0034
Node Sensor-1_15507_	-0.0039			-0.0034	-0.0034	-0.0034	-0.0034 / -0.0035
Node Sensor-1_15508_	-0.0040			-0.0034	-0.0034	-0.0034	-0.0034 / -0.0035
Node Sensor-1_15509_	-0.0040			-0.0034	-0.0034	-0.0034	-0.0034 / -0.0035
Node Sensor-1_15510_	-0.0039			-0.0033	-0.0033	-0.0033	-0.0033 / -0.0034
Node Sensor-1_15511	-0.0038			-0.0031	-0.0031	-0.0031	-0.0031 / -0.0032

[Optimization Results Summary]

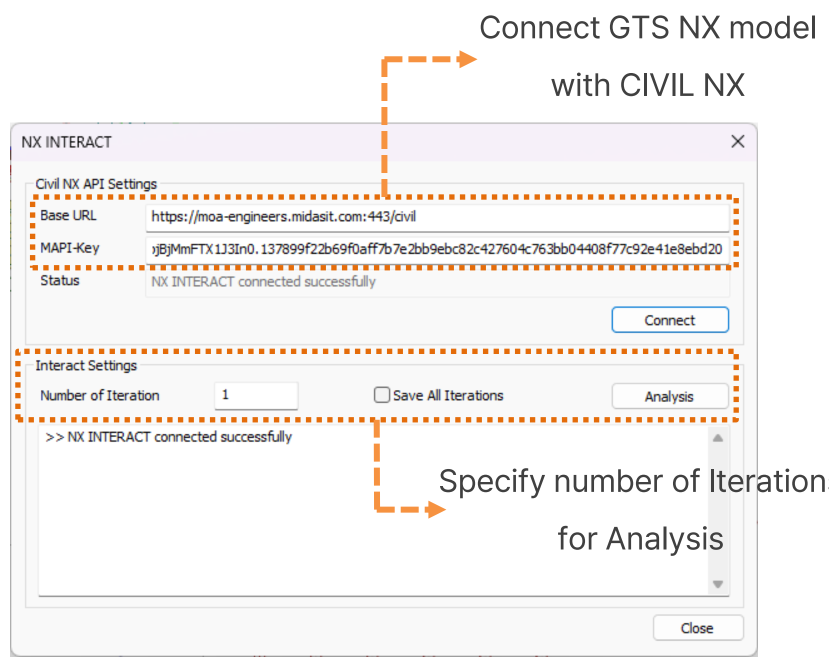
1.2 NX Interact - Automated Soil Structure Interaction between GTS NX and CIVIL NX

- Detailed soil-structure interaction (SSI) studies have become essential for stability assessments of critical and heavy structures, such as high-rise buildings, historic structures, and bridges. These studies require seamless interoperability between structural and geotechnical software.
- The NX Interact feature provides full interoperability between GTS NX and CIVIL NX/GEN NX. Load combination reactions from CIVIL NX/GEN NX can be imported into GTS NX along with the structural model. A soil continuum is then generated in GTS NX, the required analyses are performed, and the resulting spring data can be exported back to CIVIL NX/GEN NX for further studies (iteration).
- The number of iterations can be specified, and NX Interact automatically runs the analyses, exports loads to GTS NX, and imports the updated soil springs into CIVIL NX/GEN NX, streamlining the iterative process

SSI Iterative Analysis



Tools > Options > NX Interact



[NX Interact Function Window]

2.1 Wave Absorbent Surface for Sloshing Fluid Medium

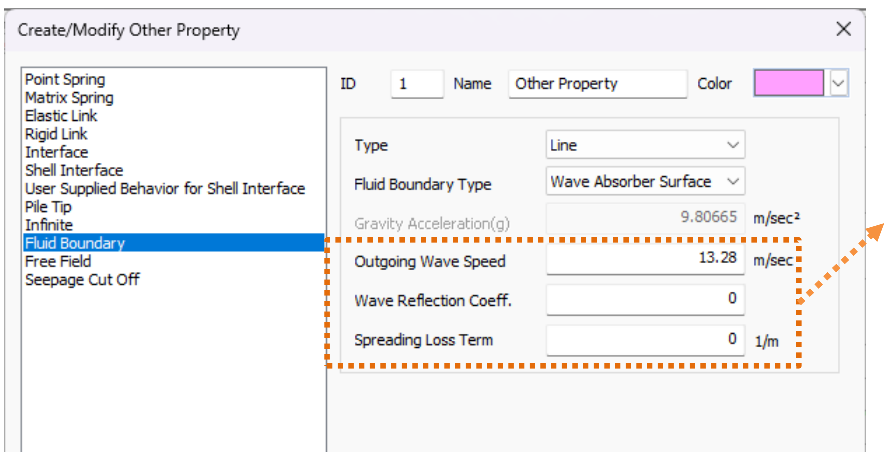
- A wave-absorbent fluid boundary has been introduced as an additional boundary element for the sloshing fluid medium.
- In the case of Dam-Reservoir interaction during a seismic event, this element can be assigned at the far end of the reservoir. This can result in the simulation of the infinite reservoir by blocking and absorbing the reflection of waves.
- This is essentially the Sommerfeld radiation condition, ensuring outgoing waves don't reflect into the domain.

Mesh > Prop./Csys./Func. > Property > Create : Other > Fluid Boundary > Wave Absorber Surface

In the case of an infinite boundary, an absorbing boundary, or under the Sommerfeld radiation condition, the pressure boundary condition is defined through attenuation and loss, as expressed below:

$$-\mathbf{n}\cdot\nabla p = \frac{1-\alpha_r}{c_i(1+\alpha_r)}\frac{\partial p}{\partial t} + \beta_l p$$

- Ci: Wave speed of interest
- αr: Wave reflection coefficient
- βl: Wave spreading/attenuation loss

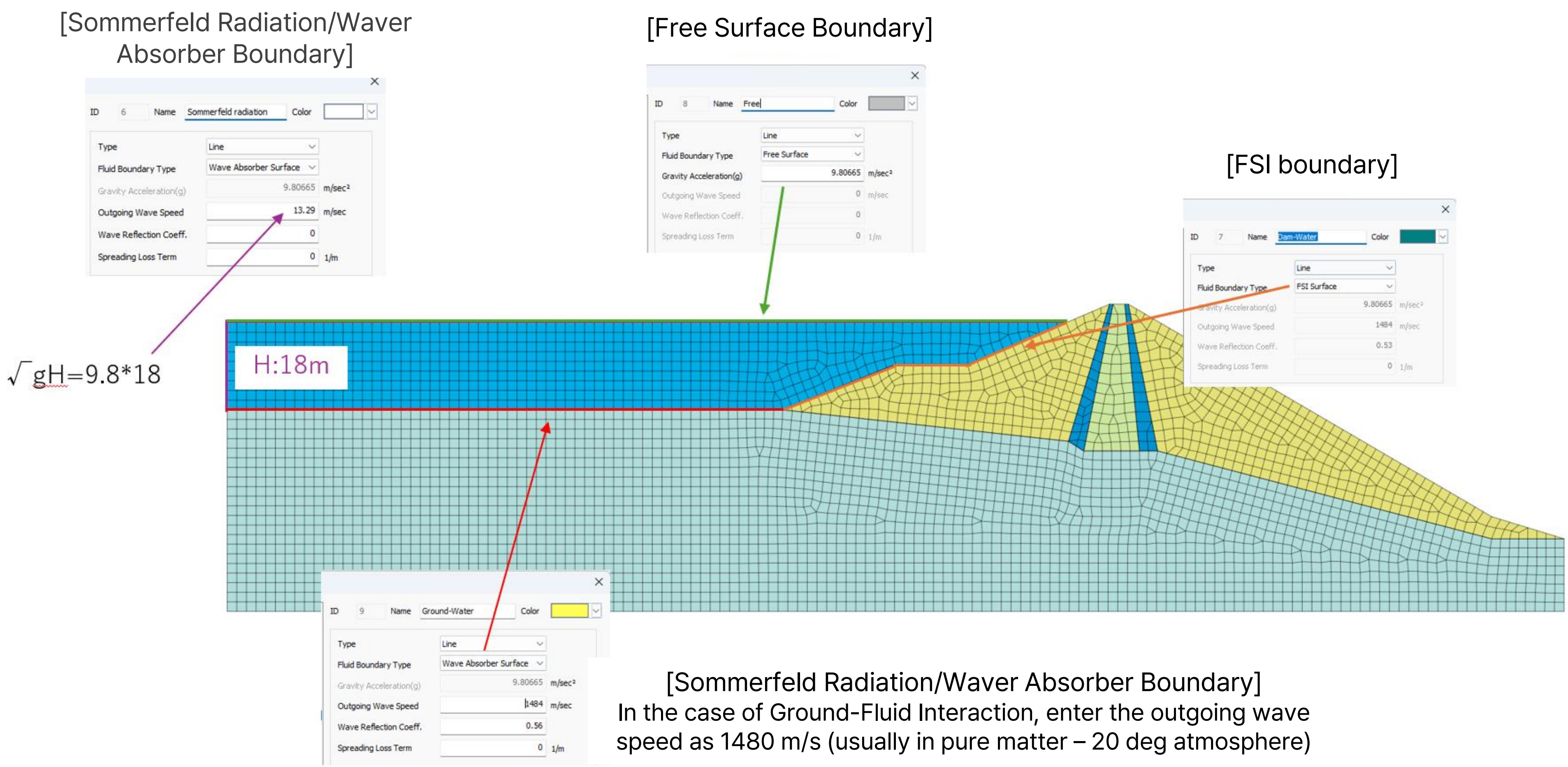


[Fluid Boundary Definition Window]

- Outgoing Wave Speed: Enter the wave speed of interest. For the outer condition consisting only of the Sloshing element, you can enter the Sommerfeld radiation condition as the Sqrt(g*H).
- Wave Reflection Coefficient: Enter the amplitude ratio of the wave reflected from the other media boundary. If it is 1 with a value of 0~1, it means full reflection.
- Spreading Loss Term: Enter the loss value in which the wave spreads in the sloshing medium and the energy decreases.

2.1 Wave Absorbent Surface for Sloshing Fluid Medium

Fluid Structure Interaction in the Dam-Reservoir System during an earthquake event could be as follows,

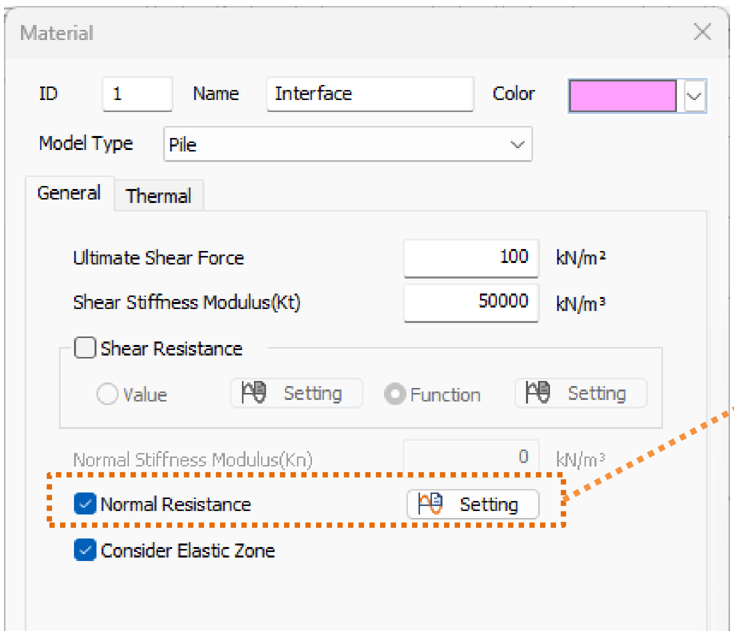


[Sommerfeld Radiation/Waver Absorber Boundary]
In the case of Ground-Fluid Interaction, enter the outgoing wave speed as 1480 m/s (usually in pure matter – 20 deg atmosphere)

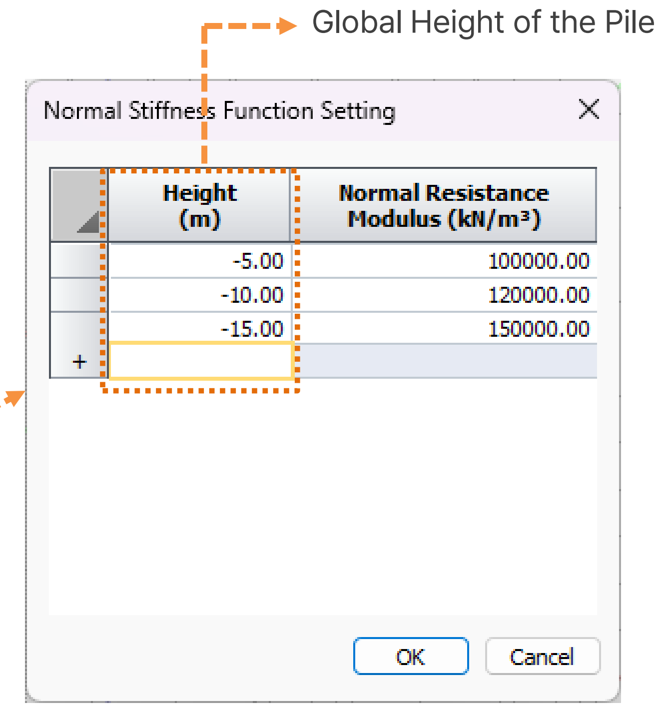
2.2 Addition of Normal Stiffness vs Depth for Pile Interface

Now, defining Normal Stiffness Modulus vs. Depth for the Pile Interface is simpler. Users can directly input the global pile depth and corresponding Normal Stiffness Modulus. Previously, individual pile interfaces for each layer were required. This update offers two methods for defining Nomal Stiffness of the Pile Interface:
1. Direct definition of Normal Stiffness Modulus for the entire pile. 2. Normal Stiffness Modulus vs. Depth.

Mesh > Prop./Csys./Func. > Material > Interface and Pile > Pile



[Pile Interface Definition Window]

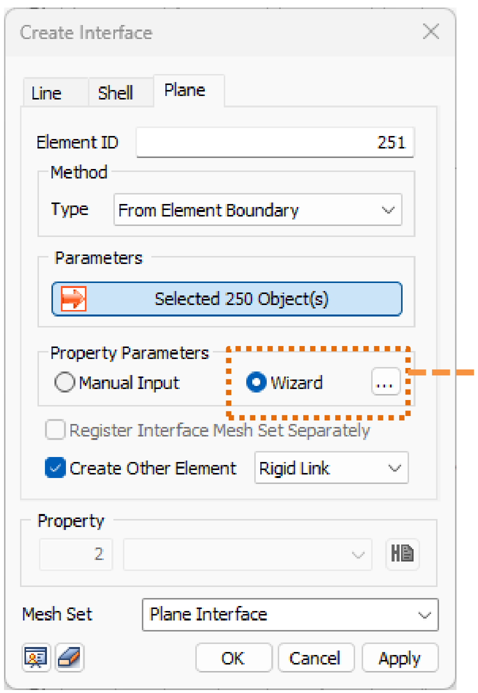


[Normal Stiffness vs Depth]

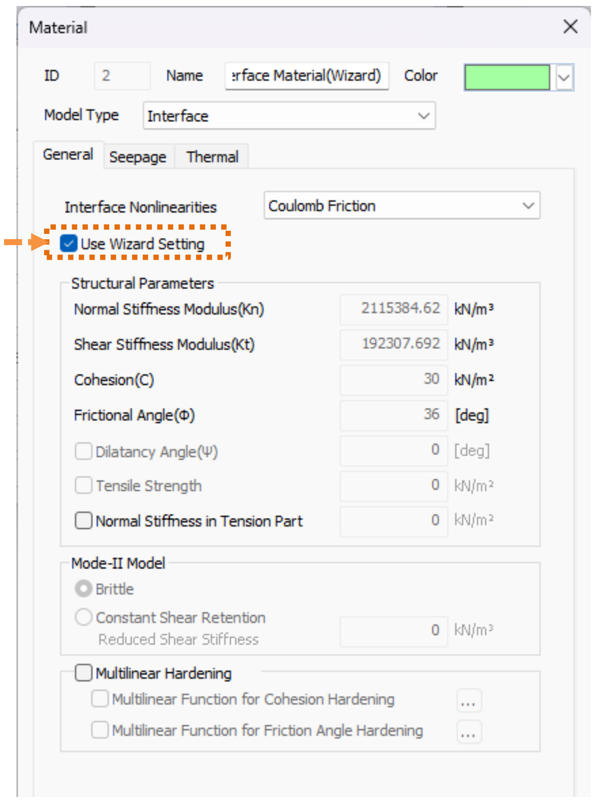
2.3 Automatic Update of Interface Parameters

- When creating interface elements using the wizard, a new feature has been added so that interface parameters are automatically updated whenever the material properties of adjacent elements are modified.
- However, for interface properties created in versions prior to 2026v1.1, the interface properties must be regenerated through the Interface Wizard in order for the auto-update function to be activated

Mesh > Prop./Csys./Func. > Material > Interface and Pile > Interface



[Interface Elements Creation]



[Interface Material]

[Interface Wizard Calculation Method]

- Normal Stiffness Modulus Kn= Eoed,I / tv
- Shear Stiffness Modulus Kt= Gi / tv
- Cohesion of Interface Ci = R x Csoil

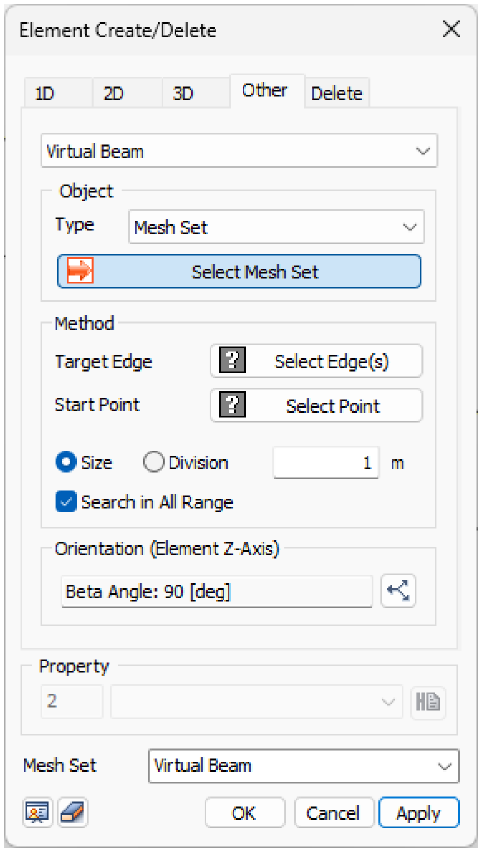
Where, Eoed,I = 2 x Gi x (1 - vi)/(1 - 2 x vi)

- vi= Poisson's ratio for the interface = 0.45(The interface simulates incompressible frictional behavior. To prevent numerical errors, a fixed value of 0.45 is used for automatic calculation.)
- *tv*= Virtual thickness(Typically in the range of 0.01–0.1; smaller values are recommended when the stiffness difference between adjacent elements is large.)
- Gi= R^2 x Gsoil (Gsoil = E/2(1+vsoil)), R= Strength Reduction Factor

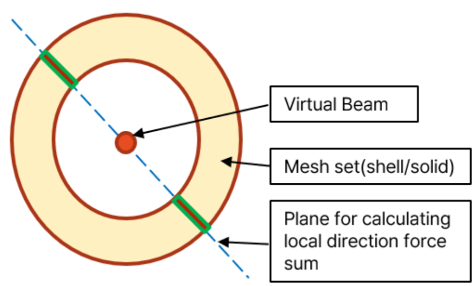
2.4 Enhancement in Virtual Beam Generation

- Previously, a virtual beam was created as a straight line connecting two random points, but the function has been improved so that you can select a virtual beam by selecting a line or wire. As a result, the forces such as Bending Moment, Shear Force and Axial Force of the virtual beam can be calculated according to the diameter of the pipe in a cross-section such as a pipe.
- Previously, the size of the virtual beam was forcibly determined internally at intervals of 1 meter, but it has been changed so that users can directly input the size or spacing.
- It has also been improved to provide table information for virtual elements so that users can change the Beta Angle value to suit their purpose.

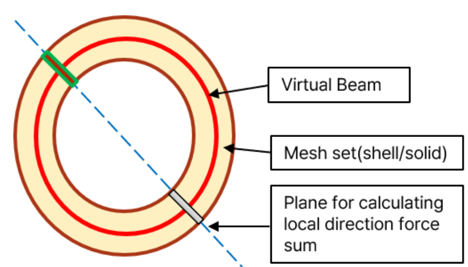
Mesh >Element > Create > Other > Virtual Beam



- Type: Select Elements or Mesh Set.
- Target Edge: Select the line or wire to create the virtual beam.
- Start Point: Select the starting point at which you want to create the virtual beam.
- Size/Division: Specifies the element size or division interval of the virtual beam.
- Search in All Range: Specifies the method for the elements that can be used as a reference when creating a virtual beam. It is calculated based on the history of the elements across the cross-section drawn in the normal direction of the virtual beam that selects the entire number, and if unchecked, it is calculated based on the history of adjacent elements. For example, if you set the virtual beam in the shape of the diameter of the pipe in the pipe section, you must uncheck it, and if the virtual beam is located only in the center of the pipe, you must check the corresponding option.



[Check Option]

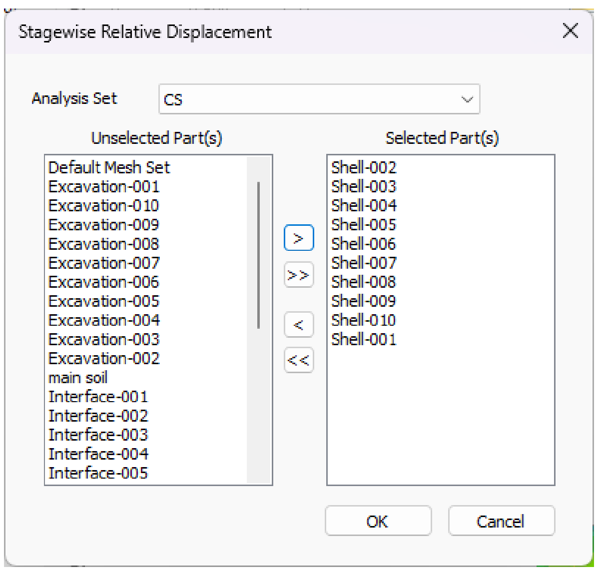


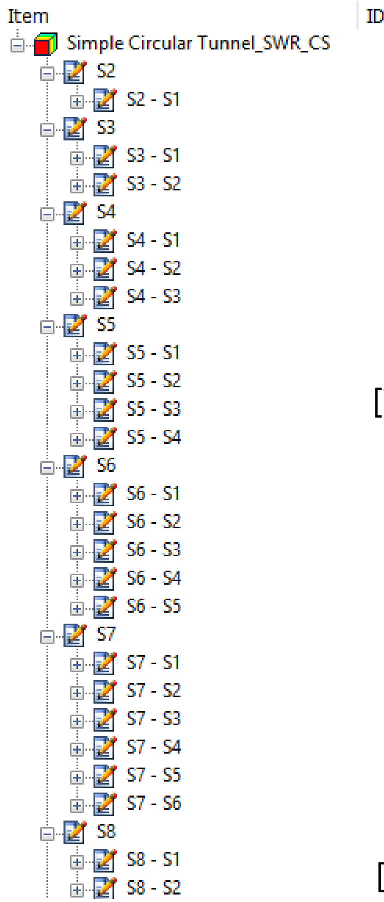
[Uncheck Option]

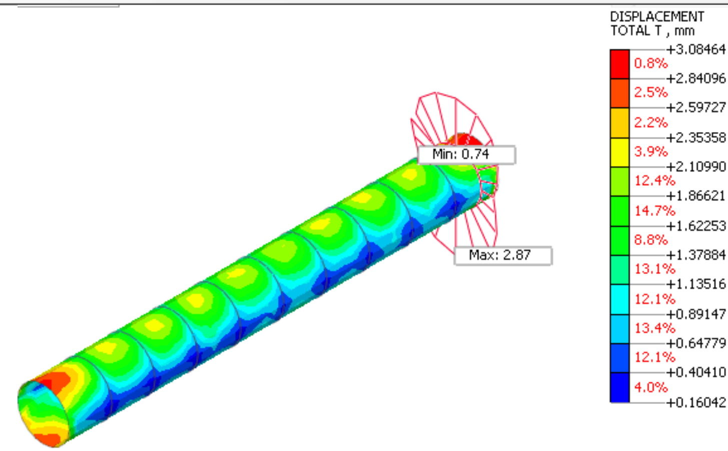
2.5 Stagewise Relative Displacement

- Stage-by-stage relative displacement results can now be output based on user-selected mesh sets for each construction stage.
- With the result-combination function, users can quickly review and output results without the need to manually generate data for dozens or even hundreds of construction stages.
- For example, this function can be much helpful in determining the displacement of the 'tunnel lining only' rather than finding the displacement of the tunnel walls nodes (common nodes of the tunnel lining) which may include the displacements that were present before the activation of the tunnel lining elements such as relaxation or volume loss.

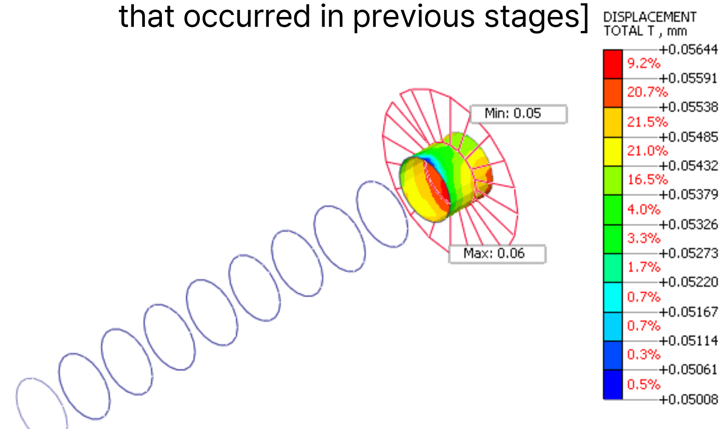
Result > Advanced > Others > Stagewise Relative Displacement







[Total Displacement of the Tunnel including the Displacement that occurred in previous stages]

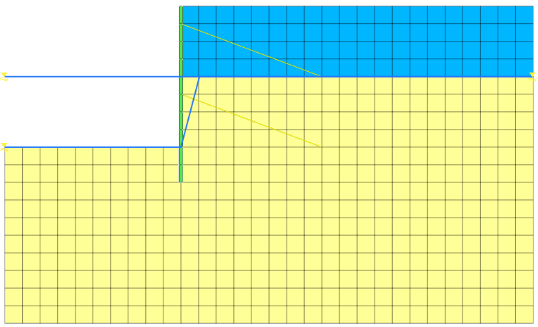


[Total Displacement of the Tunnel Lining only using Stagewise Relative Displacements]

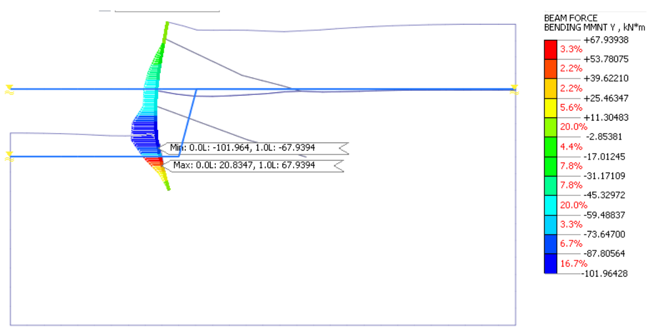
2.6 Structural Design of Elements via CIVIL NX/GEN NX (SAR Format)

- The 'SAR' (Standard Analysis Result) format can link the Analysis tool like GTS NX with the Structural Design tools like 'CIVIL NX' & GEN NX'. This way, we can now export the model file along with the results such as Bending Moments, Shear Forces, and Axial forces obtained from GTS NX to Civil NX/GEN NX for detailed structural design.
- This format can only support Truss, beam, Plane Stress, Shell, and Gauging Shell elements.

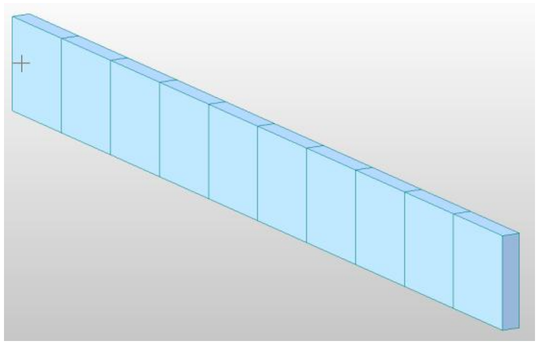
GTS NX ICON > Export > Export SAR File (for Structural Design)



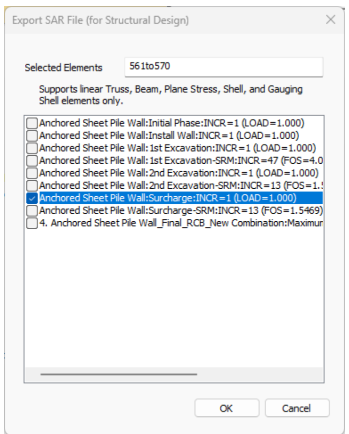
1. Run the required analysis in GTS NX



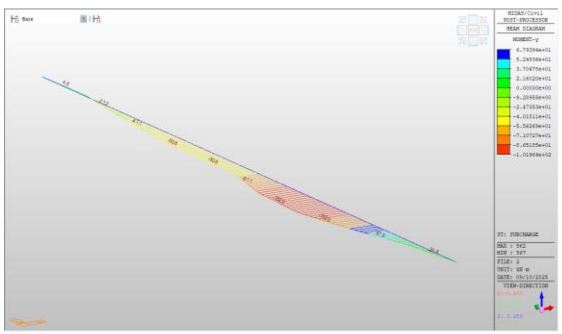
2. Check the results needed for structural design



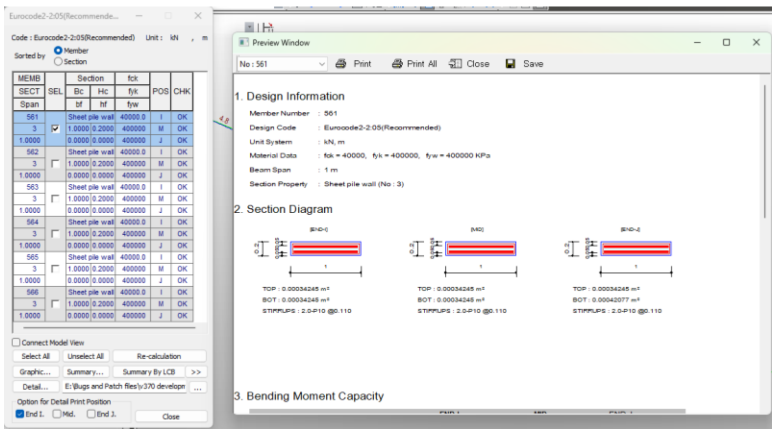
3. Export the model from GTS NX to CIVIL NX/GEN NX via .Mxt format



4. Select the stage/step for result export



5. Import the results into CIVIL NX/GEN NX via 'SAR'

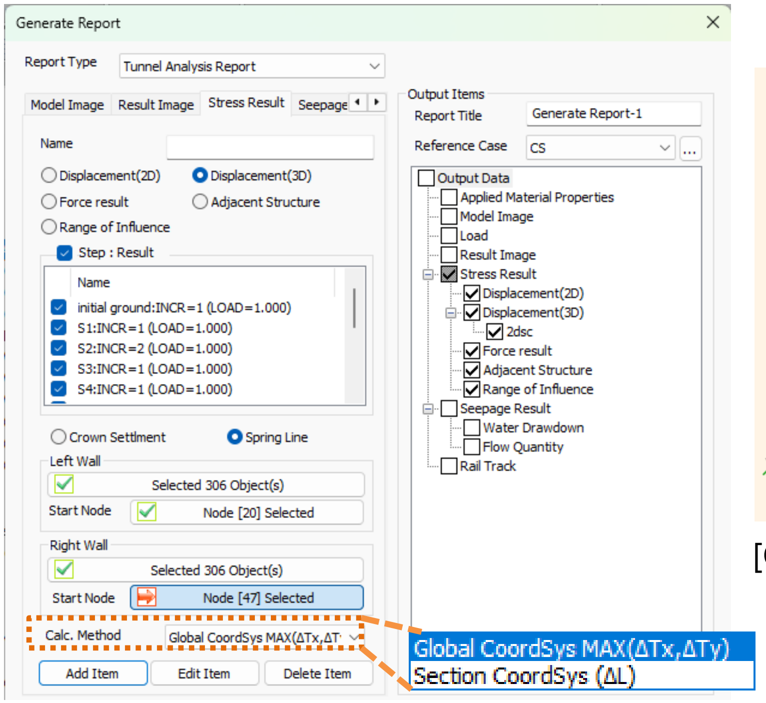


6. Select the code and perform structural design in CIVIL NX/GEN NX

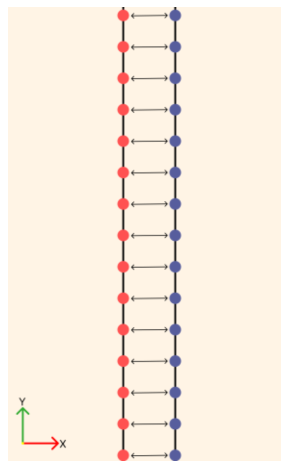
2.7 Report Options: New Tunnel Analysis Report Type

- 2D/3D crown displacement and internal displacement results are now available.
- For 3D internal displacement calculations, results can be provided based on both the 'Global Coordinate' system and the 'Section Coordinate (Shortest Distance)' system, enabling more accurate evaluation of actual deformation influenced by curvature.

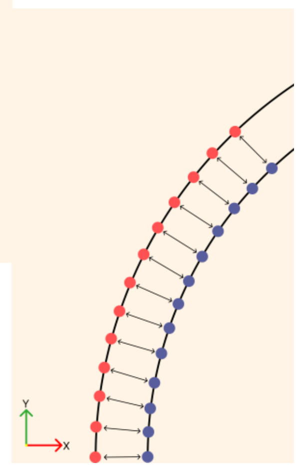
Tools > Export > Generate Report



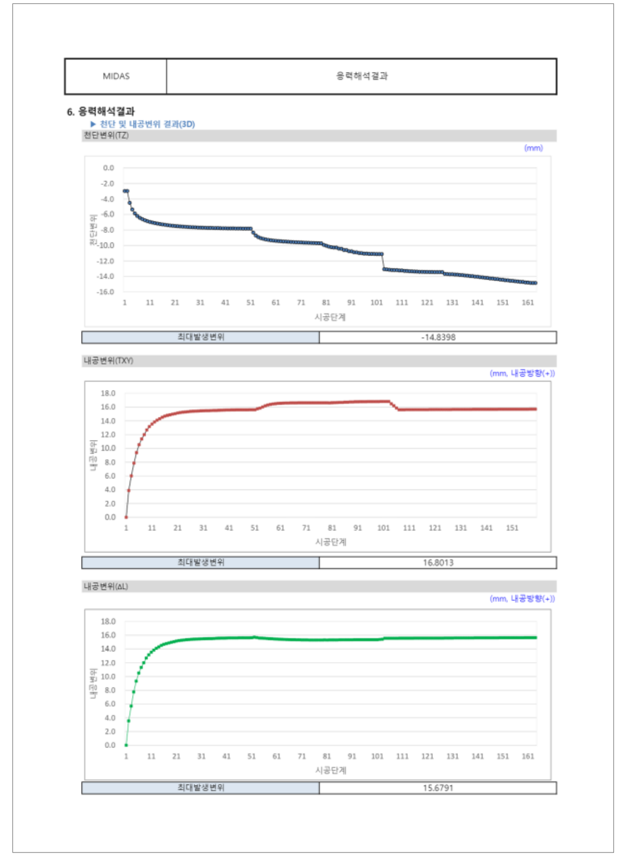
[Tunnel Analysis Report – 3D Internal Displacement]



[Global Coordinate System]



[Section Coordinate System] (Shortest Distance Basis)



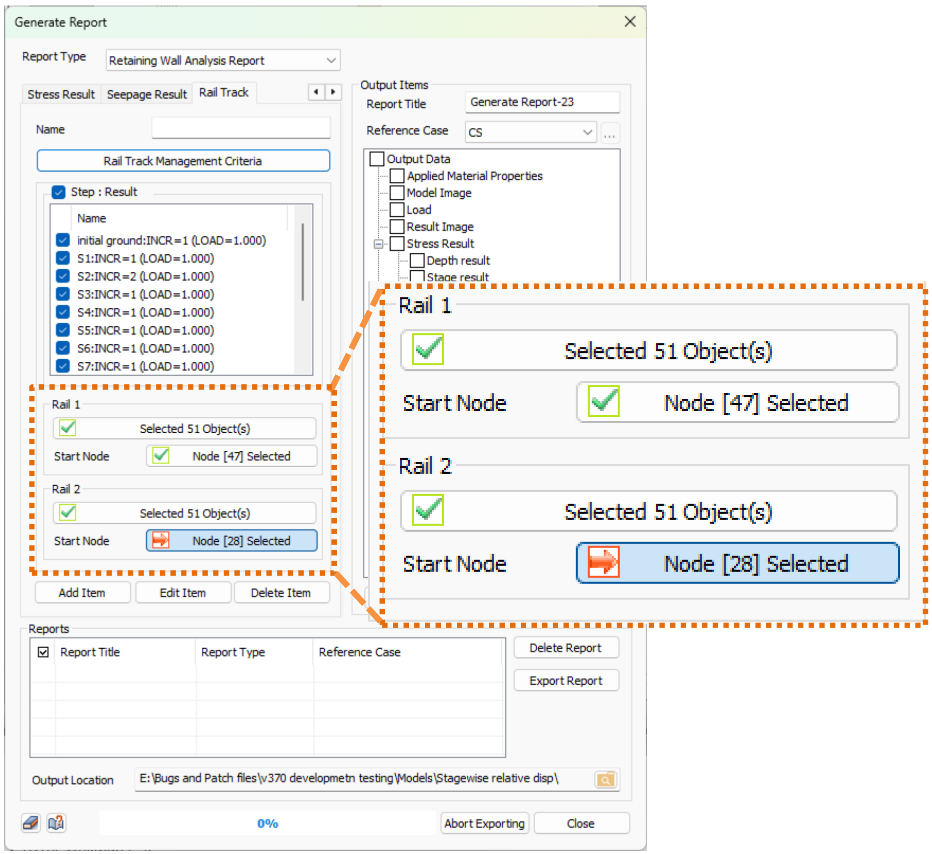
[3D Displacement Result Graph]

2.8 Report Options: Improved Orbit Review Functionality

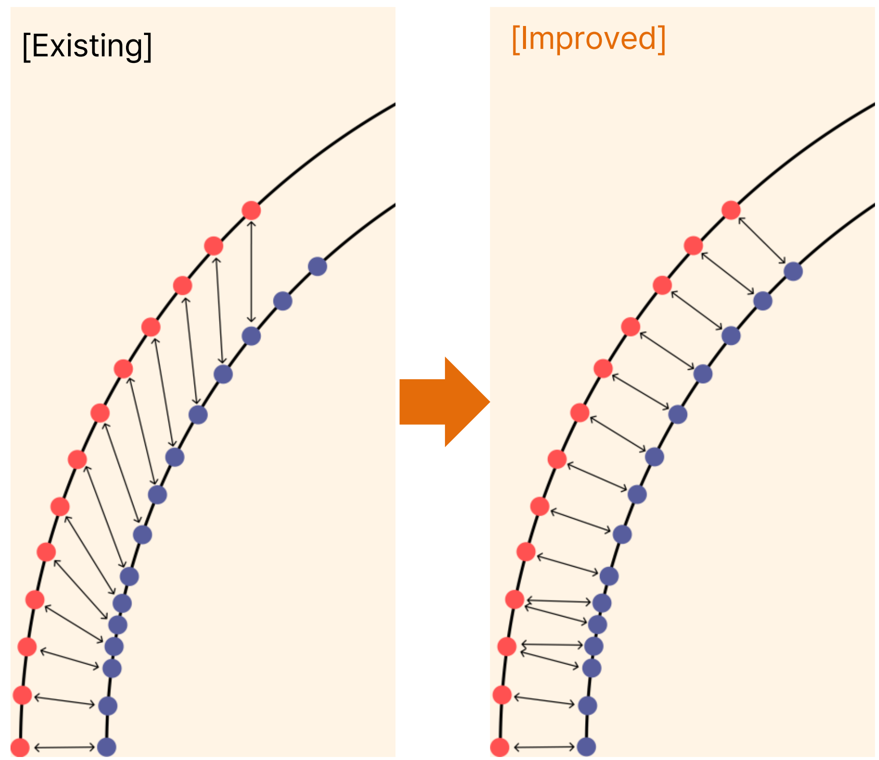
Improved Algorithm for Railway Track Evaluation

- [Previous] In 3D track evaluation, the process was carried out sequentially from the starting nodes of Rail 1 and Rail 2.
- [Improved] The calculation method has been updated to use the rail with the greater number of nodes as the reference, finding corresponding nodes based on the shortest orthogonal distance.

Tools > Export > Generate Report



[Rail Track Definitions]

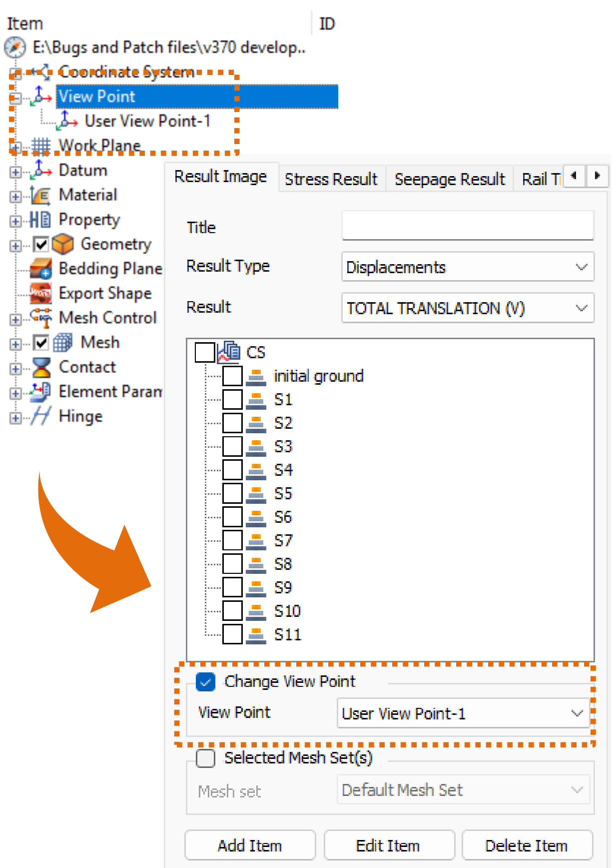


[Improved Track Node Matching Algorithm]

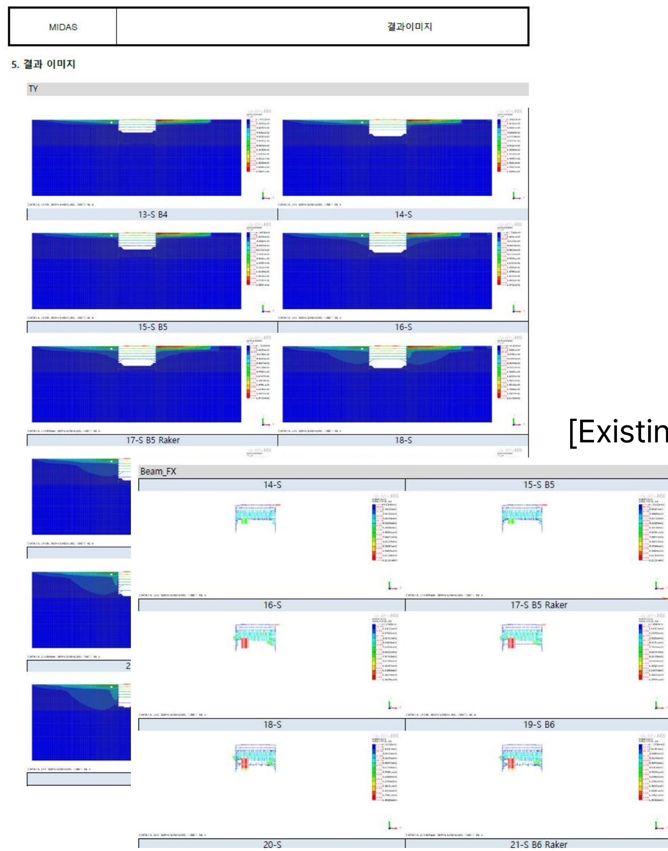
2.9 Improved Application of Observation-point Images and Type Verification

- When outputting Model View/Result View, the observation point can be adjusted to generate images.
- Image viewpoints can be set separately for the overall model and for individual key structures, allowing resolution adjustments as needed.

Tools > Export > Generate Report

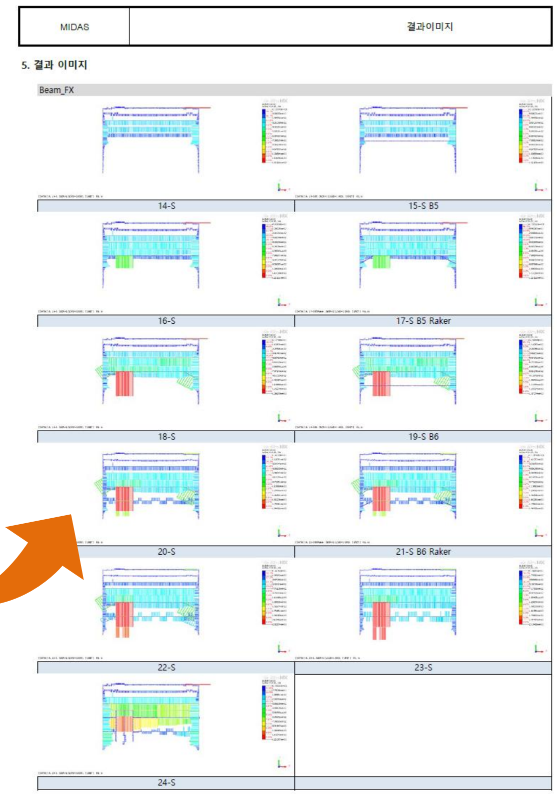


[Improved Image Capture –viewpoint Customization]



[Existing]

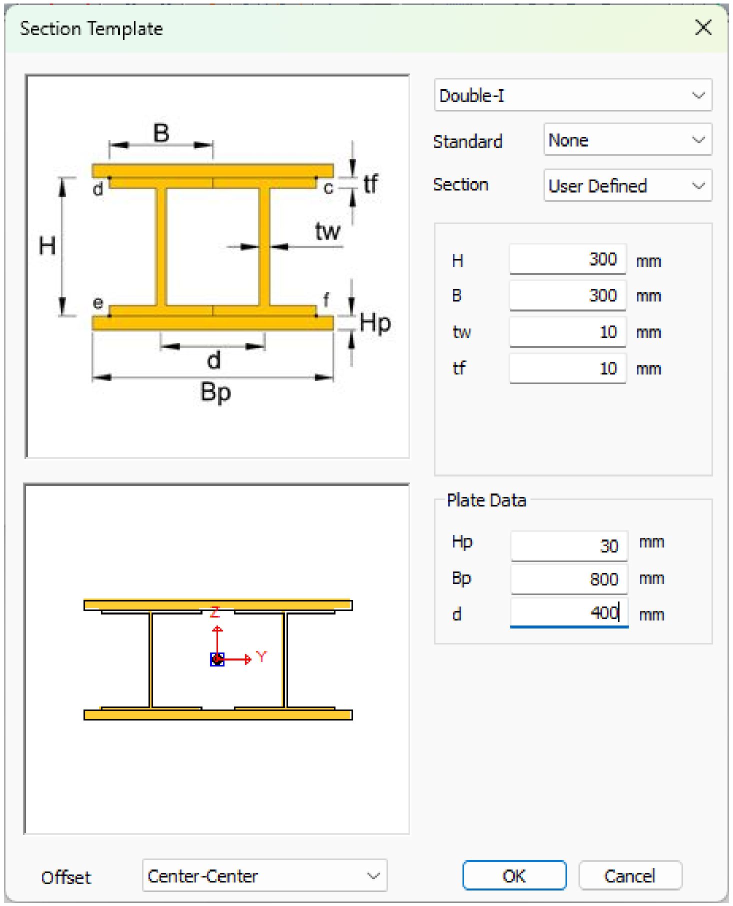
[Improved] Viewpoint for each output item can be applied



2.10 Addition of a New Double I-Section Property

A new cross-section property, a double I beam with plates on top and below the two H-beams is added for 1D elements.

Mesh > Prop./Csys/Func. > Property > 1D > Section



- Hp: Plate thickness (Hp ≥ 0)
- Bp: Plate width (Bp ≥ 0)
- d: Distance between H-beam flanges (B ≤ d ≤ Bp)

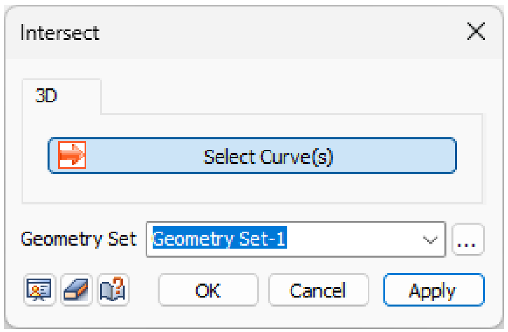
2.11 Fixed Geometry Set for 'Intersect' Function

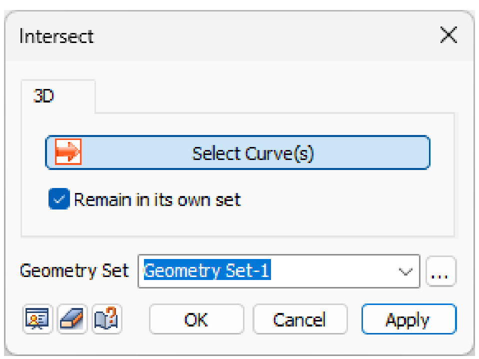
When curves are intersected using the Intersect function, each line is registered in its own geometry set if the 'Remain in Own Set' option is enabled.

2.12 Enhancement in Load Table Import

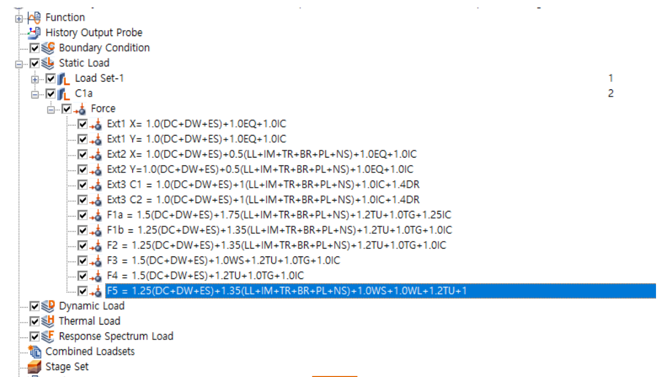
In GTS NX, frequently used load types can be defined and imported from Excel files, or exported after definition. Previously, when load names were too long, duplication occurred, and the loads could not be retrieved correctly. This issue has been resolved by increasing the allowable string length

Geometry > Point & Curve > Intersect





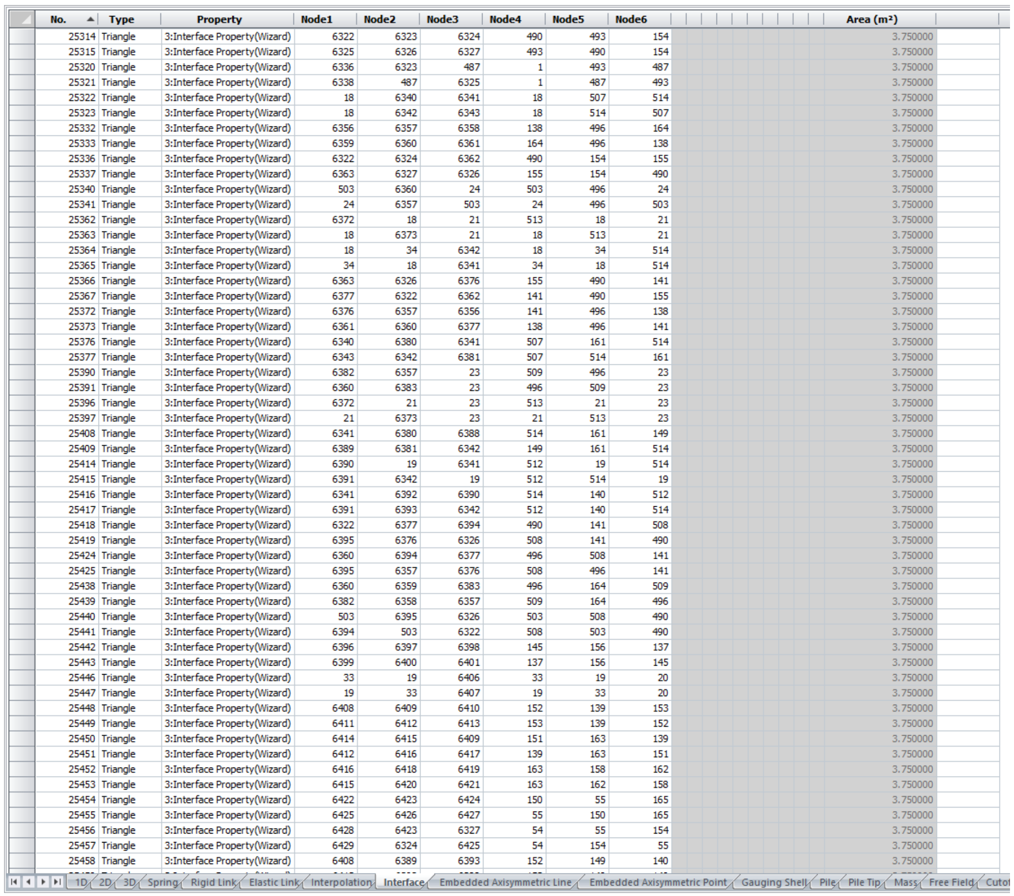
Static/Slope Analysis > Load > Table > Load Table Import



2.13 Addition of Interface Area Column in Element Table

- Currently, GTS NX provides Interface stress results such as Normal stress and tangential stress.
- An improvement has been made to print the Interface Elements Area, so that the stress results can be converted into forces.
- These Normal & tangential forces can then be used for calculating Total Vertical/Normal & Horizontal/Slip forces and thereby Factor of Safety Against Sliding can be determined in the case of Retaining walls or Dams.

Mesh > Tools > Table > Element Table



No.	Type	Property	Node1	Node2	Node3	Node4	Node5	Node6	Area (m²)
25314	Triangle	3:Interface Property(Wizard)	6322	6323	6324	490	493	154	3.750000
25315	Triangle	3:Interface Property(Wizard)	6325	6326	6327	493	490	154	3.750000
25320	Triangle	3:Interface Property(Wizard)	6336	6323	487	1	493	487	3.750000
25321	Triangle	3:Interface Property(Wizard)	6338	487	6325	1	487	493	3.750000
25322	Triangle	3:Interface Property(Wizard)	18	6340	6341	18	507	514	3.750000
25323	Triangle	3:Interface Property(Wizard)	18	6342	6343	18	514	507	3.750000
25332	Triangle	3:Interface Property(Wizard)	6356	6357	6358	138	496	164	3.750000
25333	Triangle	3:Interface Property(Wizard)	6359	6360	6361	164	496	138	3.750000
25336	Triangle	3:Interface Property(Wizard)	6322	6324	6362	490	154	155	3.750000
25337	Triangle	3:Interface Property(Wizard)	6363	6327	6326	155	154	490	3.750000
25340	Triangle	3:Interface Property(Wizard)	503	6360	24	503	496	24	3.750000
25341	Triangle	3:Interface Property(Wizard)	24	6357	503	24	496	503	3.750000
25362	Triangle	3:Interface Property(Wizard)	6372	18	21	513	18	21	3.750000
25363	Triangle	3:Interface Property(Wizard)	18	6373	21	18	513	21	3.750000
25364	Triangle	3:Interface Property(Wizard)	18	34	6342	18	34	514	3.750000
25365	Triangle	3:Interface Property(Wizard)	34	18	6341	34	18	514	3.750000
25366	Triangle	3:Interface Property(Wizard)	6363	6326	6376	155	490	141	3.750000
25367	Triangle	3:Interface Property(Wizard)	6377	6322	6362	141	490	155	3.750000
25372	Triangle	3:Interface Property(Wizard)	6376	6357	6356	141	496	138	3.750000
25373	Triangle	3:Interface Property(Wizard)	6361	6360	6377	138	496	141	3.750000
25376	Triangle	3:Interface Property(Wizard)	6340	6380	6341	507	161	514	3.750000
25377	Triangle	3:Interface Property(Wizard)	6343	6342	6381	507	514	161	3.750000
25390	Triangle	3:Interface Property(Wizard)	6382	6357	23	509	496	23	3.750000
25391	Triangle	3:Interface Property(Wizard)	6360	6383	23	496	509	23	3.750000
25396	Triangle	3:Interface Property(Wizard)	6372	21	23	513	21	23	3.750000
25397	Triangle	3:Interface Property(Wizard)	21	6373	23	21	513	23	3.750000
25408	Triangle	3:Interface Property(Wizard)	6341	6380	6388	514	161	149	3.750000
25409	Triangle	3:Interface Property(Wizard)	6389	6381	6342	149	161	514	3.750000
25414	Triangle	3:Interface Property(Wizard)	6390	19	6341	512	19	514	3.750000
25415	Triangle	3:Interface Property(Wizard)	6391	6342	19	512	514	19	3.750000
25416	Triangle	3:Interface Property(Wizard)	6341	6392	6390	514	140	512	3.750000
25417	Triangle	3:Interface Property(Wizard)	6391	6393	6342	512	140	514	3.750000
25418	Triangle	3:Interface Property(Wizard)	6322	6377	6394	490	141	508	3.750000
25419	Triangle	3:Interface Property(Wizard)	6395	6376	6326	508	141	490	3.750000
25424	Triangle	3:Interface Property(Wizard)	6360	6394	6377	496	508	141	3.750000
25425	Triangle	3:Interface Property(Wizard)	6395	6357	6376	508	496	141	3.750000
25438	Triangle	3:Interface Property(Wizard)	6360	6359	6383	496	164	509	3.750000
25439	Triangle	3:Interface Property(Wizard)	6382	6358	6357	509	164	496	3.750000
25440	Triangle	3:Interface Property(Wizard)	503	6395	6326	503	508	490	3.750000
25441	Triangle	3:Interface Property(Wizard)	6394	503	6322	508	503	490	3.750000
25442	Triangle	3:Interface Property(Wizard)	6396	6397	6398	145	156	137	3.750000
25443	Triangle	3:Interface Property(Wizard)	6399	6400	6401	137	156	145	3.750000
25446	Triangle	3:Interface Property(Wizard)	33	19	6406	33	19	20	3.750000
25447	Triangle	3:Interface Property(Wizard)	19	33	6407	19	33	20	3.750000
25448	Triangle	3:Interface Property(Wizard)	6408	6409	6410	152	139	153	3.750000
25449	Triangle	3:Interface Property(Wizard)	6411	6412	6413	153	139	152	3.750000
25450	Triangle	3:Interface Property(Wizard)	6414	6415	6409	151	163	139	3.750000
25451	Triangle	3:Interface Property(Wizard)	6412	6416	6417	139	163	151	3.750000
25452	Triangle	3:Interface Property(Wizard)	6416	6418	6419	163	158	162	3.750000
25453	Triangle	3:Interface Property(Wizard)	6415	6420	6421	163	162	158	3.750000
25454	Triangle	3:Interface Property(Wizard)	6422	6423	6424	150	55	165	3.750000
25455	Triangle	3:Interface Property(Wizard)	6425	6426	6427	55	150	165	3.750000
25456	Triangle	3:Interface Property(Wizard)	6428	6423	6327	54	55	154	3.750000
25457	Triangle	3:Interface Property(Wizard)	6429	6324	6425	54	154	55	3.750000
25458	Triangle	3:Interface Property(Wizard)	6408	6389	6393	152	149	140	3.750000

[Interface Element Table]

Interface forces will be helpful in determining the

FoS Against Sliding – ANCOLD Guidelines for Concrete Dams

$$\mathrm{FoS}_{\mathrm{sliding}} = \frac{(\mu \cdot N) + (c \cdot A)}{\sum F_{\mathrm{horizontal}}}$$

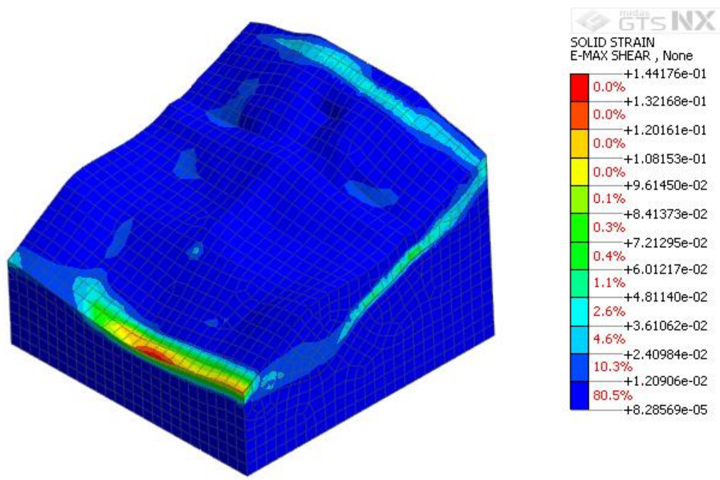
where:

- μ: Coefficient of friction between the dam and its foundation.
- N: Net normal force acting on the base.
- c: Cohesion of the foundation material.
- A: Base area of the dam.

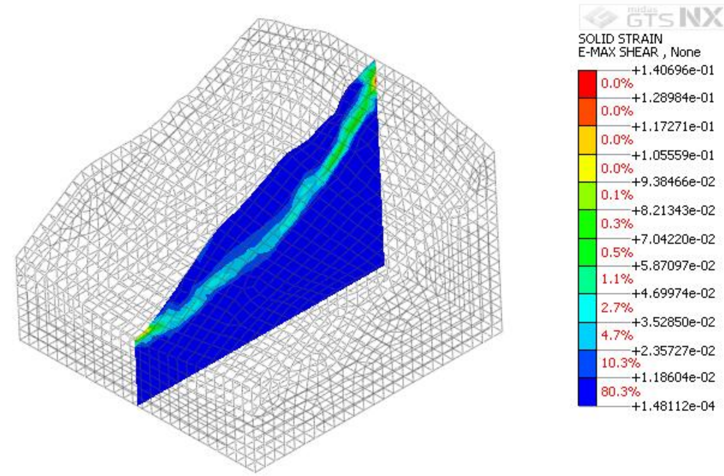
2.14 Clipping Plane Post-Processing Enhancement

- Improved the Clipping Plane result presentation by the addition of 'Contour Line'

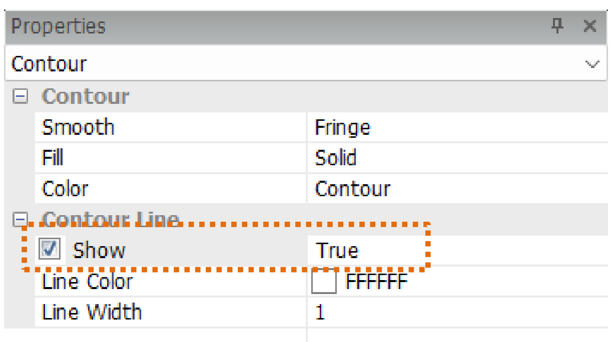
Analysis Results > Advanced View Control > Clipping Plane

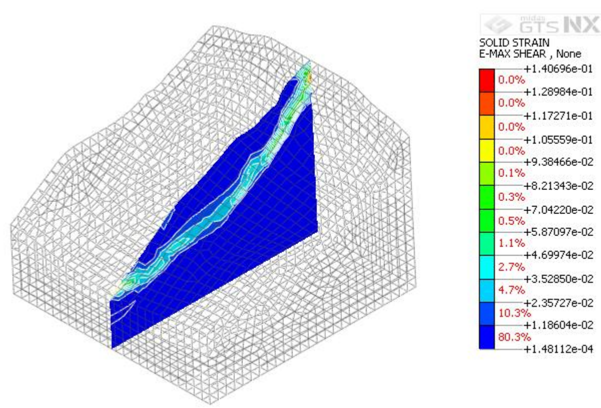


[Full Model Results]



[Clipping Plane Results]



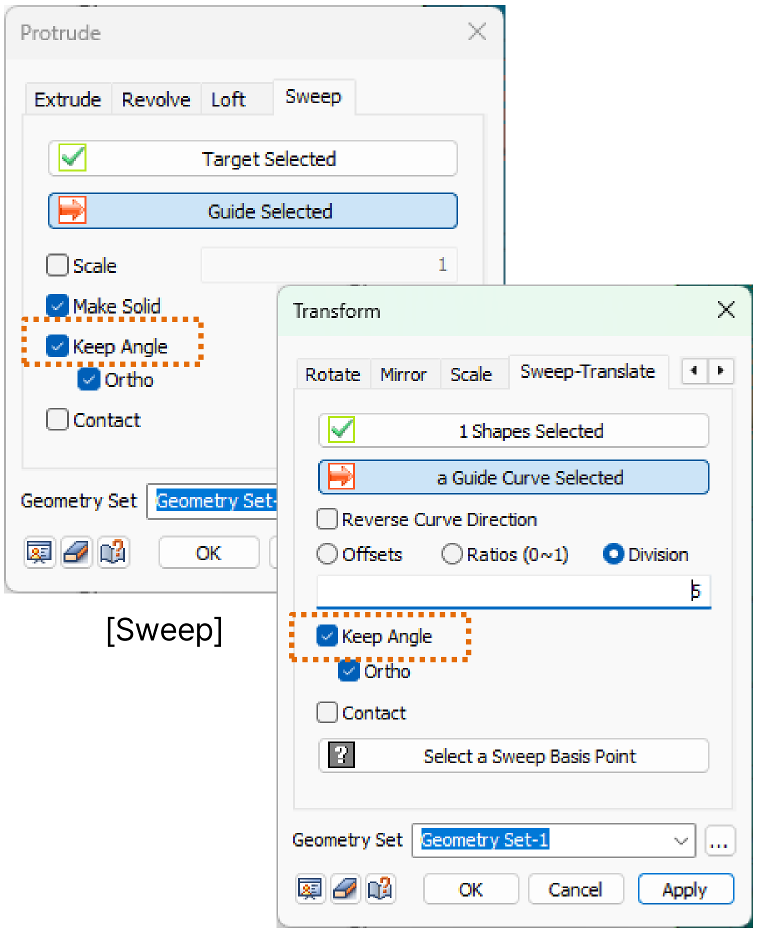


[Clipping Plane Results With Contour Lines]

2.15 Enhancement of Sweep-Ortho Function

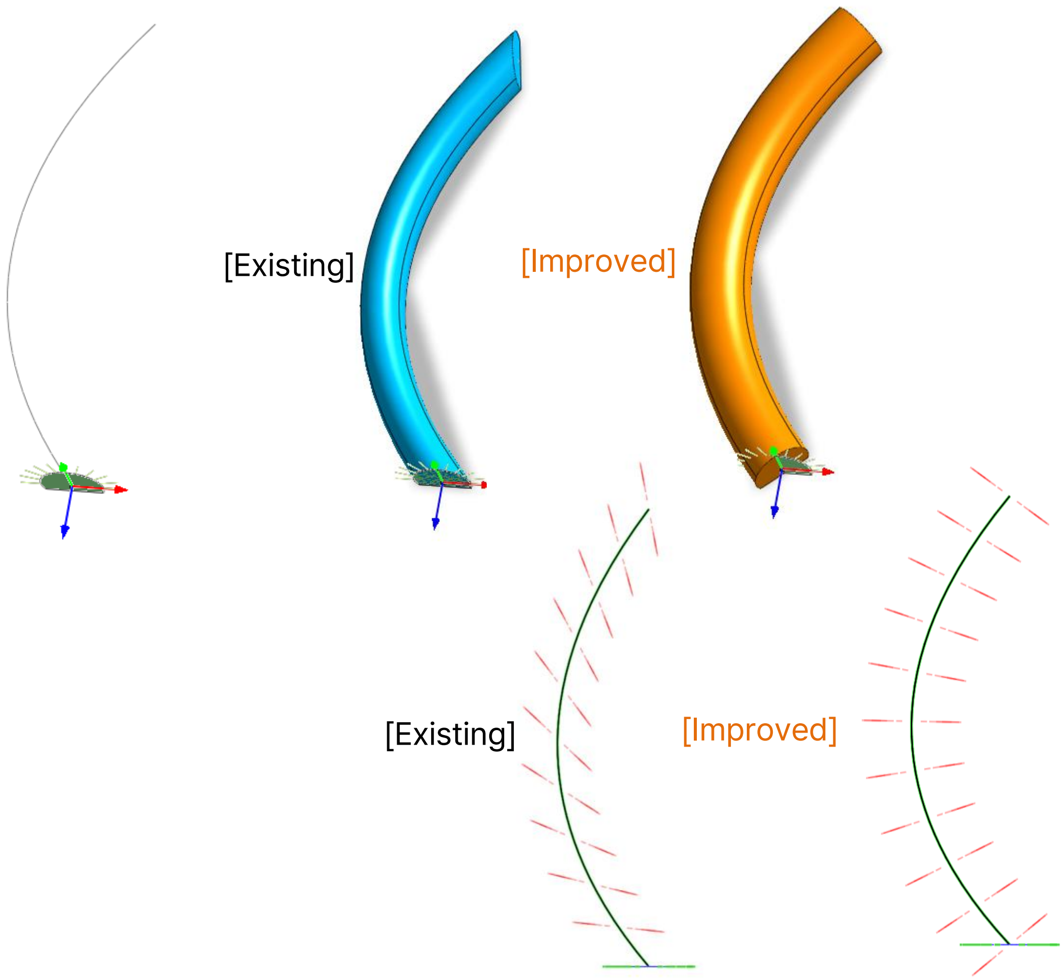
- Added option to maintain the orthogonal angle of guidelines when extracting or moving geometric sweeps

Geometry > Protrude > Sweep, Geometry > Transform > Sweep-Translate



[Sweep]

[Sweep - Translate]



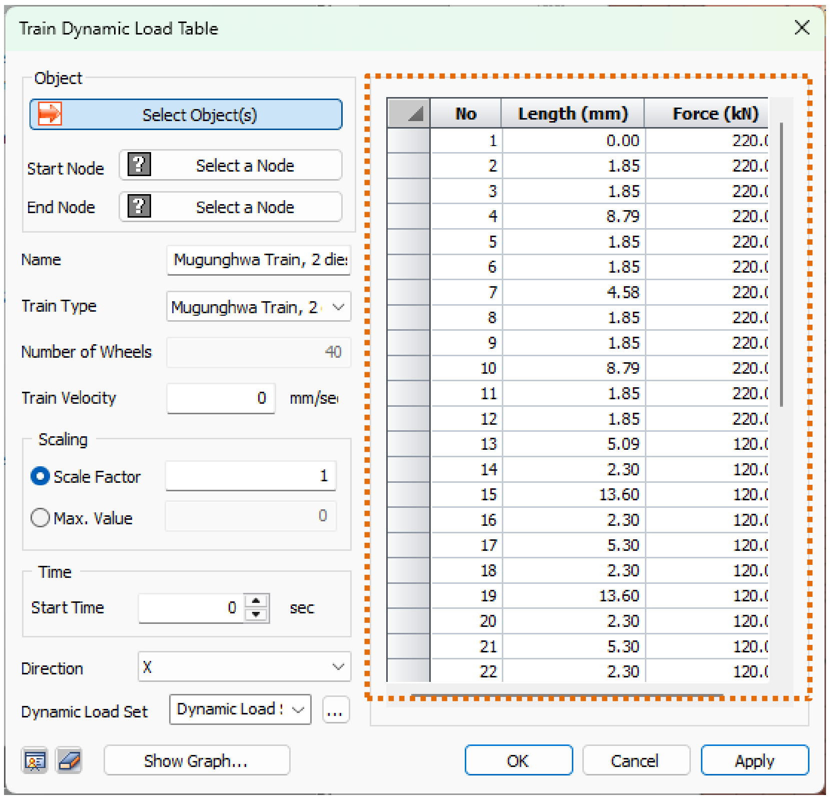
2.16 Excel Compatibility (Copy & Paste) in Train Dynamic Load Table

The method of inputting user-defined train moving load has been improved for direct input in a table format or by copy & paste from excel sheet.

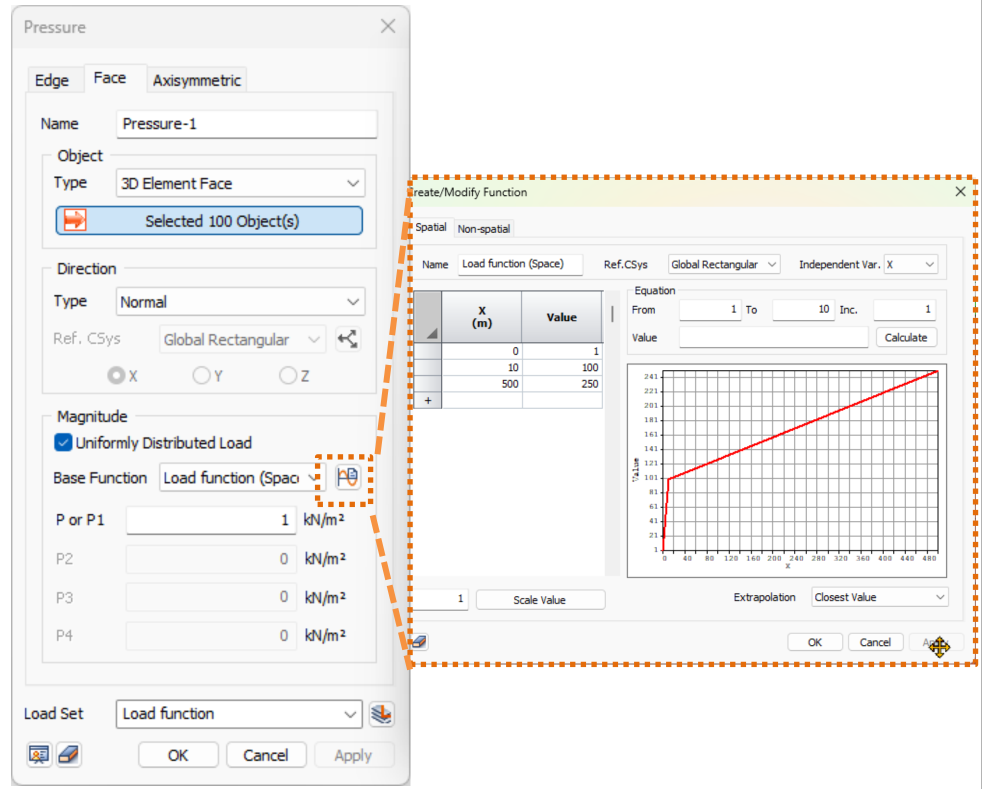
2.17 Enhancement in Selection of Function Data for Modification

Until GTS NX 2024v1.1, editing Function data required navigating to the Analysis Workstree. Starting from GTS NX 2026v1.1, you can simply click on existing data (e.g., Load, Material, etc.) to view or modify the linked function directly

Dynamic Analysis > Load > Train Dynamic Load Table



Function Linked to the Existing Data



Happy Modeling!!