

Material: Assign Material to Section and Element

Property

Functions

afx_msg void **OSPropertyUI::SetMaterialID** (const VARIANT FAR &nMaterial)

This method has been deprecated. Use method **OSPropertyUI::SetMaterialName** .

afx_msg void **OSPropertyUI::SetMaterialName** (LPCTSTR strMaterialName)

Set the string name of this material.

afx_msg VARIANT **OSPropertyUI::AssignMaterialToMember** (const VARIANT &strMaterialName, const

VARIANT &varMemberNo)

Assign material to member.

afx_msg VARIANT **OSPropertyUI::AssignMaterialToPlate** (const VARIANT &strMaterialName, const VARIANT &varPlateNo)

Assign material to plate. API will skip the plate numbers which are not found.

afx_msg VARIANT **OSPropertyUI::AssignMaterialToParametricSurface** (const VARIANT &strMaterialName, const VARIANT &varHandle)

This function is reserved, do not use.

afx_msg VARIANT **OSPropertyUI::AssignMaterialToSolid** (const VARIANT &strMaterialName, const VARIANT &varSolidNo)

Assign material to solid.

Detailed Description

These functions are related to assign material to sections or elements.

Function Documentation

◆ **AssignMaterialToMember()**

```
VARIANT OSPropertyUI::AssignMaterialToMember ( const VARIANT & strMaterialName,  
                                              const VARIANT & varMemberNo )
```

Assign material to member.

Parameters

[in] **strMaterialName** Identification title of material.

[in] **varMemberNo** Single or an array of integers containing list of member nos.

Return values

1 TRUE.

0 FALSE.

C++ Syntax

```
// Assign material "CONCRETE1" to member #3.  
VARIANT RetVal = OSPropertyUI::AssignMaterialToMember((LPCSTR)"CONCRETE1", 3);
```

VBA Syntax

```
' Assign material "CONCRETE1" to member #3.  
Dim RetVal As VARIANT = OSPropertyUI.AssignMaterialToMember("CONCRETE1", 3)
```

See also

[OSPropertyUI::AssignMaterialToPlate](#)

[OSPropertyUI::AssignMaterialToSolid](#)

◆ [AssignMaterialToPlate\(\)](#)

```
VARIANT OSPropertyUI::AssignMaterialToPlate ( const VARIANT & strMaterialName,
                                            const VARIANT & varPlateNo )
```

Assign material to plate. API will skip the plate numbers which are not found.

Parameters

[in] **strMaterialName** Identification title of material. (String)

[in] **varPlateNo** Single or an array of integers containing list of plate nos. (Long / Integer)

Return values

0 OK.

-113 varPlateNos type error (Long or Int Expected)

-4009 All the plate numbers are invalid.

-4008 Some of the plate numbers are invalid.

-6023 Material not found.

C++ Syntax

```
// Assign material "CONCRETE1" to plate #3.
VARIANT RetVal = OSPropertyUI::AssignMaterialToPlate((LPCSTR)"CONCRETE1", 3);
```

VBA Syntax

```
Option Explicit
Sub Main
    Dim objOpenStaad As Object
    Dim stdFile As String
    Dim varRetVal As Long
    Dim nPlates As Long
    Dim lPlateArray() As Long
    Dim sMaterial As String

    Set objOpenStaad = GetObject(, "StaadPro.OpenSTAAD")
    objOpenStaad.GetSTAADFile stdFile, "TRUE"
    If stdFile = "" Then
        MsgBox "Bad"
        Set objOpenStaad = Nothing
        Exit Sub
    End If

    sMaterial = "CUSTOMMATERIAL"
    nPlates = objOpenStaad.Geometry.GetPlateCount()
    ReDim lPlateArray(nPlates - 1)
    varRetVal = objOpenStaad.Geometry.GetPlateList(lPlateArray)
    varRetVal = objOpenStaad.Property.AssignMaterialToPlate(sMaterial, lPlateArray)
    ' process the return value
    If (varRetVal = 0) Then
        MsgBox "Successful"
    Else
        MsgBox "Unsuccessful"
    End If
    Set objOpenStaad = Nothing
```

```
End Sub
```

See also

[OSPropertyUI::AssignMaterialToMember](#)

[OSPropertyUI::AssignMaterialToSolid](#)

◆ [AssignMaterialToSolid\(\)](#)

```
VARIANT OSPropertyUI::AssignMaterialToSolid ( const VARIANT & strMaterialName,  
                                         const VARIANT & varSolidNo )
```

Assign material to solid.

Parameters

[in] **strMaterialName** Identification title of material.

[in] **varSolidNo** Signle or an array of intergers contains list of solid nos.

Return values

1 TRUE.

0 FALSE.

C++ Syntax

```
// Assign material "CONCRETE1" to solid #3.  
VARIANT RetVal = OSPropertyUI::AssignMaterialToSolid((LPCSTR)"CONCRETE1", 3);
```

VBA Syntax

```
' Assign material "CONCRETE1" to solid #3.  
Dim RetVal As VARIANT = OSPropertyUI.AssignMaterialToSolid("CONCRETE1", 3)
```

See also

[OSPropertyUI::AssignMaterialToMember](#)

[OSPropertyUI::AssignMaterialToPlate](#)

◆ [SetMaterialID\(\)](#)

```
void OSPropertyUI::SetMaterialID ( const VARIANT FAR & nMaterial )
```

This method has been deprecated. Use method **OSPropertyUI::SetMaterialName** .

See also

[OSPropertyUI::SetMaterialName](#)

◆ SetMaterialName()

```
void OSPropertyUI::SetMaterialName ( LPCTSTR strMaterialName )
```

Set the string name of this material.

Parameters

[in] **strMaterialName** Name of the material.

Return values

1 Succeed.

C++ Syntax

```
// Set "UserDefineMaterial_1" as current material.  
OSPropertyUI::SetMaterialName((LPCTSTR)"UserDefineMaterial_1");
```

VBA Syntax

```
' Set "UserDefineMaterial_1" as current material.  
OSPropertyUI.SetMaterialName("UserDefineMaterial_1")
```

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