

Xsteel User Manual V0.3

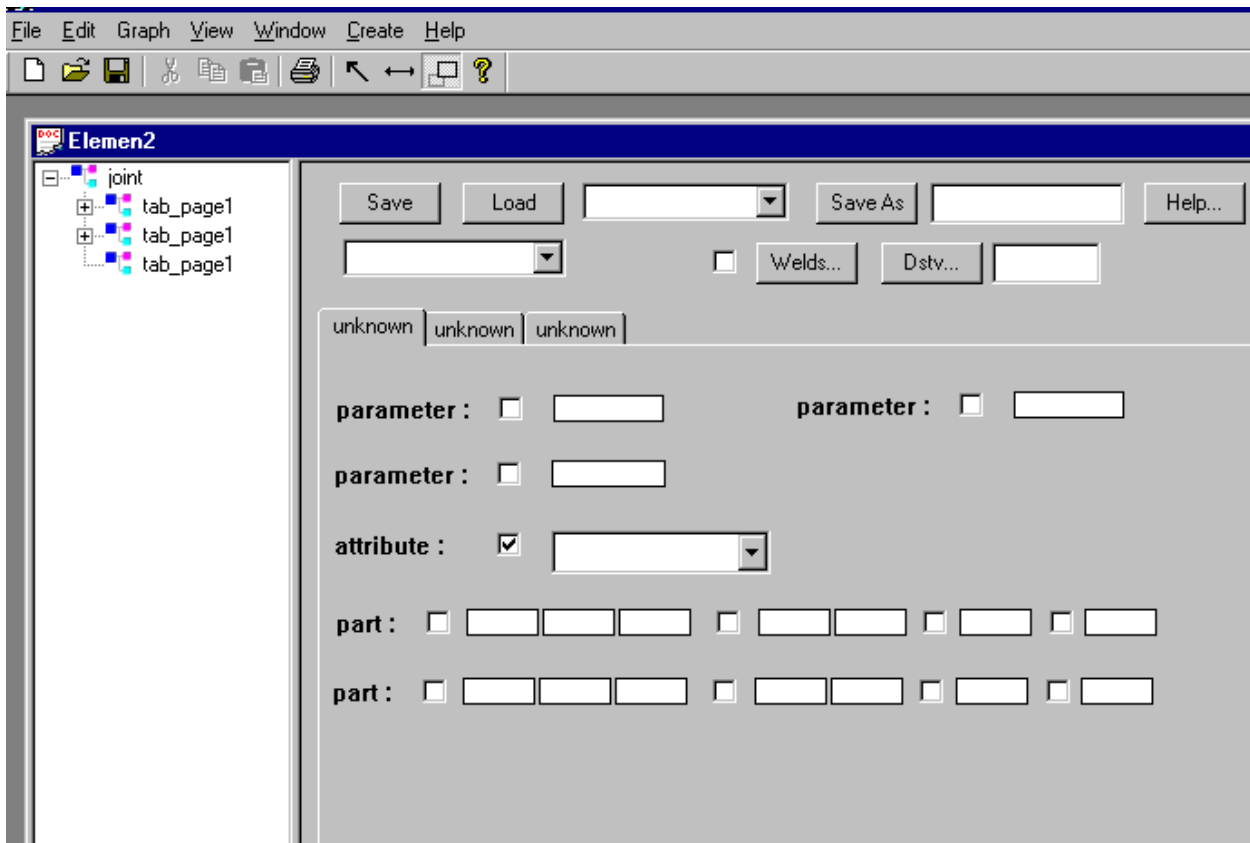
Needed Equipment

Normal desktop PC with Windows NT/2000 operating system.

The idea of the Xsteel Model-based Object Editor

The idea of the Xsteel Model-based Object Editor is to provide a graphical way to create and manipulate user objects which are used by Xsteel application as inputs. Xsteel, a commercial product of Finland based Tekla Oy, is a product for steel detailing.

Screen Areas (LU version)



It is a just normal frame with a menu bar including several menus. Its main functions is to allow the user create a new user object definition or open an existing user object definition file. It remains on the screen all the time as long as Xsteel Model-based Object Editor is running.

User Object Definition Window

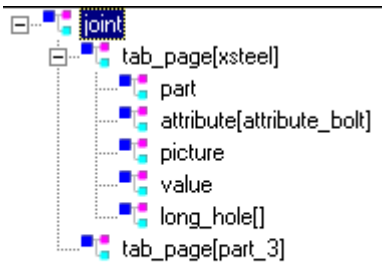
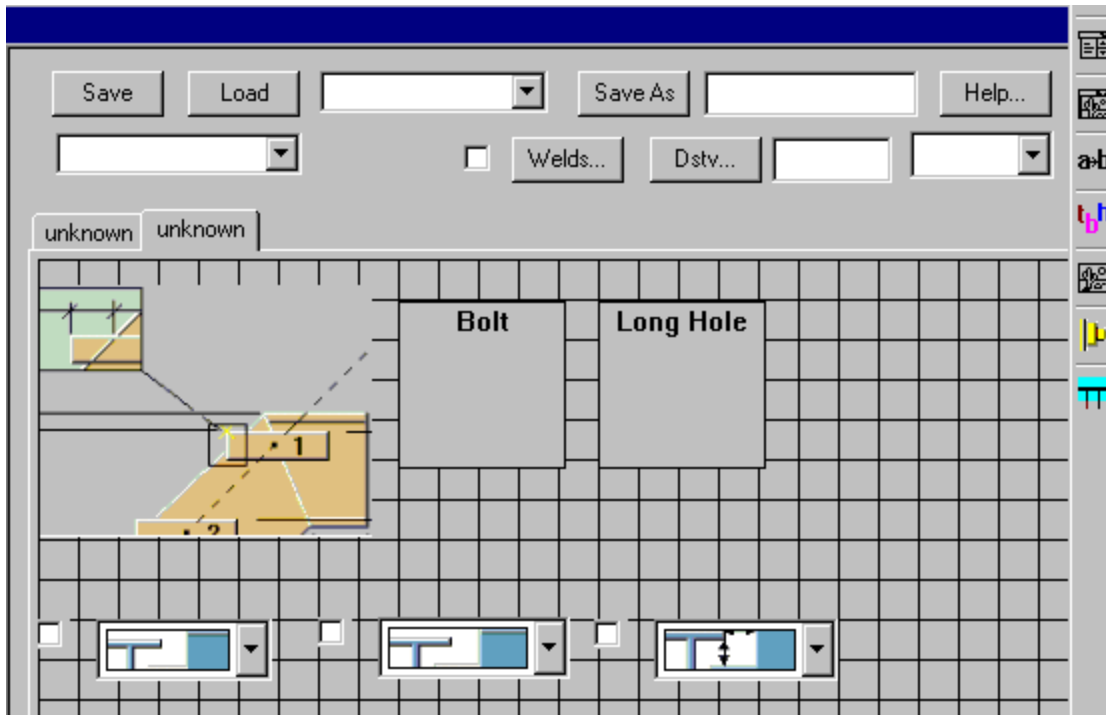


Figure 1: User Object Definition (UOD).

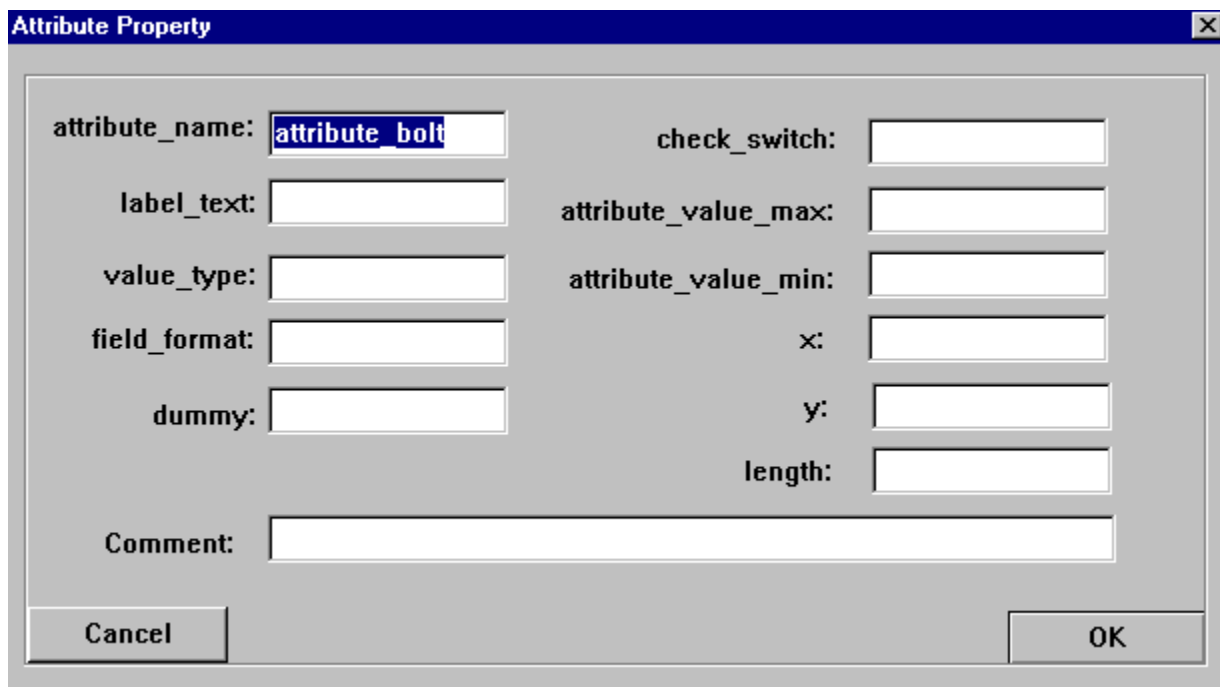
Left part is *User Object Definition* part. In this part, a tree view list control is used to display the structure of a user object definition. Basically, a user object definition is composed of several tab page definitions. Every tab page can include visible component: part, attribute, profile, picture, picture attribute, parameter and invisible component: macro, value, detail, etc.

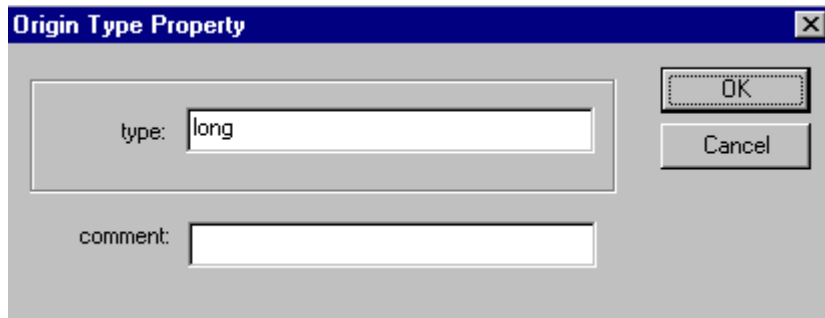
Right part is *User Object Dialog* part. This part provides a graphical way to allow the user edit a user object definition. Action include panning, sizing of Xsteel object group. You can have runtime preview of pictures and attribute value.



Xsteel Object property page:

User can modify the Xsteel component property by right clicking the item in the left UOD (Figure 1) pane and select edit. The property sheet is defined in macro programming manual provided by Tekla. Typically, it's the only place to edit those invisible components.

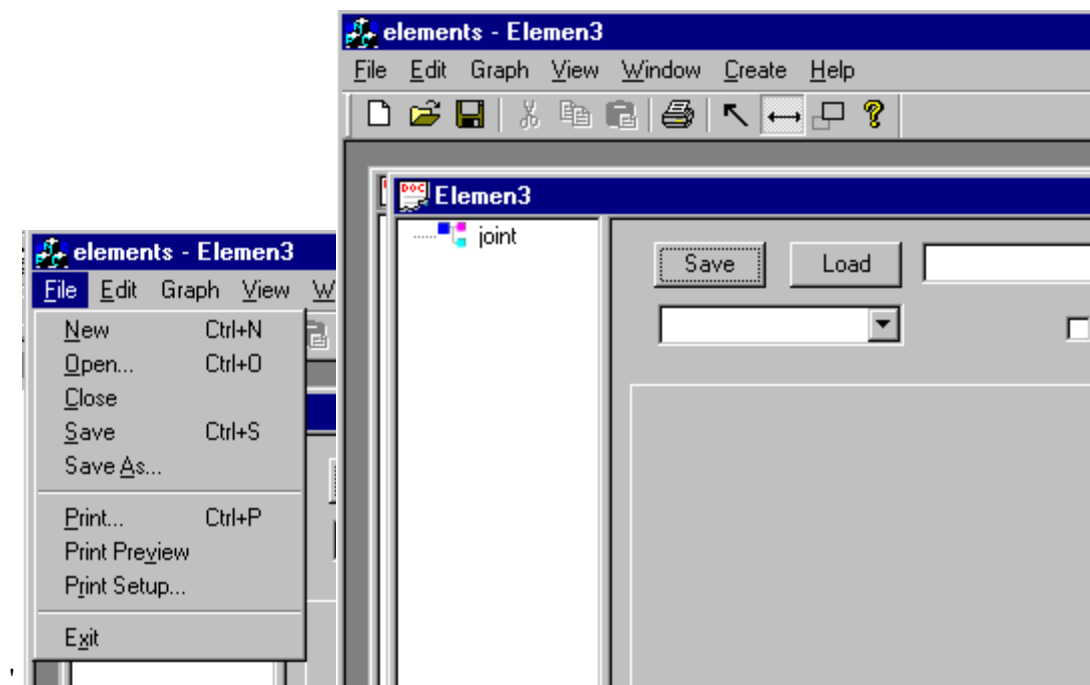




Actions

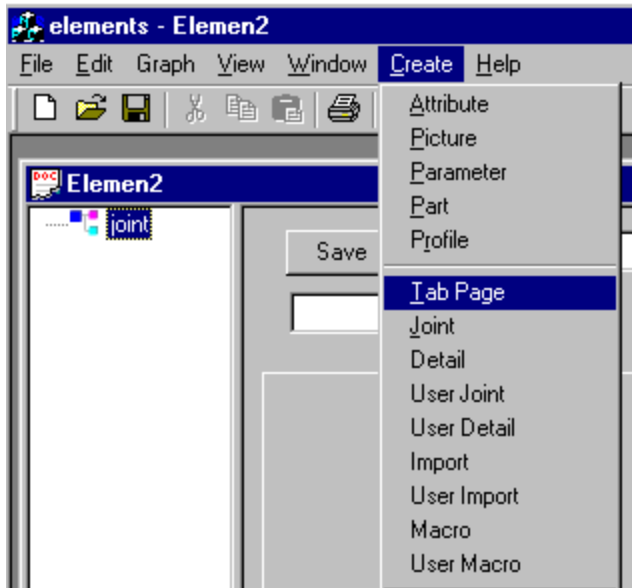
How to create a new joint and macro

After the execution of Xsteel Model-based Object Editor, the user can select "New" from "File" Menu in the main window to create a new user object definition window. After that, the user can add tab page.

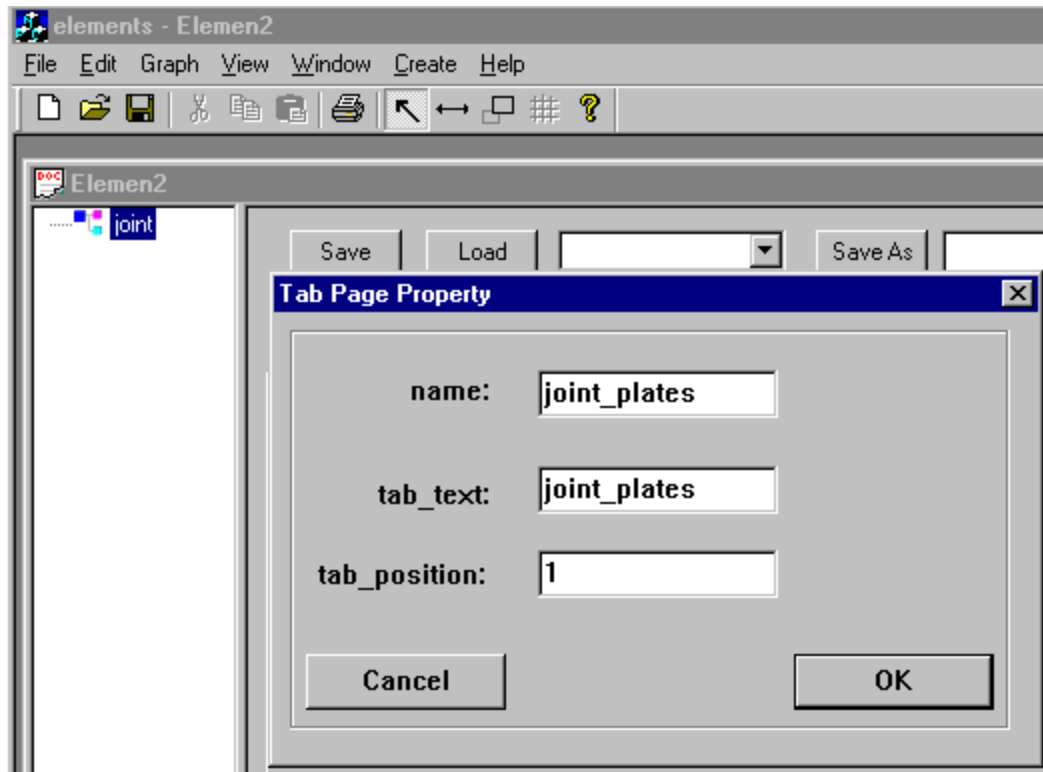


How to add an empty tab page to a user object definition

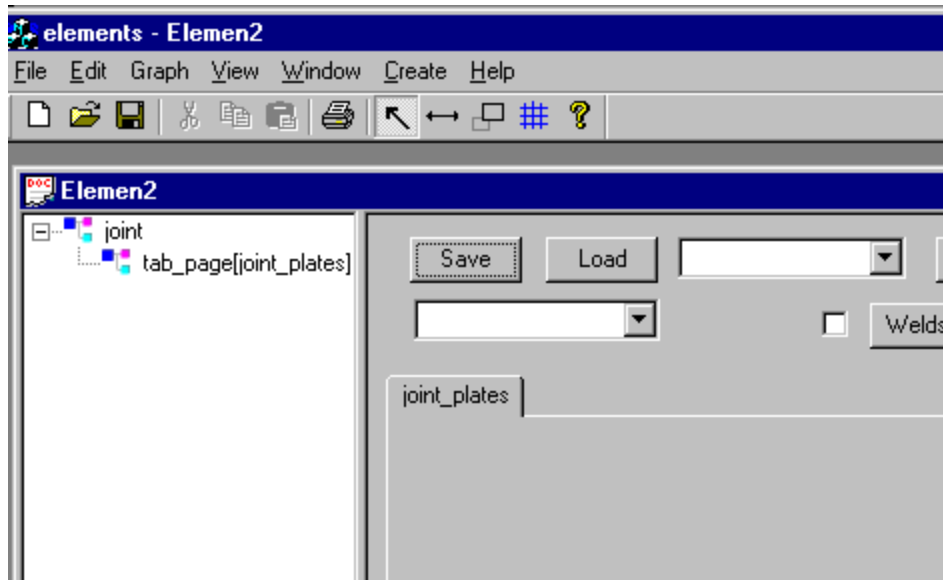
Select "Tab Page" from the "Create" menu to add a new empty tab page or by select the "tab page" button on the right side tool bar. Added tab page can be seen in the right part of user object definition window and a new item corresponding to added tab page is inserted into the tree list view control in the left part. The user can add part, profile, picture, parameter or attribute to a tab page. The following 3 figures show the whole procedure of adding an empty tab page with the caption "joint_plates".



(a) Select "Tab Page" from the "Create" menu.



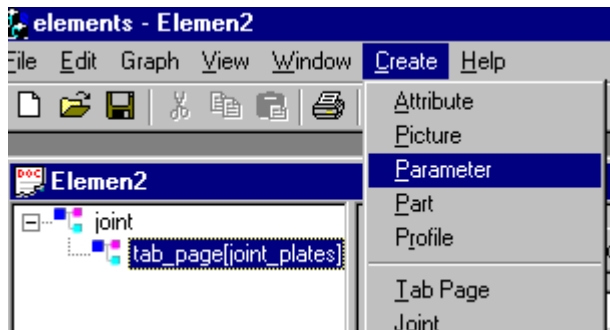
(b) After the above action, a property dialog appears to allow the user to input properties for new empty tab page.



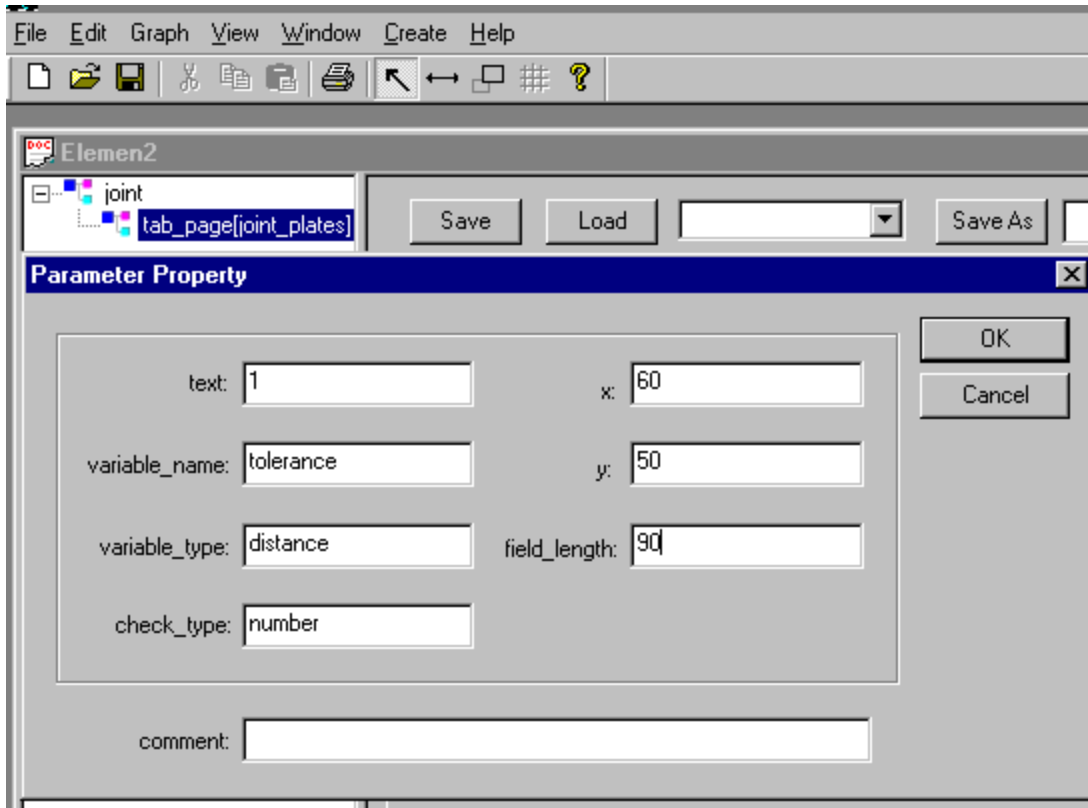
(c) Added empty tab page.

How to add Xsteel component to a tab page

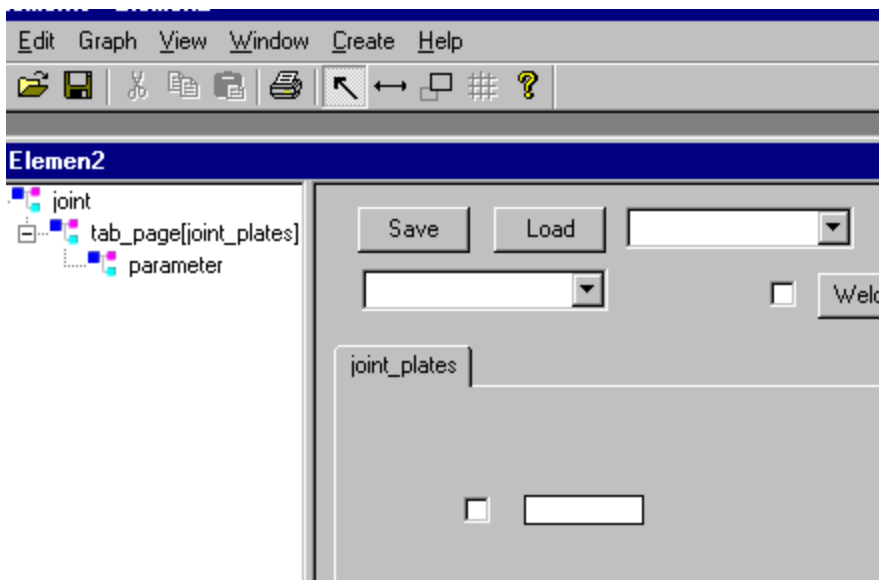
Xsteel component like part, profile, picture, parameter or attribute belong to tab layer. First highlight desired tab page layer, then select Xsteel component from "create" menu to add to specified tab page. For those visible objects, it will appear immediately. For those invisible objects, they will remain in the UOD (Figure 1) panel. The following screen snaps illustrates the whole action of adding a parameter to an empty tab page.



(a) In UOD (Figure 1), select the tab page where the user wants to add a parameter to. And then select "Parameter" from the "Create" menu.



(b) After the above action, a property page appears to allow the user to input values for a parameter.



(c) A new parameter is added in the tab page.

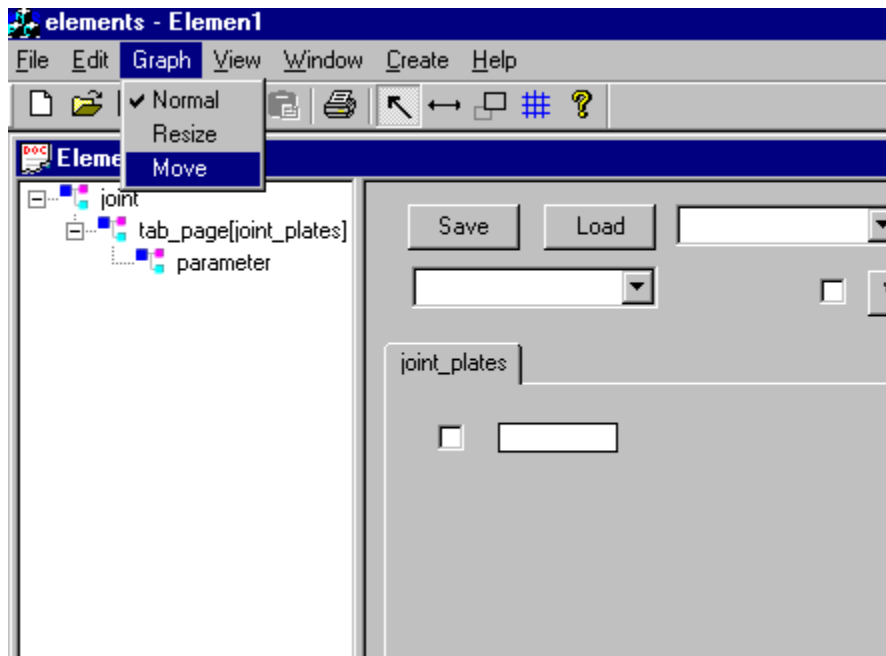
How to delete a part, profile, picture, parameter or attribute from a tab page

You can delete xsteel object by right click the object in the UOD (Figure 1) panel, then select "Delete".

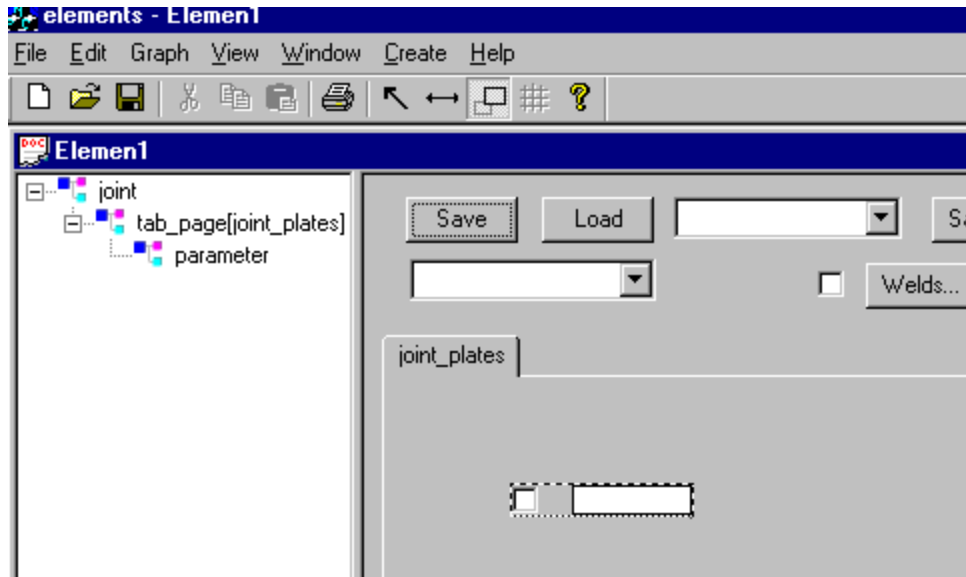


Graphical actions

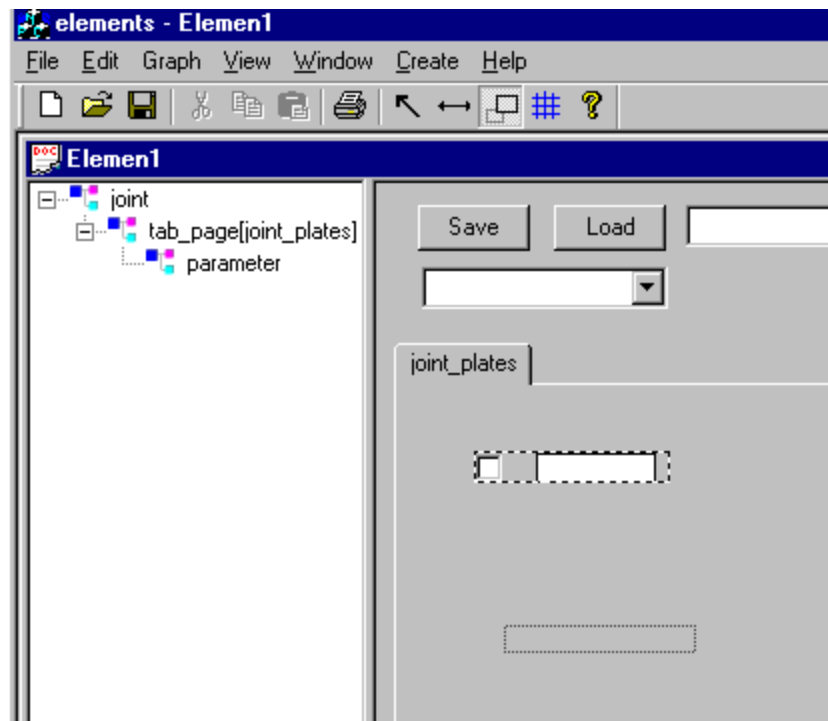
There are three graphical modes: normal, reposition and size. Based on the mode, user can reposition and resize the visible xsteel item. You can choose graphical modes by either menu or toolbar. Figures below show procedures about how to move a visible component (here we take a parameter as an example). Resizing a visible component has the same procedures.



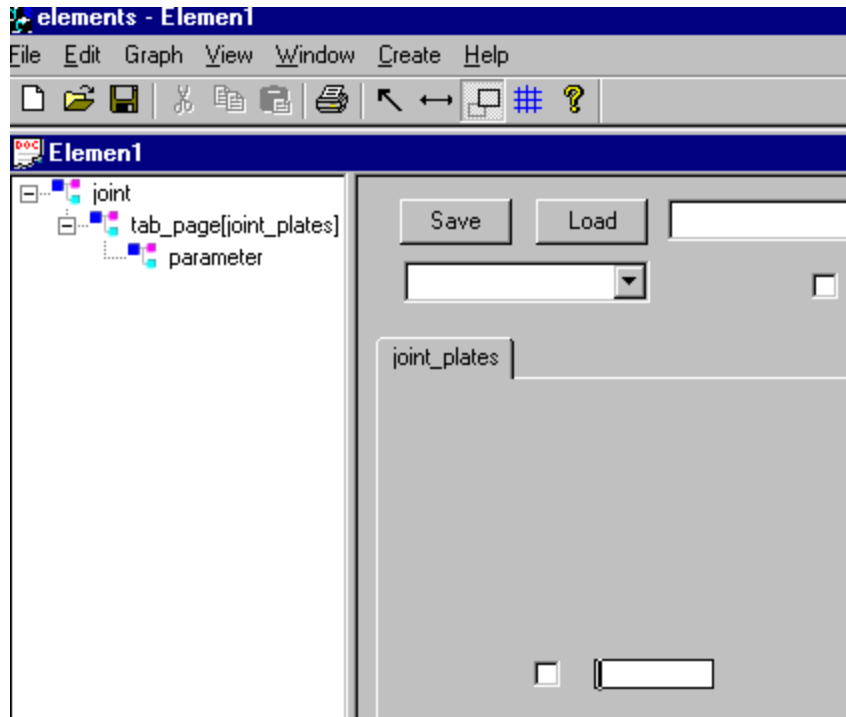
(a) Select "Move" from the "Graph" menu to try to move a visible component.



- (b) And then, left_click on the visible component (in our case, a parameter) that the user wants to move. After that, selected component is highlighted.



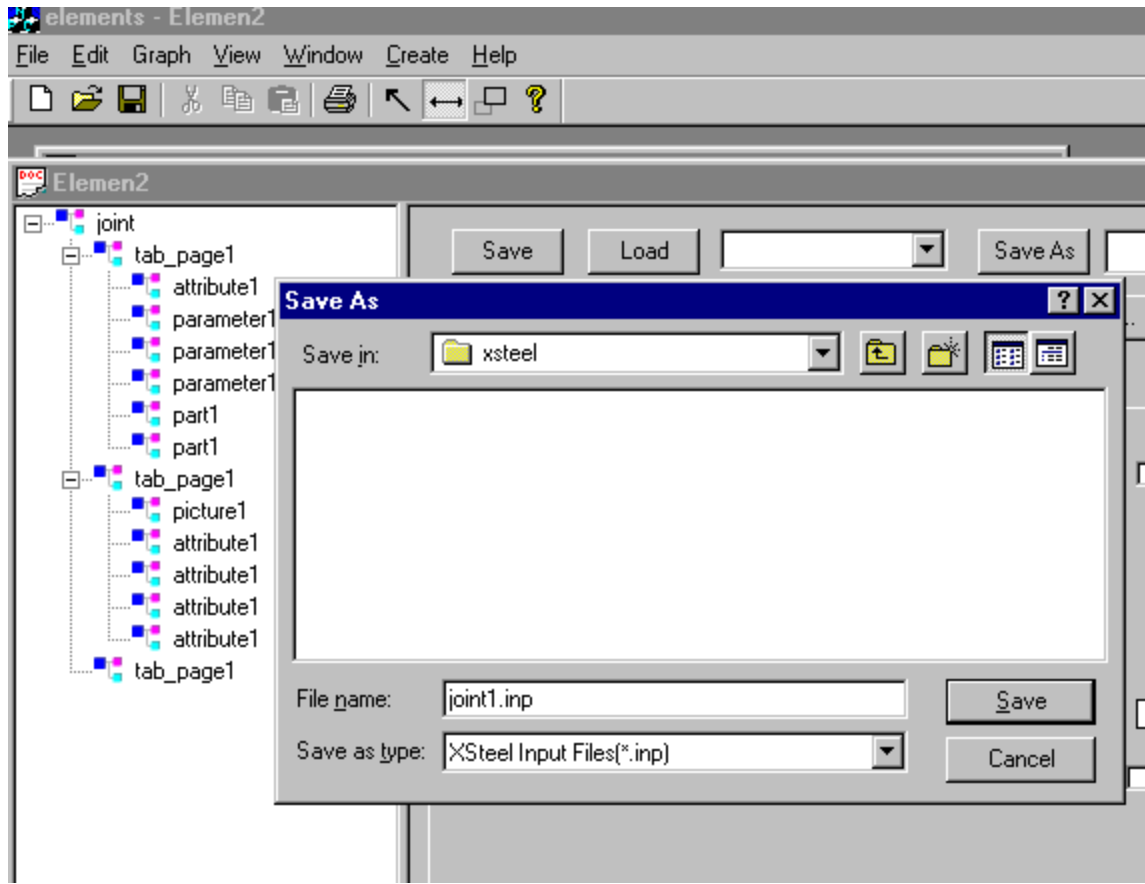
- (c) keep left_pressing on the component and drag it to the place where the user want to position the component.



(d) The component (a parameter) is moved to a new place.

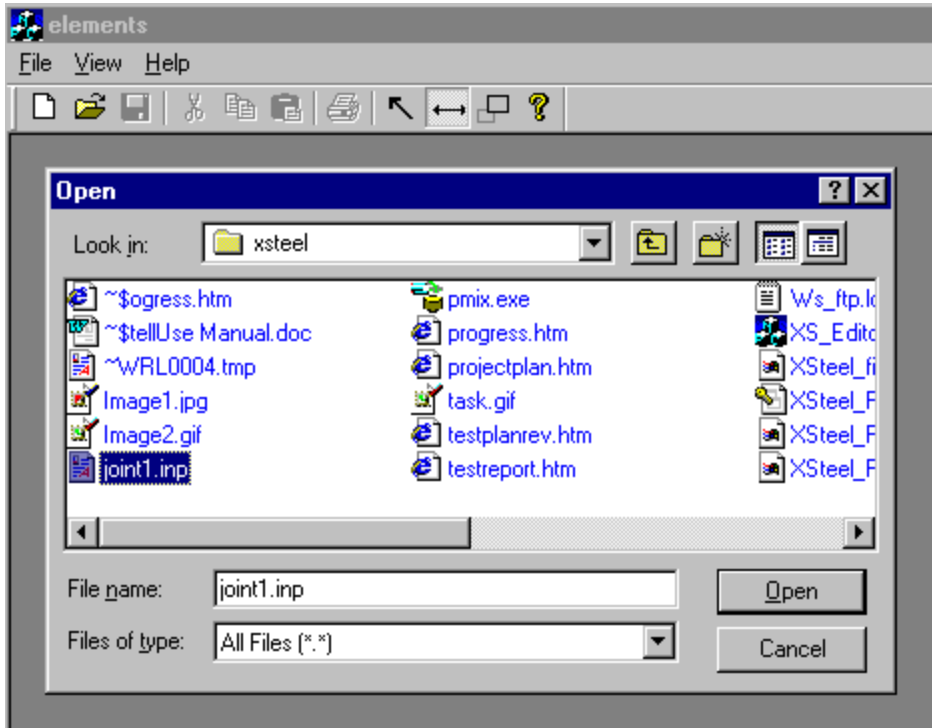
How to save a user object definition into a file

Select "Save" from the "File" menu to open a Save As dialog. And then input or pick up a file name with .inp extension to/from the Save As dialog to save the content of current active user object definition window into specified file.



How to open a user object definition file

Select "Open" from "File" menu to open an Open File dialog. And then pick up a user object definition file name from the Open File dialog to open a user object definition window to display specified user object definition file.



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