

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 intergers 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 intergers containing list of plate nos. (Long / Interger)

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 varReturnVal 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)
varReturnVal = objOpenStaad.Geometry.GetPlateList(lPlateArray)
varReturnVal = objOpenStaad.Property.AssignMaterialToPlate(sMaterial, lPlateArray)
' process the return value
If (varReturnVal = 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** Single 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")
```

© Copyright Bentley Systems, Inc. For more information, see <http://www.bentley.com>.