



**Andhra Pradesh State Skill
Development Corporation**



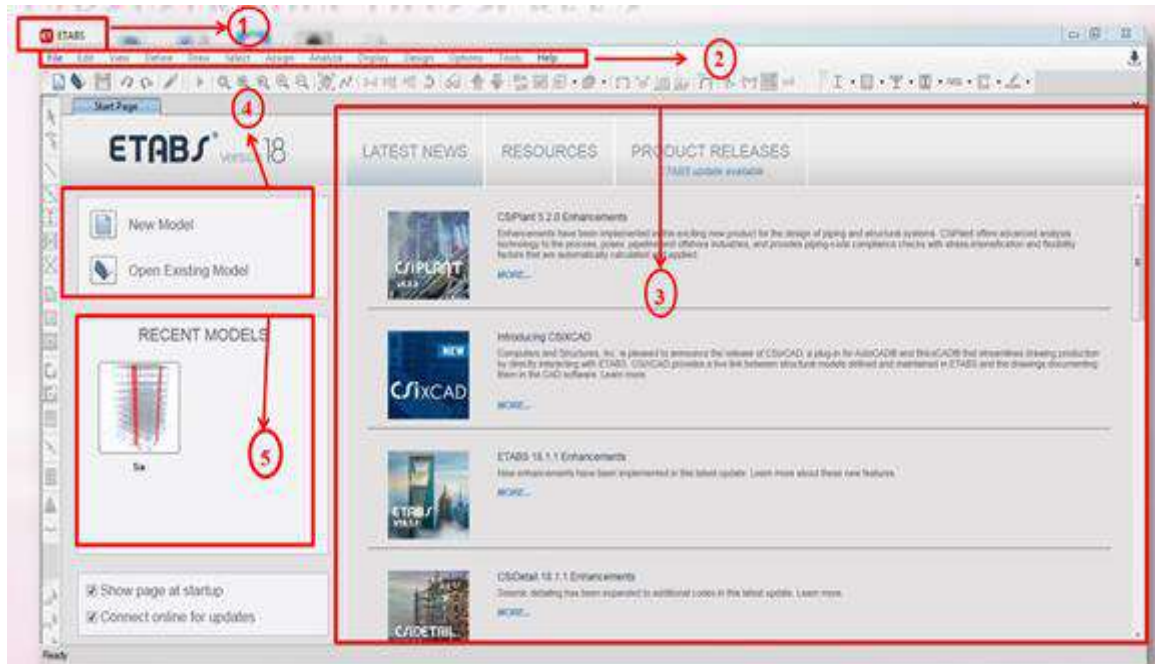
Extended Three-Dimensional Analysis of Building System

ETABS

User Interface & UCS Icon of ETABS

USER INTERFACE AND UCS ICON OF ETABS

INTRODUCTION SCREEN



1. Title Bar: It is an horizontal **bar** at the top of a window, bearing the name of the program and typically the name of the currently active document.

Here, it shows the name of the software along with the version which it is and the name of the project.

“**ET**” is the icon of the software.

2. Menu Bar:

It is a horizontal bar, typically located at the top of the screen below the title bar, containing drop-down menus.

You can display pull-down menus as an alternative to or simultaneously with the ribbon.

1. Access a more complete list of commands and options
2. Select descriptive words from a menu instead of icons from the ribbon or a toolbar

3. Information Bar: The Information bar is a place to display information about software updates and latest information.

Any information like tool upgradation and new releases will be displayed here in the form of a notification

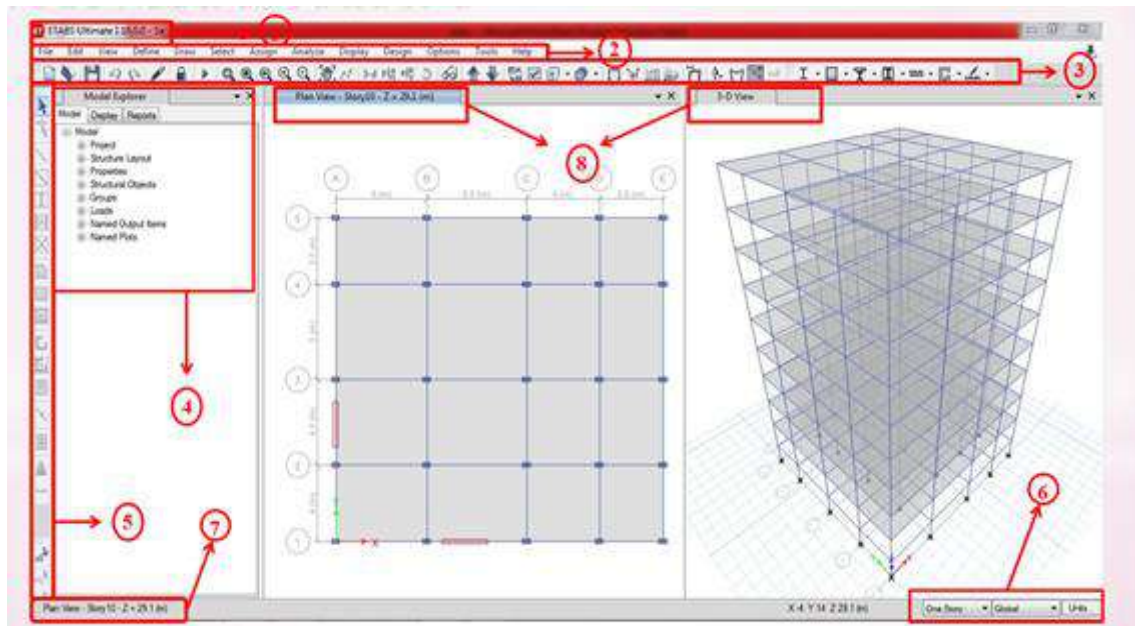
4. New Model: This options allows to open new model

Open Existing Model: This options allows to open already existing model to work on

5. Recent Models:

In this region you can find the models which have worked recently.

USER INTERFACE



3. Standard toolbar:

The Standard toolbar is located just below the menu bar.

It contains important tools of menus

The tools exist in standard toolbar will also present in menu's

4. Model Explorer:

The **ETABS model explorer** greatly enhances the user's ability to manage the data in their **model**. Users can define, duplicate, and modify properties in groups. Drag and drop properties right onto the **models** for assignment. User defined displays can be easily setup in the **model explorer** for quick navigation.

5. Quick Draw Toolbar:

This toolbar contains important draw tools which are used in the modelling of the structure, they are checked on the screen for easy and quick access purposes.

6. Storey Settings:

In this region you can find Storey Settings like **All Stories**, **One Storey** and **Similar Storey** which allows you to apply the changes storey wise.

7. Status Bar:

This is located at the left bottom corner, it contains the status of work or it shows the progress of the work.

8. Viewports:

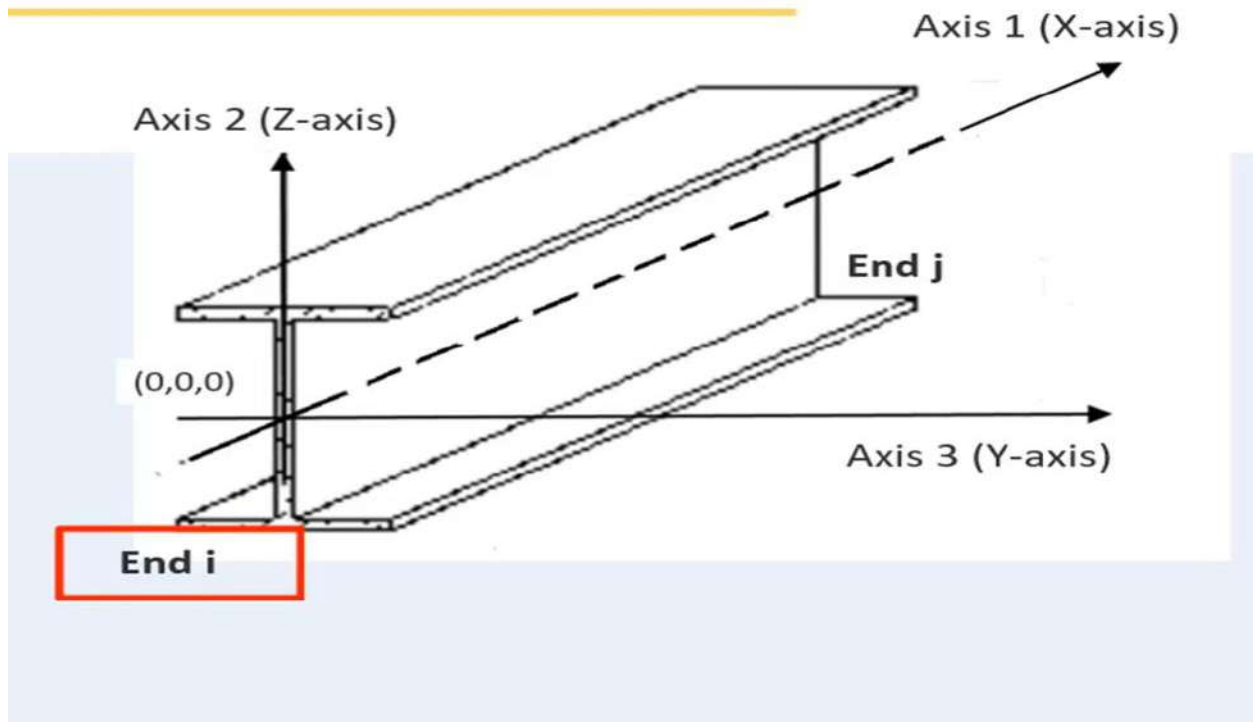
Viewports are areas that display different views of your drawing and/or model. In ETABS you can add a number of viewports and work in it. The changes will be automatically updated in the other viewports if you change in any one viewport.

This allows you to examine the structure in various views and also helps for the better understanding purpose. By default ETABS has 2 viewports

UCS ICON

The drawing area displays an **icon** representing the XYZ axis called the User Coordinate System, or **UCS**.

In ETABS X & Y axis represent the lateral directions and Z- axis represents the height of the structure.



Along with the global XYZ axis it has a local axis namely 1,2& 3. Global **X-axis** represents the Local **1-axis**, Global **Y-axis** represents the Local **3-axis** and Global **Z-axis** represents Local **2-axis**.

For any element either beam or column it automatically names the end as I & J. starting end of the element is termed as **i** end (left or bottom corner) and next end is termed as **j** end (right or top corner)