

Tutorial Input table

All information in this document is subject to modification without prior notice. No part of this manual may be reproduced, stored in a database or retrieval system or published, in any form or in any way, electronically, mechanically, by print, photo print, microfilm or any other means without prior written permission from the publisher. SCIA is not responsible for any direct or indirect damage because of imperfections in the documentation and/or the software.

© Copyright 2021 SCIA nv. All rights reserved.

Table of Contents

| Table of | Cont | ents3 |
|----------|-------|---------------------------------|
| Introduc | ction | 4 |
| Chapter | 1: | Opening the input table5 |
| | 1.1. | Minimize/maximize |
| | 1.2. | Move |
| | 1.3. | Pin/floating7 |
| Chapter | 1: | Data9 |
| | 1.4. | Available data |
| | 1.5. | Viewing and hiding properties9 |
| | 1.6. | Selecting elements |
| | 1.7. | Editing data11 |
| | 1.7 | 7.1. Editing one value |
| | 1.7 | 7.2. Editing multiple values 12 |
| | 1.7 | 7.3. Excel |
| | 1.7 | 7.4. Copying an element |
| | 1.8. | Viewing and hiding elements14 |
| | 1.9. | Deleting elements 16 |
| | 1.10. | Printing data |

Introduction

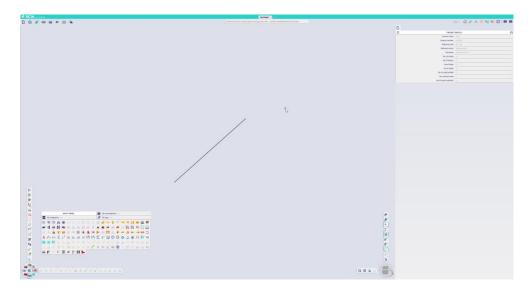
The input table enables the user to numerically introduce or edit project data. Numerical data can also be handled simply by a Copy/Paste from SCIA engineer into Excel and vice versa.

Through this document, you will be guided into de different possibilities offered by this functionality such as:

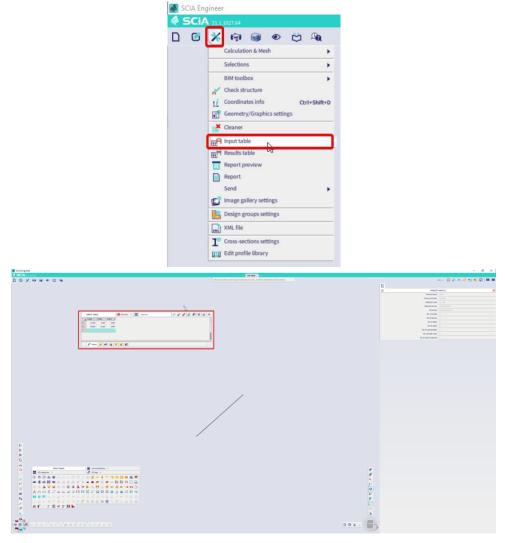
- Numerical input of data or copy/paste Excel
- Renaming or renumbering elements
- An easy way to adapt the model (copy, delete, edit properties...)
- ...

Chapter 1: Opening the input table

This tutorial uses a simple example to show the different functionalities. Start by opening SCIA engineer and draw a 1D member with an arbitrary length in the XY workplane.



Open the input table via **Tools>Input table**, the table will appear somewhere inside the graphical window.



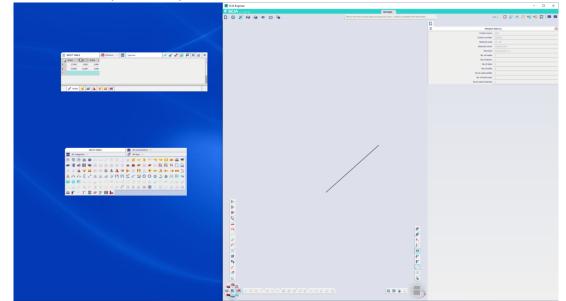
The table can be moved, minimized and pinned just like the input panel.

| 1.1. | Minimize/ | maximize |
|-------|-------------|------------------------------------|
| Click | INPUT TABLE | once to minimize the input table. |
| | | INPUT TABLE |
| | | |
| | | |
| | | |
| Click | INPUT TABLE | again to maximize the input table. |

1.2. **Move**

| Click and hold | INPUT TABLE | | | tc | o start | ma | ov | ing the input t | ab | le. | | | | | |
|----------------|-------------|-----------|--------|---------|-----------|-----|----|-----------------|----|-----|------------|---|---|----------|---|
| | | INPUT TAB | LE | | Structure | - ^ | | Type here | ~ | đ | e x | £ | ₽ | 1 | × |
| | | X [m] | Y [m] | Z [m] 🕴 | | | | | | | | | | | |
| | 1 | 3,000 | 5,000 | 0,000 | | | | | | | | | | | П |
| | 2 | 4,000 | 11,000 | 0,000 | | | | | | | | | | | |
| | • | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | н |
| | | | | | | | | | | | | | | | |
| | | 📕 🗾 Node | s 援 🚄 | = 👗 🗧 | T 🗖 🗖 | | | | | | | | | | |

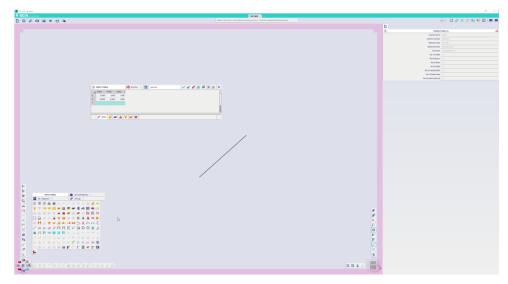
The input table can be moved outside of the graphical window of SCIA engineer which allows you to use multiple monitors in a way that suits you.



When the table is moved outside of the graphical window, minimizing is not possible anymore to prevent you from not finding the table.

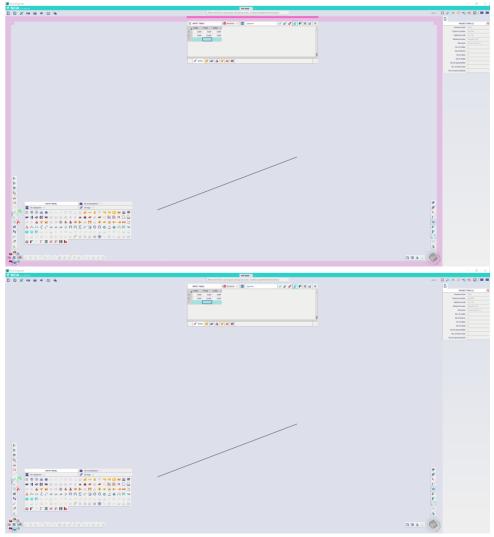
1.3. **Pin/floating**

The table can float on the graphical window but can also be pinned to the sides. Start moving the input table, a coloured area should appear around the graphical window.

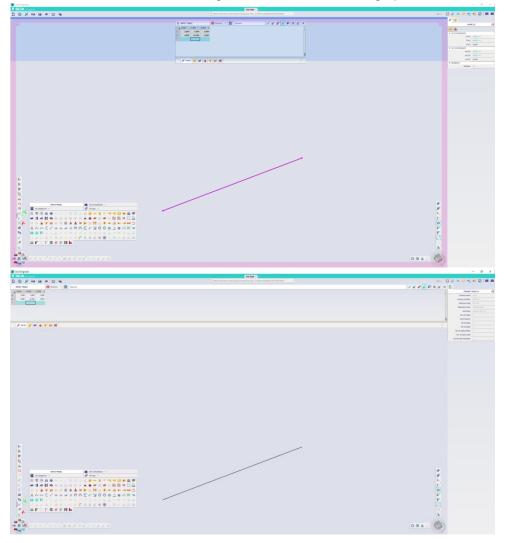


Drag the input table to the coloured area, there will be two options.

• A part of the coloured area shows a brighter line, release the input table now and it will be pinned to the side and keep the same size.



• Move the input table further into the coloured area and a bigger area will be shown, the table will be pinned to the side and the size will change to the same size as the graphical window.



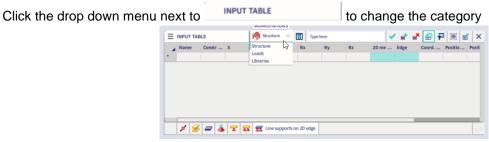
This possible on all sides of the graphical window and in the corners.

| SCIA Engineer | | - 0 X |
|--|-----------|---------------------------------------|
| | without a | |
| 0 8 % 🕫 🗑 🗢 🗢 🍋 | | n v 🖸 🖉 🛋 🖓 👘 🕄 🖿 🗰 |
| | | / 5 |
| | | NOM CI. |
| E MUTHER AND THE THE AND THE A | | * & |
| 4 KH 104 KH 1 | | · us commute |
| 3 5,000 5,000 9,000 | | 8 (m) - 4000 V |
| 2 4,888 31,088 0,000 | | 100 × 100 |
| | | 2 (a) 1,000 |
| | | a (C) CONSIGNED |
| | | |
| | | ar (m) = 1,000 |
| | | * 1014115 |
| / ··· / / ··· / ··· | | Noder 11 |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| E Contraction of the second | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| A Investments at workstown V | | f |
| A At Languese V d At langue V | | · · · · · · · · · · · · · · · · · · · |
| 2 | | |
| | | |
| CHERKER ALSONALSON AND CONTRACT AND | | |
| # 本内内でアニニュッジ防ちでのNOOONAの新会 | | * * |
| | | |
| Fi Benzalsesaaaaaaaaaaa | | <u></u> |
| Z 2223334999998888888888888888888888888888 | | |
| 2 4 F Y T E # 2 H H | | |
| 4 | | N N |
| | | |
| • ⁹ n | | |
| | | E O S |
| | | |
| | | |

Chapter 1: Data

1.4. Available data

The available data is divided in three categories.



Switching between data in one category is done by clicking on the icons on the bottom of the input table. The icons are the same as in the input panel.

The category 'structure' contains

- Nodes
- 1D members
- 2D members
- Supports in node
- Supports on 1D
- Line supports on 1D
- Line supports on 2D edge

The category 'loads' contains

- Point loads in node
- Point loads on 1D
- Free point loads
- Line loads on 1D
- Line loads on 2D edge
- Surface loads on 2D

The category 'libraries' contains

- Layers
- Materials
- Cross-sections

1.5. Viewing and hiding properties

The properties visible in the input table depend on the selection made in the column selector.

Click to open the column selector and select X,Y and Z to be visible.

| 😑 INPUT TABLE 🏟 Structure \land 🔲 Type here | - | |
|--|---|--|
| XIm Yim Zim 4 Net X 1 1,000 0,000 0,000 X X 2 2,000 0,000 0,000 X W Z 0 member 2 2000 0,000 0,000 X W 2 2,000 0,000 0,000 0,000 Nember 2 20 member 2 Demember Member 2 1 Intersection Linked node Coord x (definition Position x (rela) uz UCS UCS UCS UCS Coord x Coord x Coord x Coord x | | |

1.6. Selecting elements

When an element is selected in the 3D model, this element is highlighted in the input table. You can also select elements directly from the input table.

Click the row number of the element you want to select once, that row will be highlighted and the element will also be selected in the 3D model. Hold the CTRL button and click on the row numbers to select multiple elements.

| | INF | PUT TAB | BLE | | | Structur | re ^ | Type here | · · | # | * d | ₽ ₽ | | × |
|---|-----|----------------|-----|---|-------|----------------------------|------|-----------|-----|-----------------------|------------|-----|---|---|
| | | | | | | Member | | | | | | | | |
| 1 | ٦. | 1,000 2,000 | | | 0,000 | | | | | | | | | |
| • | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | |
| | | | | _ | | | | | | | | | _ | |
| | 1 | Node | 5 💋 | - | 4 | <u>s</u> <u>s</u> <u>s</u> | ۲ | | | | | | | |
| | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | |

You can also select elements that have the same property.

- Click on the cell Z of node 1, the value is 0.
- Click on 'select by property in cell'.
- All nodes with Z=0 will be selected

| SELECT BY PROPERTY IN CELL | 😑 INPUT TABLE 🏟 Structure \land 🛅 7; pe here |
|---|---|
| Image: Non-Transmitter Image: Non-Transmitter Image: Non-Transmitter Image: Non-Transmitter x X(m) x (m) x (m) x (m) x (m) 1 3.000 5.000 5.000 2 4.000 11,000 0.000 | ▲ X(m) Y(m) Z(m) 4 1 3,000 5,000 0,000 2 4,000 13,000 0,000 • • • • |
| 🖉 Nodes 🔗 🖉 🎄 🝸 🕱 📾 | 🖉 Nodes 🔗 🛥 🎄 🐨 🕱 🛣 🔍 |

This function works for all possible properties. If some elements are already selected while using this function, they will not be deselected if they do not have the right property.

1.7. Editing data

1.7.1. Editing one value

In order to change a certain value, you simply need to select the cell that has to be adapted and enter the new value.

- Click the value X of node 1
- Type the new value: 0
- Press enter

| | Structure 🔨 | Type here | ✓ a⁺ | 🛃 💼 f | • 📖 🖬 🗙 | | | |
|---|--------------|---|-------------------------------------|-------|---------|----------------|--------------|------------------------|
| X [m] Y [m] Z [m] 1 0 5,000 0,00 2 4,000 0,000 0,00 | | | | | | | | |
| * | | | | | | | | 1 |
| | | | | | | | | |
| 🗾 🗾 Nodes 💋 🚄 👗 | T H H | | | | 4 | | | |
| | | - 100 | | | - | | | |
| | | | | | | | | - A - A - A |
| | | | | | | | | $- \mu = \sqrt{1 - 1}$ |
| | | | | | | Ŷ | | |
| | | | | | | ι μ | \mathbf{X} | • |

The modification is instantaneously taken into account in the representation of the model in the graphical window after pressing 'enter'.

| INPUT TABLE | 🕅 Structure \land 🛅 | Type here | <mark>✓ ♂ ♂ ⋳ ⋳</mark> ₽ ∭ ₪ > | • • • • • • • • • • • • • • • • • |
|--------------------|---------------------|-----------|--------------------------------|-----------------------------------|
| 🔺 X (m) Y (m) Z (n | | | | |
| 1 0,000 5,000 | 0,000 | | | |
| 2 4,000 0,000 | 0,000 | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| 🗾 🔎 Nodes 💋 🚄 4 | 🖡 🛣 🛣 | | 4 | |
| | | | | = |
| | | | | \backslash |
| | | | | |
| | | | | \backslash |
| | | | | |
| | | | | \prec \land \land |
| | | | | |
| | | | | l⇒X × × |
| | | | | |

1.7.2. Editing multiple values

Multiple values can be changed at the same time.

Select the Y value of node 1 and 2

| 1 | NPUT TAE | BLE | | Structure | e ^ | Тур | e here | i | * 🛃 🖬 | ₽ 🗏 | i≡ × | | |
|---|----------|-------|---------|-----------|-----|-----|--------|-----------------------|-------|-----|------|--------------|--------------|
| 4 | X [m] | Y [m] | Z [m] ↓ | | | | | | | | | | |
| | 0,000 | | | | | | | | | | | | |
| | 4,000 | 0,000 | 0,000 | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | \backslash | |
| | | | | | | | | | | | | \backslash | |
| | | | | | | | | | | | | | |
| T | 📕 Node | s 🥩 🖌 | - 4 - | r 🛪 🛪 | | | | | | | < ⊳ | \backslash | |
| L | - | | | | | | | | | | | | × |
| | | | | | | | | | | | | | \backslash |
| | | | | | | | | | | | | | \mathbf{i} |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | \backslash |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | K | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |

- Type the new value, 1, in the editbox and press 'apply edit'.
- The value of all selected cells are changed immediately in the input table and in the 3D model.

| X (m) Y (m) Z (m) 1 1 0,000 1,000 0,000 2 4,000 1,000 0,000 | 🎢 Structure \land 🔳 | Type here | ✓ a* a* ⊕ | | | | |
|---|---------------------|-----------|-----------|-------|------------|--|---|
| 🖋 Nodes 🔗 📿 🎄 🕇 | | | | | | | |
| | | | |) | x ∧ | | • |

The values you change do not need to be from the same property, it is also possible to change both X, Y and Z coordinates at the same time for example.

Note: When you select certain cells, this will not be shown in the 3D model. An element is only selected in the 3D model when it is highlighted in the input table.

Note: If you want to rename all the elements, you can select the whole column and type 'n1'. Because all the elements will have the same name, they will be automatically changed to the next possible number

- For example, 4 nodes are given different names
- Select the column 'name'
- Type N1 in the edit box
- All nodes are renamed from n1 to n4

| Ξ | E INPUT TABLE | | | | | | | | | INPUT TAB | LE | | Struct | ture 🔨 | Type here | - |
|---|---------------|-------|-------|--------|-----|--|---|--|---|-----------|-------|-------|--------|----------|-----------|---|
| - | X [m] | Y [m] | Z [m] | Name | | | | | | X [m] | Y [m] | Z [m] | Name | | | |
| 1 | 0,000 | 2,000 | 0,000 | N1 | | | | | 1 | 0,000 | 2,000 | 0,000 | n1 |] | | |
| 2 | 4,000 | 2,000 | 0,000 | N2 | | | N | | 2 | 4,000 | 2,000 | 0,000 | n2 | | | |
| 3 | 0,000 | 3,000 | 0,000 | N3 | | | 6 | | 3 | 0,000 | 3,000 | 0,000 | n3 | | | |
| 4 | 4,000 | 3,000 | 0,000 | N4 | | | | | 4 | 4,000 | 3,000 | 0,000 | n4 | | | |
| • | | | | | | | | | * | | | | | | | |
| | | | | | | | | | | | | | | | | |
| | 📕 Nodes | ء 援 | / 👗 🗧 | 5 55 2 | a l | | | | | 📕 Nodes | ء 援 | - 🎄 🗧 | r 🖬 : | 1 | | |

1.7.3. **Excel**

In Excel, you can edit data easily and then reuse it in SCIA Engineer. You may also directly create all the data in Excel and export it to SCIA Engineer using a Copy/Paste procedure. To edit a table using Excel, you need to follow these steps:

Select the data that has to be edited then select Copy in the list after a right click on the table.
 Remark: It is also possible to use the different keyboard shortcuts CTRL+C to copy, CTRL+V to paste and CTRL+A to select all the rows.

| Ξ | INPUT TAB | | | 🕅 Structure \land 🔟 Type here 🖌 🖬 🖌 📾 🖓 🕅 📾 |
|---|-----------|-------|---------|---|
| - | X [m] | Y [m] | Z [m] ↓ | |
| 1 | 0,000 | 1,000 | 0,000 | Select related member |
| 2 | 4,000 | 1,000 | 0,000 | Сору |
| • | | | | Paste |
| | | | | Copy value to editbox |
| | | | | Search |
| | | | | Copy value to filter |
| | | | | |

2. Open Excel and paste the table in it. In the following example, we will change the values for Coord Y to 2 and copy the table from excel.

| AutoSave 💽 🗄 💆 | 7 - G - = |
|--------------------|--|
| File Home Insert | Page Layout Formulas Data |
| Paste Cut | Calibri • 11 • A* A* |
| - 🗳 Format Painter | B I U - □ - △ - ▲ - □ |
| Clipboard % | Font für |
| A1 * : × | $ \begin{array}{c} & f_{x} & \chi \left[m \right] \\ \hline c \\ c \\ B \\ I \\ \hline \end{array} \begin{array}{c} & A^{*} & K \\ A^{*} & K \\ \hline \end{array} \begin{array}{c} & A^{*} \\ A^{*} & K \\ \hline \end{array} \begin{array}{c} & A^{*} \\ A^{*} & K \\ \hline \end{array} \begin{array}{c} & A^{*} \\ A^{*} & K \\ \hline \end{array} \begin{array}{c} & A^{*} \\ A^{*} & K \\ \hline \end{array} \begin{array}{c} & A^{*} \\ A^{*} & K \\ \hline \end{array} \begin{array}{c} & A^{*} \\ A^{*} & K \\ \hline \end{array} \begin{array}{c} & A^{*} \\ A^{*} & K \\ \hline \end{array} \begin{array}{c} & A^{*} \\ A^{*} & K \\ \hline \end{array} \begin{array}{c} & A^{*} \\ A^{*} & K \\ \hline \end{array} \begin{array}{c} & A^{*} \\ A^{*} & K \\ \hline \end{array} \begin{array}{c} & A^{*} \\ A^{*} \\ A^{*} \\ \end{array} \begin{array}{c} & A^{*} \\ A^{*} \\ A^{*} \\ \end{array} \begin{array}{c} & A^{*} \\ A^{*} \\ A^{*} \\ \end{array} \begin{array}{c} & A^{*} \\ A^{*} \\ A^{*} \\ \end{array} \begin{array}{c} & A^{*} \\ A^{*} \\ A^{*} \\ \end{array} \begin{array}{c} & A^{*} \\ A^{*} \\ A^{*} \\ \end{array} \begin{array}{c} & A^{*} \\ A^{*} \\ A^{*} \\ \end{array} \begin{array}{c} & A^{*} \\ A^{*} \\ A^{*} \\ \end{array} \begin{array}{c} & A^{*} \\ A^{*} \\ A^{*} \\ \end{array} \begin{array}{c} & A^{*} \\ A^{*} \\ A^{*} \\ \end{array} \begin{array}{c} & A^{*} \\ A^{*} \\ \end{array} \end{array} \begin{array}{c} & A^{*} \\ A^{*} \\ \end{array} \begin{array}{c} & A^{*} \\ A^{*} \\ \end{array} \end{array}$ |
| 1 X [m] Y [m] Z [| [m] |
| 2 0 2 | 0 |
| 3 4 2 | X Cut |
| 4 | DB Sopy |
| 5 | |
| 6 | Paste Options: |

3. Paste the value into the input table

| INPUT TABLE Input from 2 min 4 mi | |
|---|--------------------------------------|
| 🗾 🖉 Nodes 💆 🖾 🏝 🛣 🛣 🛣 👘 | ≻ È⇒x • • • • • • • • • • • • • • |
| INPUT TABLE Image: state | · · · · · · · · · · · · |
| | |

4. The data in the table and in the graphical window is changed immediately

Note: This can not be used for element creation, if you want to model specific elements you can create random elements in the 3D model and copy the wanted table from excel.

1.7.4. Copying an element

It is possible to copy elements directly from the input table. When doing this you will need to define offset coordinates in the editbox.

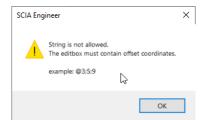
- Open the tab '1D members' in the input panel
- Select row 1



- The member will be selected, you will copy this 1m further on the Y axis
- Type the offset coordinates (0;1;0) in the editbox, to divide the coordinates you use the spacebar.
- Click 'copy row'

| ۶ĸ | | | | | | | | | | | | | | | | | | | |
|-----|-------------------------------|--|--------------------|----------------------------------|------------------------|-----------------|--------|--------|------------------|--------------------|--------|-----|----------|-------------------|---|--|--|-------|--|
| | | - | | | | | | | | COPY ROW | | | | | | | | | |
| ا = | NPUT TABL | | | 🕅 Structu | | | | | | ∕ ,≓ ⊧ | * 💼 | ₽ 🔳 | ∎ | × | | | | | |
| | Name | Туре | Beg. n | End node | Cross | Length | Layer | LCS Ro | Memb | . ey [mm] | ez [mm | | | | | | | | |
| 1 | B1 | bea $\!$ | N1 | N2 | c∨ ≣∺ | 4,000 | L~ III | 0,00 | Centre | < 0 | 0 | 0 | | | | | | | |
| • | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | | | |
| - | 10 | | 1 1 - | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | _ | | | | | |
| | ہ 🦉 🕈 | 1D members | <i>—</i> | | 3 | | | | | | | | | $\triangleleft >$ | | | | | |
| | ر 🛩 ا | 1D members | | | | | | | | | | | | \triangleleft | | | | | |
| | F 20 1 | 1D members | | x x | 1 55 | | | | | | | | | < ⊳ | | | | | |
| | J 20 1 | 1D members | - | 3 3 | | | | | | | | | | | | | | | |
| | INPUT TAB | | | Struct | _ L L_ | Type h | bere | | | ✓ e [†] e | * 🔒 | ₽ . | ŧ | | • | | | | |
| | | | | | ure ^ | | | | | | | | a | | | | | | |
| | INPUT TAB | BLE | Beg. n | Find node | ure ^ | | Layer | LCS Ro | | ey [mm] | | | | | • | | | - | |
| | INPUT TAB | 3LE Type | Beg. n N1 | Struct End node N2 | ure ^ | Length 4,000 | Layer | LCS Ro | Memb . | ey [mm] | ez (mm | | a | | • | | | - | |
| | INPUT TAB Name B1 | BLE Type bea~ | Beg. n N1 | Struct End node N2 | ure ^ Cross C | Length 4,000 | Layer | LCS Ro | Memb . Centre | ey [mm] | ez (mm | 0 | đ | | • | | | | |
| | INPUT TAB Name B1 | BLE Type bea~ | Beg. n N1 | Struct End node N2 | ure ^ Cross C | Length 4,000 | Layer | LCS Ro | Memb . Centre | ey [mm] | ez (mm | 0 | a | | - | | | | |
| | INPUT TAB Name B1 | BLE Type bea~ | Beg. n N1 | Struct End node N2 | ure ^ Cross C | Length 4,000 | Layer | LCS Ro | Memb . Centre | ey [mm] | ez (mm | 0 | | | • | | | • | |
| | INPUT TAB Name B1 | BLE Type bea~ | Beg. n N1 | Struct End node N2 | ure ^ Cross C | Length 4,000 | Layer | LCS Ro | Memb . Centre | ey [mm] | ez (mm | 0 | đ | | | | | | |
| | INPUT TAB Name B1 | BLE Type bea~ | Beg. n N1 | Struct End node N2 | ure ^ Cross C | Length 4,000 | Layer | LCS Ro | Memb . Centre | ey [mm] | ez (mm | 0 | æ | | - | | | | |
| | INPUT TAB Name B1 B2 | BLE Type bea V beam V | Beg. n N1 N3 | R Struct End node N2 N4 | ure | Length 4,000 | Layer | LCS Ro | Memb . Centre | ey [mm] | ez (mm | 0 | đ | | | | | | |
| | INPUT TAB Name B1 B2 | BLE Type bea V beam V | Beg. n N1 N3 | Struct End node N2 | ure | Length 4,000 | Layer | LCS Ro | Memb . Centre | ey [mm] | ez (mm | 0 | | | | | | | |

If you do not give an offset to where a new element should be copied, SCIA engineer will give a warning:



1.8. Viewing and hiding elements

It is possible to hide elements in the 3D model and hiding them in the input table as wel.

• Hide the second element in the 3D model by selecting it and using the function 'hide selected'

| HIDE | SELECTED |
|------|----------|
| P | F |

• Toggle 'visibility in table' off, if this was toggled on

| Image: INPUT TABLE Type End node Type Type End node Type Length Lager LCS Ro Memb ey [mm] ez [mm] 1 B1 beam N1 N2 C | Name Type Beg. n End node Cross Length Layer LCS Ro Memb ey [mm] ez [mm] 1 B1 besm N1 N2 C 4.000 L 0,000 Centre \low 0 0 | Name Type Beg.n End node Cross Length Layer LCS Ro Memb ey [mm] ez [mm] 1 B1 beam N1 N2 C C Memb ey [mm] ez [mm] | Name Type Beg.n End node Cross Length Layer LCS Ro Memb ey [mm] ez [mm] 1 61 beam N1 N2 C C 0,00 Centre ∨ 0 0 0 | Name Type Beg.n End node Cross Length Layer LCS Ro Memb ey [mm] ez [mm] 1 B1 beam N1 N2 C C Memb ey [mm] ez [mm] | Name Type Beg.n End node Cross Length Layer LCS Ro Memb ey [mm] ez [mm] 1 B1 beam N1 N2 C C 0,00 Centre 0 0 | | | | | | | | | | | VISIE | ILITY IN TA | BLE | | | |
|---|--|---|---|---|---|---|-----------|-------|--------|----------|-------|--------|-----------------------|--------|---------------------|---------|-------------|-----|--------------|--|--|
| 1 B1 beam∨ N1 N2 C∨ ⊞ 4,000 L∨ ⊞ 0,00 Centre ∨ 0 0 | 1 B1 beam∨ N1 N2 C∨ ⊞ 4,000 L∨ ⊞ 0,00 Centre ∨ 0 0 | 1 B1 beam∨ N1 N2 C∨ ⊞ 4,000 L∨ ⊞ 0,00 Centre ∨ 0 0 | 1 B1 beam∨ N1 N2 C∨ ⊞ 4,000 L∨ ⊞ 0,00 Centre ∨ 0 0 | 1 B1 beam∨ N1 N2 C∨ ⊞ 4,000 L∨ ⊞ 0,00 Centre ∨ 0 0 | 1 B1 beam N1 N2 C C 0,00 Centre · 0 0 2 B2 beam N3 N4 C A000 L 0,00 Centre · 0 0 * Image: Comparison of the compariso | ≡ | INPUT TAB | BLE | | M Struct | ure ^ | Type h | ere | | - | ′ ≓ ≓ | • 🕀 F | | ≣ × | | |
| | | | | | 2 B2 beamv N3 N4 Cv III 4,000 Lv III 0,000 Centre v 0 0 • <t< td=""><th>4</th><td>Name</td><td>Туре</td><td>Beg. n</td><td>End node</td><td>Cross</td><td>Length</td><td>Layer</td><td>LCS Ro</td><td>Memb</td><td>ey [mm]</td><td>ez [mm]</td><td></td><td></td><td></td><td></td></t<> | 4 | Name | Туре | Beg. n | End node | Cross | Length | Layer | LCS Ro | Memb | ey [mm] | ez [mm] | | | | |
| 2 B2 beam∨ N3 N4 C√ III 0,00 Centre ∨ 0 0 • </td <td>2 B2 beam N3 N4 C 4,000 L 0,000 Centre \low 0 0 • 0 0 0 0 0 0 0 0 0</td> <td>2 B2 beam∨ N3 N4 C√III 4,000 L√III 0,000 Centre ∨ 0 0 • I</td> <td>2 B2 beam_√ N3 N4 C_√∰ 4,000 L_√∰ 0,00 Centre √ 0 0 •</td> <td>2 B2 beam_√ N3 N4 C√ III 4,000 L√ III 0,00 Centre √ 0 0 • • <!--</td--><td></td><th>1</th><td>B1</td><td>beam</td><td>N1</td><td>N2</td><td>C 🖓 🖬</td><td>4,000</td><td>$L \sim \Xi_{1}^{2}$</td><td>0,00</td><td>Centre \checkmark</td><td>0</td><td>0</td><td></td><td>[</td><td></td><td></td></td> | 2 B2 beam N3 N4 C 4,000 L 0,000 Centre \low 0 0 • 0 0 0 0 0 0 0 0 0 | 2 B2 beam∨ N3 N4 C√III 4,000 L√III 0,000 Centre ∨ 0 0 • I | 2 B2 beam_√ N3 N4 C_√∰ 4,000 L_√∰ 0,00 Centre √ 0 0 • | 2 B2 beam_√ N3 N4 C√ III 4,000 L√ III 0,00 Centre √ 0 0 • • </td <td></td> <th>1</th> <td>B1</td> <td>beam</td> <td>N1</td> <td>N2</td> <td>C 🖓 🖬</td> <td>4,000</td> <td>$L \sim \Xi_{1}^{2}$</td> <td>0,00</td> <td>Centre \checkmark</td> <td>0</td> <td>0</td> <td></td> <td>[</td> <td></td> <td></td> | | 1 | B1 | beam | N1 | N2 | C 🖓 🖬 | 4,000 | $L \sim \Xi_{1}^{2}$ | 0,00 | Centre \checkmark | 0 | 0 | | [| | |
| | | | | | | 2 | B2 | beam∨ | N3 | N4 | C 5 | 4,000 | L | 0,00 | Centre \checkmark | 0 | 0 | | | | |
| | | | | | | • | | | | | | | | | | | | | | | |

- The element is hidden in the 3D model, but shown in the input table
- Toggle the 'visibility in table' on and the hidden elements are also hidden in the table

| INPUT TABLE | | | | | | | | | | | | | | | | |
|---|-----|---------|----------|--------|-----------|------------|--------|-------|--------|---------------------|---------|---------|---------|---|------|--|
| 1 B1 beam∨ N1 N2 C∨ 4,000 L∨ 0,000 Centre ∨ 0 0 • • • • • • • • • • | ≡ 1 | NPUT TA | BLE | | M Struct | ture ^ | Type I | here | | • | ∕ ≓ ≓ | ج 📾 ۲ | 1 🖩 🖬 🗙 | | | |
| | | Name | Туре | Beg. n | End node | Cross | Length | Layer | LCS Ro | Memb | ey [mm] | ez [mm] | | | | |
| · · · · · · · · · · · · · · · · · · · | 1 | B1 | beam | N1 | N2 | C 🖓 🖽 | 4,000 | L 🖓 🖬 | 0,00 | Centre \checkmark | 0 | 0 | | | | |
| ✓ ✓ ✓ ✓ ✓ ✓ | • | | | | | | | | | | | | | | | |
| 🖉 💋 10 members 🜌 🎄 🔽 🕱 🛣 | | | | | | | | | | | | | | | | |
| # # # # # # # # | | | | | | | | | | | | | | - | | |
| ≠ € 10 members = 4 T <tht< th=""> T <tht< th=""> T T T</tht<></tht<> | | | | | | | | | | | | | | | | |
| ≠ 5 10 members = 4 ▼ ▼ ■ 4 | | | | | | | | | | | | | | | | |
| ≠ ≥ 10 members = 4 ₹ π π | | | | | | | | | | | | | | | | |
| $\not = \frac{1}{2} \frac{1}{2} \frac{1}{2} \ln \text{members} = \frac{1}{2} \frac$ | _ | | | | | | | | | | | | | | | |
| | | 1 🗾 | 1D membe | rs 🥏 🧸 | 🎉 🛣 1 | X X | | | | | | | < Þ | | | |

It is also possible to show only the elements that are selected in the 3D model in the input table.

• Toggle 'selected rows only' on

| | | | | | | | | | | | S | ELECTED RO | WS ONLY | | | | |
|---|-----------|-----------|--------|------------|---------------------|----------|-------|--------|----------|-----------------------|--------|------------|---------|--------------------------------|---|------|----|
| ≣ | INPUT TAE | BLE | | Struct | ture ^ | Type I | ere | | | / = | * * | - 📾 🖶 | | × | + | | |
| | Name | Туре | Beg. n | End node | Cross | Length | Layer | LCS Ro | Memb | . ey | [mm] | ez [mm] | | | | | |
| 1 | B1 | beam | N1 | N2 | C∨ 5∰ | 4,000 | L~ 22 | 0,00 | Centre 🔨 | 1 | 0 | 0 | | Π | | | |
| 2 | B2 | beam∨ | N3 | N4 | C∨ ☶ | 4,000 | L 🗸 🎞 | 0,00 | Centre 🔨 | 1 | 0 | 0 | | | | | |
| • | | | | | | | | | | | | | | | | | |
| | ¥ 援 | 1D membe | rs 🥥 🗸 |) | <u>x</u> <u>x</u> | | | | | | | | | | | | |
| r | INPUT T/ | ABLE | | 🕅 Stru | cture ^ | Туре | here | | | I | at a | · 🔒 루 | | × | + | | |
| | A Name | Туре | Beg. n | . End node | e Cross | . Length | Layer | LCS Ro | Memb . | еу | / [mm] | ez [mm] | | | | | |
| • | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | ٩. |
| | | | | | | | | | | | | | | | | | hi |
| | | | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | | | |
| | | 2 | | | | | | | | _ | _ | | | _ | | | |
| L | 1 2 | 5 1D memb | oers 🥏 | 4 7 | <u>77</u> <u>77</u> | | | | | _ | | | | $\triangleleft \triangleright$ | | | |

- The input table will become empty
- Select one of the elements
- Only that element will be shown in the input table

| | | INPUT TAB | LE | | M Struct | ure ^ | Type h | ere | | | · e* e | * 📾 | F III | đ | × |
|---|---|-----------|--|--------|----------|------------|--------|-----------------|--------|---------------|---------|---------|--------------|---|---|
| | | Name | Туре | Beg. n | End node | Cross | Length | Layer | LCS Ro | Memb | ey [mm] | ez [mm] | 1 | | |
| 1 | L | B2 | bea $\!$ | N3 | N4 | C∨ ≣# | 4,000 | $L{\sim}\Xi\Xi$ | 0,00 | $Centre \lor$ | 0 | | 0 | | |
| • | • | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | |
| | | | | | | | | | | | | | | | |
| Г | | \$ 💰 | 1D member | rs 🗖 🧎 | s 🔽 🤋 | x x | | | | | | | | | |
| | _ | - | | | | | | | | | | | | | |

1.9. **Deleting elements**

You can delete an element with the input table by selecting the element and click 'delete row'.

| = | INPUT TAI | | | | ture ^ | | | | | ' 🔹 🛓 | K 💼 🕴 | ÷ 🖽 | 2 |
|---|-----------|--|--------|----------|--------|--------|--------|--------|---------------|---------|---------|-----|---|
| 4 | Name | Туре | Beg. n | End node | Cross | Length | Layer | LCS Ro | Memb | ey [mm] | ez [mm] | | |
| 1 | B1 | bea $\!$ | | N2 | C∨ | 1,000 | L~ III | 0,00 | $Centre \lor$ | 0 | | | |
| • | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |
| | | | | | | | | | | | | | |

SCIA will always ask you if you want to delete certain elements or if it is not possible to delete a certain element.

| SCIA Engineer | × |
|---|---|
| Do you really want to deuse these entities (5) - Member (1 selected) | ? |
| Related Entities to be deleted - Support in node (2) - Node (2) | |
| OK Cancel | |

1.10. Printing data

A table can be imported in the engineering report by using the function 'table to report'

| - | | Y [m] | Z [m] | Name | | | | | | | |
|---|-------|-------|-------|------|--|--|--|--|--|--|--|
| 1 | 0,000 | 2,000 | 0,000 | n1 | | | | | | | |
| 2 | 4,000 | 2,000 | 0,000 | n2 | | | | | | | |
| 3 | 0,000 | 3,000 | 0,000 | n3 | | | | | | | |
| 4 | 4,000 | 3,000 | 0,000 | n4 | | | | | | | |
| • | | | | | | | | | | | |
| | | | | | | | | | | | |
| | | | | | | | | | | | |

Here you can make some changes in what elements are visible and insert it into the report.

| Net Contemportant Contemportan | Name of the table Node | |
|--|----------------------------|---|
| | Caption of the table. Node | |
| * Selection | Selection type #II. v | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | 4 |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |

If you want to edit this further in the engineering report you can use our manual about the engineering report.