



**Andhra Pradesh State Skill
Development Corporation**



Extended Three-Dimensional Analysis of Building System

ETABS

Types of Selections



TYPES OF SELECTION

Objective

This chapter contains description on Types of Selections. There are mainly 3 types of Selections using mouse namely Window Selection, Cross Window Selection & Direct Selection.

Window Selection

Draw a window around one or more objects to select them. Draw a window around an object as follows:

1. Position the mouse pointer above and to the left (or below and to the left) of the object(s) to be selected.
2. Depress and hold down the left button on the mouse.
3. While keeping the left button depressed, drag the mouse to a position below and to the right (or above and to the right) of the object(s) to be selected
4. Release the left mouse button.

Note the following about window selection:

As the mouse is dragged, a "rubber band window" appears. The rubber band window is a dashed rectangle that changes shape as the mouse is dragged. One corner of the rubber band window is at the point where the left mouse button was first depressed. The diagonally opposite corner of the rubber band window is at the current mouse pointer position. Any visible object that is completely inside of the rubber band window is selected when the left mouse button is released. We can cross check the selection from status bar.

Note: Selecting by window in a plan view selects the beams and columns that are visible in the plan view.

Cross Window Selection

Draw a window around one or more objects to select them. Draw a window around an object as follows:

1. Position the mouse pointer above and to the right (or below and to the right) of the object(s) to be selected.
2. Depress and hold down the left button on the mouse.
3. While keeping the left button depressed, drag the mouse to a position below and to the left (or above and to the left) of the object(s) to be selected
4. Release the left mouse button.

Note the following about cross window selection:

As the mouse is dragged, a "rubber band window" appears. The rubber band window is a dashed rectangle that changes shape as the mouse is dragged. One corner of the rubber band window is at the point where the left mouse button was first depressed. The diagonally opposite corner of the rubber band window is at the current mouse pointer position. Any visible object that is completely inside or crossing the dashed rectangle of the rubber band window is selected when the left mouse button is released. We can cross check the selection from the status bar.

Note: Selecting by Cross window in a plan view selects the beams and columns that are visible in the plan view.



Direct Selection

To select the objects using this method place the cursor on the object to be selected and specify left click in the mouse. Selection can be continued till we stop clicking on objects. To deselect the selected object left click on it again then it will be removed from the selection.

