Wall Auto Mesh Options

Form: Shell Assignment - Wall Auto Mesh Options

Use the Shell Assignment - Wall Auto Mesh Options form to control meshing of shell objects.

- 1. Select the wall object to be meshed or marked so as not to be meshed.
- 2. Click the Assign menu > Shell > Wall Auto Mesh Options command to access the Shell Assignment Wall Auto Mesh Options form.
- 3. Select the appropriate option(s):
 - Default: No Meshing for Straight Walls with No Openings Otherwise Auto Rectangular Mesh option. The selected object will not be
 meshed if the wall is straight. If the wall is curved, the Auto Rectangular Mesh
 Settings (see below) will be applied in meshing the wall.
 - Mesh Object into {Specify Number} Vertical and {Specify Number}
 Horizontal option. Specify how the object is to be meshed by specifying the number of vertical and horizontal elements.
 - Auto Rectangular Mesh option. The Auto Rectangular Mesh Settings (see below) will be applied in meshing the wall.
 - Add Restraints/Constraints on Edge if Corners have
 Restraints/Constraints check box. When this check box is checked, ETABS
 adds restraints or constraints at the mesh joints on the edges of the meshed
 object if the selected object has restraints or constraints assigned to the joints
 defining the corners of the shell object.
 - Advanced Modify/Show Auto Rectangular Mesh Settings button. Click the
 button to display the <u>Automatic Rectangular Mesh Settings (for Walls) form</u>.
 Use the form to specify the approximate maximum size of the mesh when walltype shell options use auto rectangular meshing.
- 4. Click the Apply button to complete the assignment.

When the Apply button is used, the Shell Assignment - Wall Auto Mesh Options form will remain open until it is closed by clicking the Close button. This allows selection of another shell object(s), to which a different assignments can be made.

If only one assignment is being made to only one set of selected objects, the OK button can be used to both apply the assignment and close the form.