lumped_port

Hfss.lumped_port(*signal*, *reference=None*, *create_port_sheet=False*, *port_on_plane=True*, *integration_line=0*, *impedance=50*, *name=None*, *renormalize=True*, *deembed=False*, *terminals_rename=True*)[source]

Create a waveport taking the closest edges of two objects.

Parameters:

signalstr, int, list, pyaedt.modeler.cad.object3d.Object3d or

pyaedt.modeler.elements3d.FacePrimitive Main object for port creation or starting object for the integration line.

referenceint, list or pyaedt.modeler.cad.object3d.Object3d

Ending object for the integration line or reference for Terminal solution. Can be multiple objects.

create_port_sheetbool, optional

Whether to create a port sheet or use given start_object as port sheet.

integration_lineint or pyaedt.application.Analysis.Analysis.AxisDir, optional

Position of the port. It should be one of the values for Application.AxisDir, which are: XNeg, YNeg, ZNeg, XPos, YPos, and ZPos. The default is Application.AxisDir.XNeg. It can also be a list of 2 points.

port_on_planebool, optional

Whether to create the source on the plane orthogonal to AxisDir. The default is True.

impedancefloat, optional

Port impedance. The default is 50.

namestr, optional

Name of the port. The default is None.

renormalizebool, optional

Whether to renormalize the mode. The default is True.

deembedfloat, optional

Deembed distance in millimeters. The default is 0, in which case deembed is disabled.

terminals_renamebool, optional

Modify terminals name with the port name plus the terminal number. The default value is True.

Returns:

pyaedt.modules.Boundary.BoundaryObject

Port object.