Automating Frame Names in ETABS

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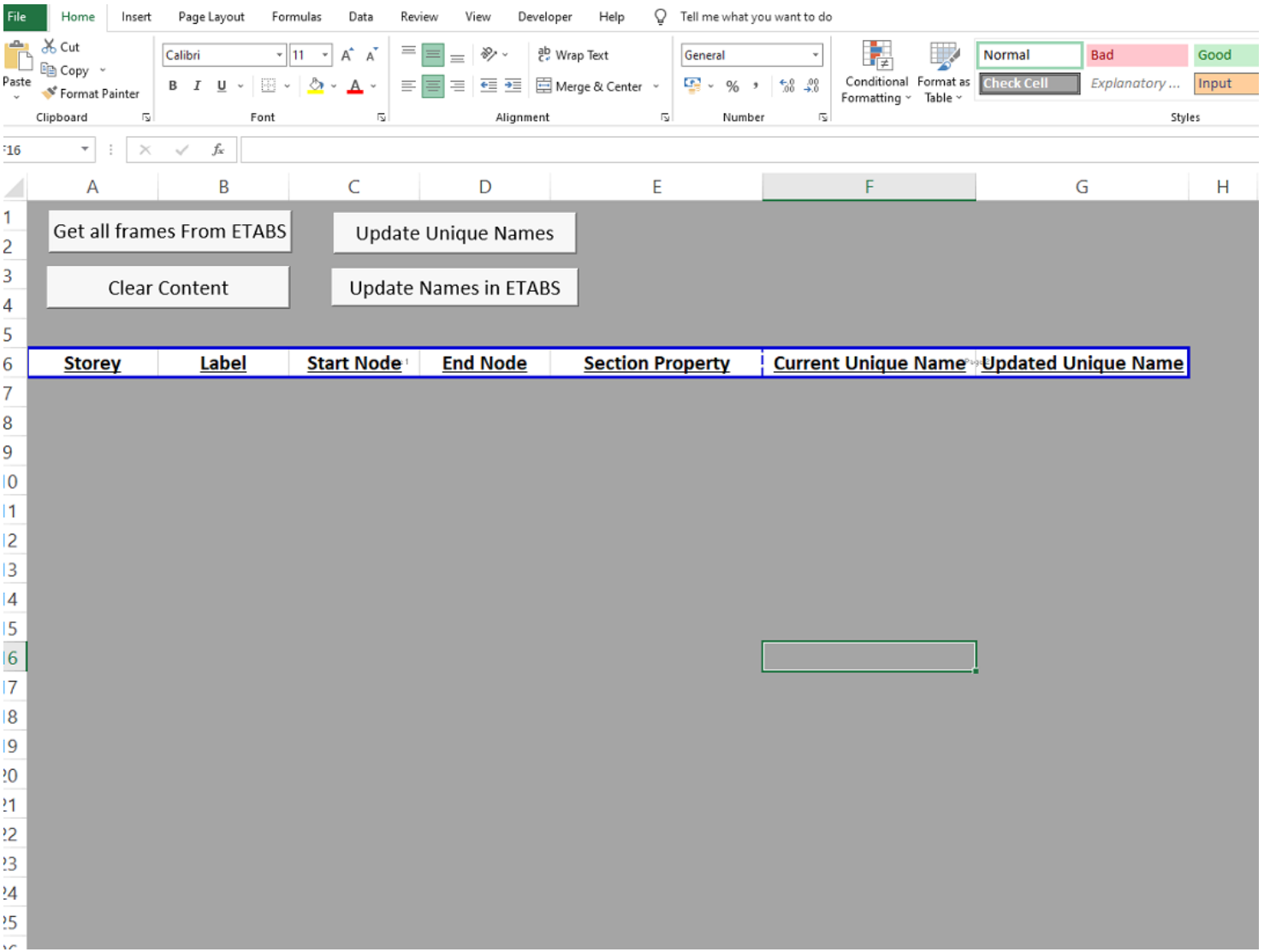
Excel Interface



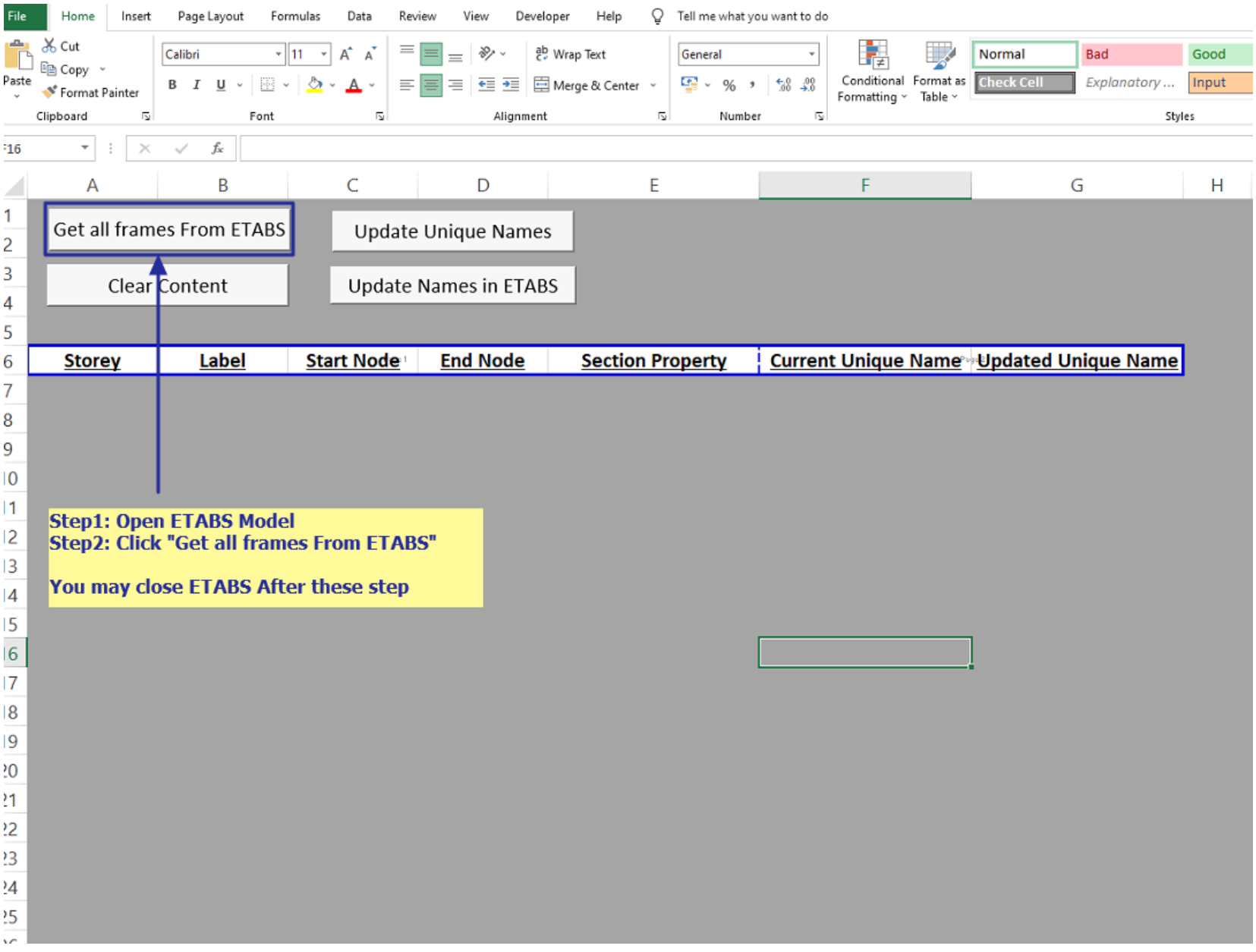
Imp Points

- While using

button, ETABS model should not be locked.
- All Frame names should be Unique.
- Single instance of ETABS should be opened while using

and

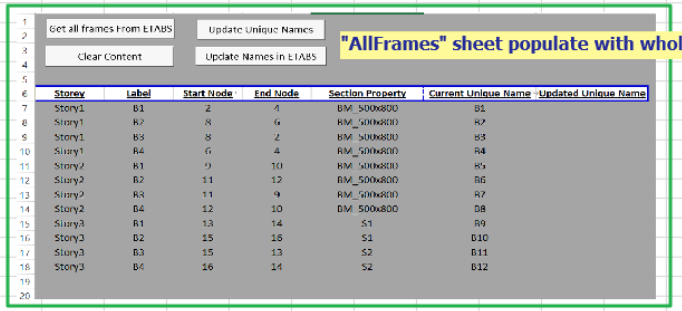
buttons.
- Don’t change Frame Sequence.


File
Home
Insert
Page Layout
Formulas
Data
Review
View
Developer
Help
Tell me what you want to do
Cut
Copy
Format Painter
Paste
Clipboard
Calibri
11
Font
Wrap Text
Merge & Center
Alignment
General
Number
Conditional Formatting
Format as Table
Normal
Bad
Good
Check Cell
Explanatory ...
Input
Styles
A
B
C
D
E
F
G
H
Get all frames From ETABS
Update Unique Names
Clear Content
Update Names in ETABS
Storey
Label
Start Node
End Node
Section Property
Current Unique Name
Updated Unique Name
Step1: Open ETABS Model
Step2: Click "Get all frames From ETABS"
You may close ETABS After these step

Story	Label	Start Node	End Node	Section Property	Current Unique Name	Updated Unique Name
Story3	B1	13	14	S1	B9	
Story3	B2	15	16	S1	B10	
Story3	B3	15	13	S2	B11	
Story3	B4	16	14	S2	B12	

After clicking "Get all frames from ETABS", separate sheets of stories is created and Beams are Sorted according to the Story

Click "OK"

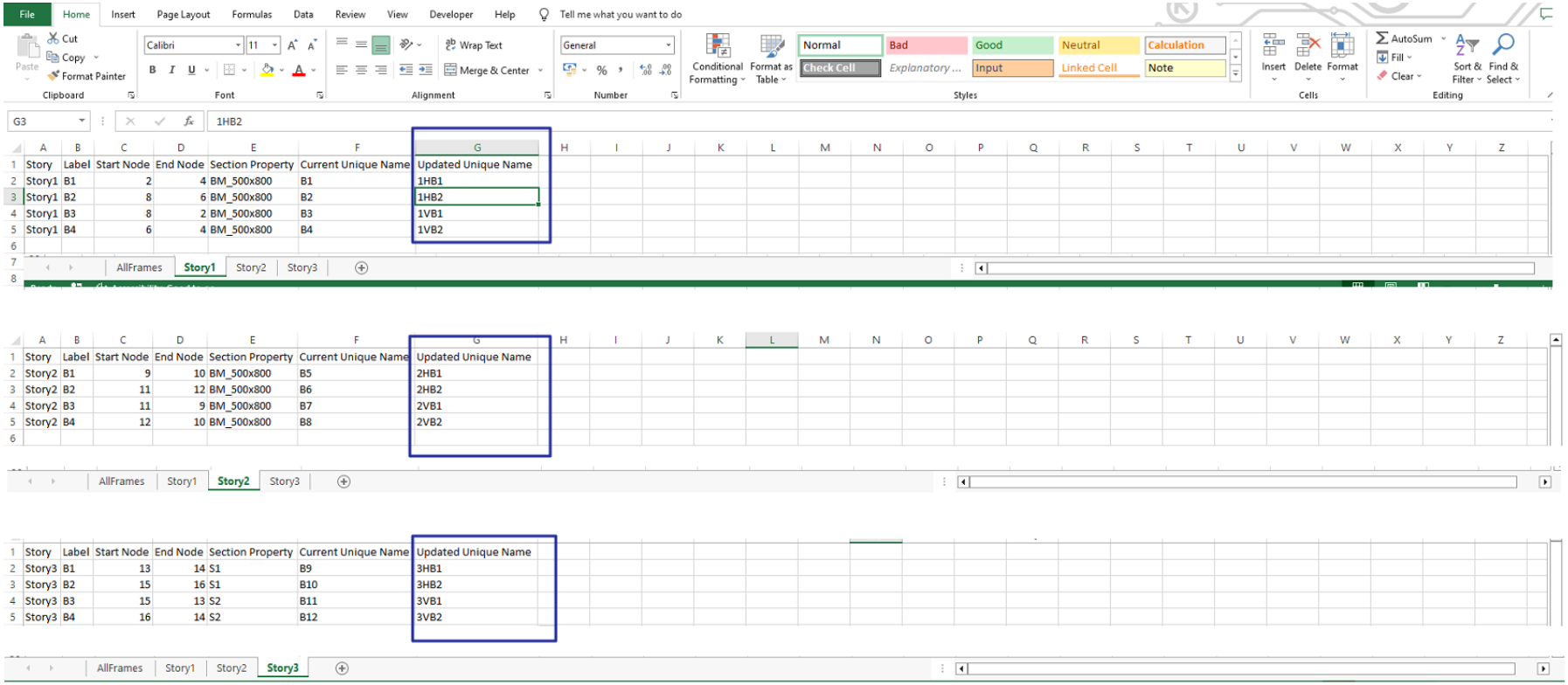


Storey	Label	Start Node	End Node	Section Property	Current Unique Name	Updated Unique Name
Story1	B1	2	1	BM_500x800	B1	
Story1	B7	8	6	BM_500x800	B7	
Story1	B8	8	2	BM_500x800	B8	
Story1	B4	6	4	BM_500x800	B4	
Story2	B1	9	10	BM_500x800	B5	
Story2	B2	11	12	BM_500x800	B6	
Story2	B3	11	9	BM_500x800	B7	
Story2	B4	12	10	BM_500x800	B8	
Story3	B1	13	14	S1	B9	
Story3	B2	15	16	S1	B10	
Story3	B3	15	13	S2	B11	
Story3	B4	16	14	S2	B12	

"AllFrames" sheet populate with whole data

AllFrames | Story1 | Story2 | Story3

Ready | Accessibility: Good to go | 145%

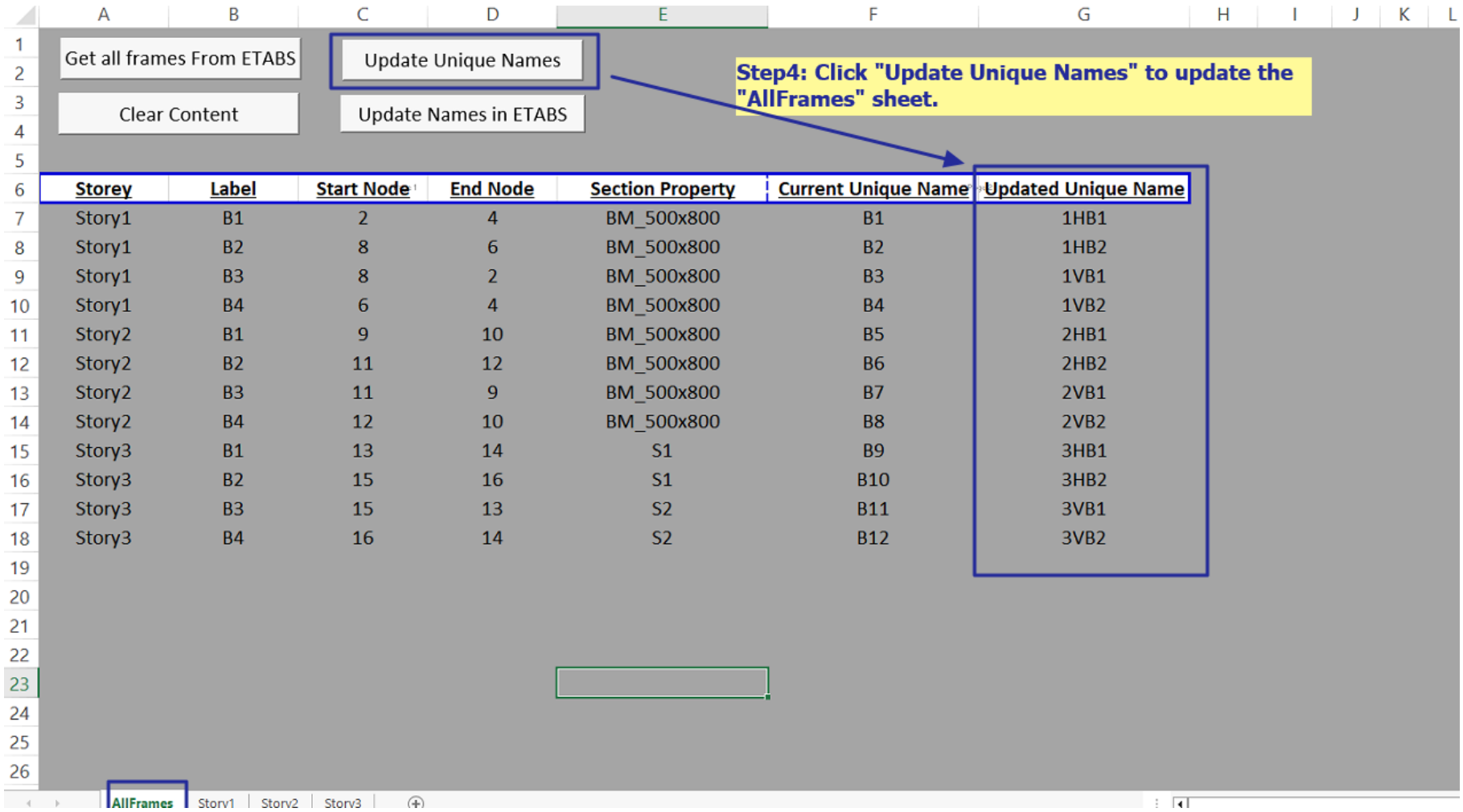


Story	Label	Start Node	End Node	Section Property	Current Unique Name	Updated Unique Name
Story1	B1	2	4	BM_500x800	B1	1HB1
Story1	B2	8	6	BM_500x800	B2	1HB2
Story1	B3	8	2	BM_500x800	B3	1VB1
Story1	B4	6	4	BM_500x800	B4	1VB2

Story	Label	Start Node	End Node	Section Property	Current Unique Name	Updated Unique Name
Story2	B1	9	10	BM_500x800	B5	2HB1
Story2	B2	11	12	BM_500x800	B6	2HB2
Story2	B3	11	9	BM_500x800	B7	2VB1
Story2	B4	12	10	BM_500x800	B8	2VB2

Story	Label	Start Node	End Node	Section Property	Current Unique Name	Updated Unique Name
Story3	B1	13	14	S1	B9	3HB1
Story3	B2	15	16	S1	B10	3HB2
Story3	B3	15	13	S2	B11	3VB1
Story3	B4	16	14	S2	B12	3VB2

Step3: Update "Updated Unique Name" column of each Story Sheet. Leave it blank if there is no change in unique name


Get all frames From ETABS
Update Unique Names
Clear Content
Update Names in ETABS
Step4: Click "Update Unique Names" to update the "AllFrames" sheet.
Storey | Label | Start Node | End Node | Section Property | Current Unique Name | Updated Unique Name
Story1 | B1 | 2 | 4 | BM_500x800 | B1 | 1HB1
Story1 | B2 | 8 | 6 | BM_500x800 | B2 | 1HB2
Story1 | B3 | 8 | 2 | BM_500x800 | B3 | 1VB1
Story1 | B4 | 6 | 4 | BM_500x800 | B4 | 1VB2
Story2 | B1 | 9 | 10 | BM_500x800 | B5 | 2HB1
Story2 | B2 | 11 | 12 | BM_500x800 | B6 | 2HB2
Story2 | B3 | 11 | 9 | BM_500x800 | B7 | 2VB1
Story2 | B4 | 12 | 10 | BM_500x800 | B8 | 2VB2
Story3 | B1 | 13 | 14 | S1 | B9 | 3HB1
Story3 | B2 | 15 | 16 | S1 | B10 | 3HB2
Story3 | B3 | 15 | 13 | S2 | B11 | 3VB1
Story3 | B4 | 16 | 14 | S2 | B12 | 3VB2
AllFrames
Story1
Story2
Story3

Get all frames From ETABS | Update Unique Names

Clear Content | Update Names in ETABS

Step5: Open ETABS Model again. Make sure you haven't changed model after you imported frames in this sheet. Make sure Model is not locked.

Step6: Click "Update Names in ETABS" to update all Unique names in ETABS.

Storey	Label	Start Node	End Node	Section Property	Current Unique Name	Updated Unique Name
Story1	B1	2	4	BM_500x800	B1	1HB1
Story1	B2	8	6	BM_500x800	B2	1HB2
Story1	B3	8	2	BM_500x800	B3	1VB1
Story1	B4	6	4	BM_500x800	B4	1VB2
Story2	B1	9	10	BM_500x800	B5	2HB1
Story2	B2	11	12	BM_500x800	B6	2HB2
Story2	B3	11	9	BM_500x800	B7	2VB1
Story2	B4	12	10	BM_500x800	B8	2VB2
Story3	B1	13	14	S1	B9	3HB1
Story3	B2	15	16	S1	B10	3HB2
Story3	B3	15	13	S2	B11	3VB1
Story3	B4	16	14	S2	B12	3VB2

All Beams Unique names are updated

AllFrames | Story1 | Story2 | Story3