9.Geometry.AddBeam

This function adds a beam between two specified existing nodes.

VB Syntax

Geometry.AddBeam*NodeA, NodeB*

Where:

NodeA, NodeB

Long variables, provide member connectivity.

10.Geometry.AddPlate

This function adds a plate element between existing nodes.

VB Syntax

Geometry.AddPlate*NodeA, NodeB, NodeC, NodeD*
Geometry.AddPlate*NodeA, NodeB, NodeC*

Where:

NodeA, NodeB, NodeC, NodeD

      Long variables, provide element connectivity.

11.Geometry.CreateNode

This function adds a node in the structure with the number specified in nNodeNo. The difference between CreateNode and AddNode is the former has an option to label the node with any user-defined number.

VB Syntax

Geometry.CreateNode *nNodeNo, CoordX, CoordY, CoordZ*

Where:

nNodeNo

      A long variable containing the number to assign the newly created node.

CoordX, CoordY, CoordZ

      Double variables providing the nodal coordinates X, Y and Z of the nNodeNo.