



Model created in COMSOL Multiphysics 6.4

Electrical Heating in a Busbar with Terminals


For a description of this application, including detailed step-by-step instructions showing how to build it, see the book *Introduction to AC/DC Module*. The modeling instructions for the geometry is given in the appendix.

Application Library path: ACDC_Module/Introductory_Electric_Currents/
busbar_terminal


Appendix: Modeling Instructions for the Geometry

From the **File** menu, choose **New**.

NEW

In the **New** window, click  **Model Wizard**.

MODEL WIZARD

1 In the **Model Wizard** window, click .

2 Click  **Done**.

GLOBAL DEFINITIONS

Parameters 1

1 In the **Model Builder** window, under **Global Definitions** click **Parameters 1**.

2 In the **Settings** window for **Parameters**, locate the **Parameters** section.

3 In the table, enter the following settings:

Name	Expression	Value	Description
L	9[cm]	0.09 m	Length
rad_1	6[mm]	0.006 m	Bolt radius
tbb	5[mm]	0.005 m	Thickness
wbb	5[cm]	0.05 m	Width


GEOMETRY 1

Work Plane 1 (wp1)

1 In the **Geometry** toolbar, click  **Work Plane**.

2 In the **Settings** window for **Work Plane**, locate the **Plane Definition** section.

3 From the **Plane** list, choose **xz-plane**.

4 Click  **Go to Plane Geometry**.

Axis

1 In the **Model Builder** window, expand the **Component 1 (comp1) > Geometry 1 > Work Plane 1 (wp1) > View 2** node, then click **Axis**.


2 In the **Settings** window for **Axis**, locate the **Axis** section.

3 In the **x minimum** text field, type $-1e-2$.



4 In the **x maximum** text field, type 0.11 .

- 5 In the **y minimum** text field, type $-1e-2$.
- 6 In the **y maximum** text field, type 0.11 .
- 7 Locate the **Grid** section. Select the **Manual spacing** checkbox.
- 8 In the **x spacing** text field, type $5e-3$.
- 9 In the **y spacing** text field, type $5e-3$.




Work Plane 1 (wp1) > Rectangle 1 (r1)

- 1 In the **Work Plane** toolbar, click  **Rectangle**.
- 2 In the **Settings** window for **Rectangle**, locate the **Size and Shape** section.
- 3 In the **Width** text field, type $L+2*tbb$.
- 4 In the **Height** text field, type $0.1[m]$.


Work Plane 1 (wp1) > Rectangle 2 (r2)

- 1 In the **Work Plane** toolbar, click  **Rectangle**.
- 2 In the **Settings** window for **Rectangle**, locate the **Size and Shape** section.
- 3 In the **Width** text field, type $L+tbb$.
- 4 In the **Height** text field, type $0.1[m] - tbb$.
- 5 Locate the **Position** section. In the **yw** text field, type tbb .
- 6 Click  **Build Selected**.


Work Plane 1 (wp1) > Difference 1 (dif1)


- 1 In the **Work Plane** toolbar, click  **Booleans and Partitions** and choose **Difference**.
- 2 Select the object **r1** only to add it to the **Objects to add** list.
- 3 In the **Settings** window for **Difference**, locate the **Difference** section.
- 4 Click to select the  **Activate Selection** toggle button for **Objects to subtract**.
- 5 Select the object **r2** only.
- 6 Click  **Build Selected**.

Work Plane 1 (wp1) > Fillet 1 (fil1)

- 1 In the **Work Plane** toolbar, click  **Fillet**.
- 2 On the object **dif1**, select Point 3 only.
- 3 In the **Settings** window for **Fillet**, locate the **Radius** section.
- 4 In the **Radius** text field, type tbb .

Work Plane 1 (wp1) > Fillet 2 (fil2)



- 1 In the **Work Plane** toolbar, click  **Fillet**.

- 2 On the object **fill**, select Point 6 only.
- 3 In the **Settings** window for **Fillet**, locate the **Radius** section.
- 4 In the **Radius** text field, type $2 \cdot tbb$.
- 5 Click  **Build Selected**.



Extrude 1 (ext1)

- 1 In the **Model Builder** window, under **Component 1 (comp1) > Geometry 1** right-click **Work Plane 1 (wp1)** and choose **Extrude**.
- 2 In the **Settings** window for **Extrude**, locate the **Distances** section.
- 3 In the table, enter the following settings:


Distances (m)
wbb

- 4 Click  **Build Selected**.
- 5 Click the  **Zoom Extents** button in the **Graphics** toolbar.



Work Plane 2 (wp2)

- 1 In the **Geometry** toolbar, click  **Work Plane**.
- 2 In the **Settings** window for **Work Plane**, locate the **Plane Definition** section.
- 3 From the **Plane type** list, choose **Face parallel**.
- 4 On the object **ext1**, select Boundary 8 only.
- 5 Click  **Go to Plane Geometry**.


Work Plane 2 (wp2) > Plane Geometry

Click the  **Zoom Extents** button in the **Graphics** toolbar.

Work Plane 2 (wp2) > Circle 1 (c1)

- 1 In the **Work Plane** toolbar, click  **Circle**.
- 2 In the **Settings** window for **Circle**, locate the **Size and Shape** section.
- 3 In the **Radius** text field, type rad_1 .
- 4 Click  **Build Selected**.



Extrude 2 (ext2)

- 1 In the **Model Builder** window, under **Component 1 (comp1) > Geometry 1** right-click **Work Plane 2 (wp2)** and choose **Extrude**.
- 2 In the **Settings** window for **Extrude**, click  **Build Selected**.


3 Locate the **Distances** section. In the table, enter the following settings:

Distances (m)
$-2 * t_{bb}$



Work Plane 3 (wp3)

- 1 In the **Geometry** toolbar, click  **Work Plane**.
- 2 In the **Settings** window for **Work Plane**, locate the **Plane Definition** section.
- 3 From the **Plane type** list, choose **Face parallel**.
- 4 On the object **ext1**, select Boundary 4 only.
- 5 Click  **Go to Plane Geometry**.



Work Plane 3 (wp3) > Plane Geometry

Click the  **Zoom Extents** button in the **Graphics** toolbar.

Work Plane 3 (wp3) > Circle 1 (c1)

- 1 In the **Work Plane** toolbar, click  **Circle**.
- 2 In the **Settings** window for **Circle**, locate the **Size and Shape** section.
- 3 In the **Radius** text field, type `rad_1`.
- 4 Locate the **Position** section. In the **xw** text field, type `-L/2+1.5[cm]`.
- 5 In the **yw** text field, type `-wbb/4`.
- 6 Click  **Build Selected**.

Work Plane 3 (wp3) > Copy 1 (copy1)

- 1 In the **Work Plane** toolbar, click  **Transforms** and choose **Copy**.
- 2 Select the object **c1** only.
- 3 In the **Settings** window for **Copy**, locate the **Displacement** section.
- 4 In the **yw** text field, type `wbb/2`.
- 5 Click  **Build Selected**.

Extrude 3 (ext3)


- 1 In the **Model Builder** window, under **Component 1 (comp1) > Geometry 1** right-click **Work Plane 3 (wp3)** and choose **Extrude**.
- 2 In the **Settings** window for **Extrude**, locate the **Distances** section.

3 In the table, enter the following settings:

Distances (m)

-2*tbb

4 Click  **Build Selected**.

5 Click the  **Zoom Extents** button in the **Graphics** toolbar.

Form Union (fin)

1 In the **Model Builder** window, click **Form Union (fin)**.

2 In the **Settings** window for **Form Union/Assembly**, click  **Build Selected**.