



# **USER MANUAL**

**PLPak Version 1.01**

**STRUCTURAL ANALYSIS SOFTWARE USING BOUNDARY ELEMENTS  
METHOD**

**PLPAK basic tutorials**

**Tutorial 6 – PLGen beams and point mode**

CONTACT DETAILS:

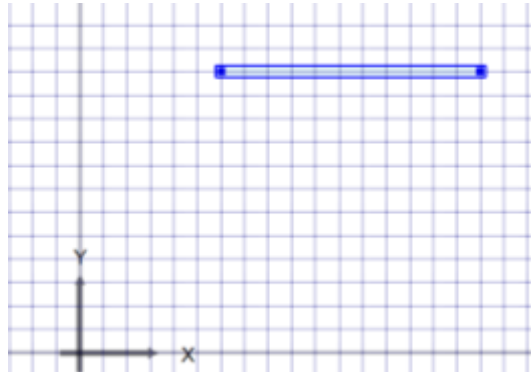
[www.be4e.com](http://www.be4e.com)

[support@be4e.com](mailto:support@be4e.com)

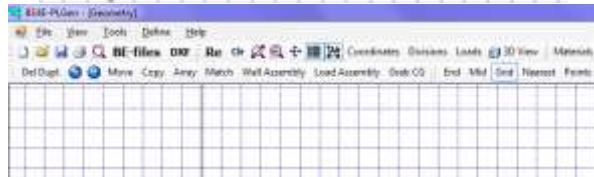
## Tutorial 6

The objective of this tutorial is to create and edit beams

I - Select the beam mode and click to draw the beam. The beam has grip points at each end that are similar to nodes that appear on slabs for editing. To specify the location of the grip point, you have two options.



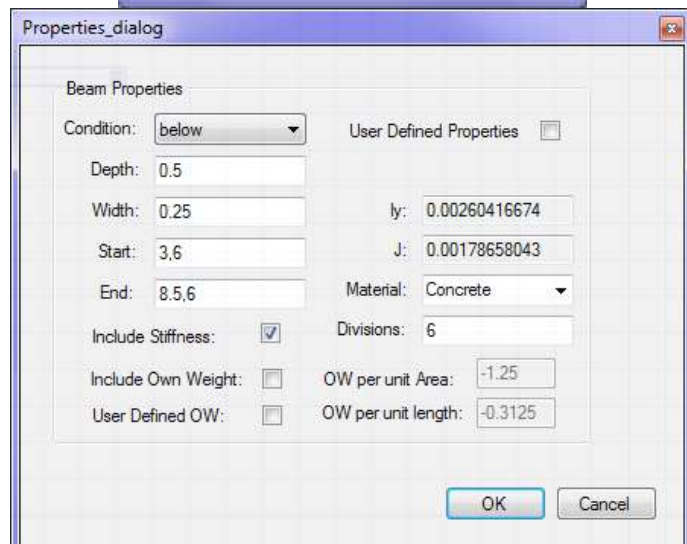
II – The first option is to snap to grid as shown



III – The second option is to insert or copy points in the point table and snap to points. Points can also be put in a .DXF file then imported.



IV – To define the properties of the column under Select mode right click on the beam a properties dialogue box appears. Change whether the beam is below or under, its depth, its width, its start and end point. The choice of material and other user defined properties such as the moment of inertia ( $I_y$ ) and the torsion constant ( $j$ ) can be changed as well



V - To edit the beam, select the edit mode, you cannot edit the beam or move it unless it's through Edit .You cannot array, copy or use the move tool on beams only the match properties mode.