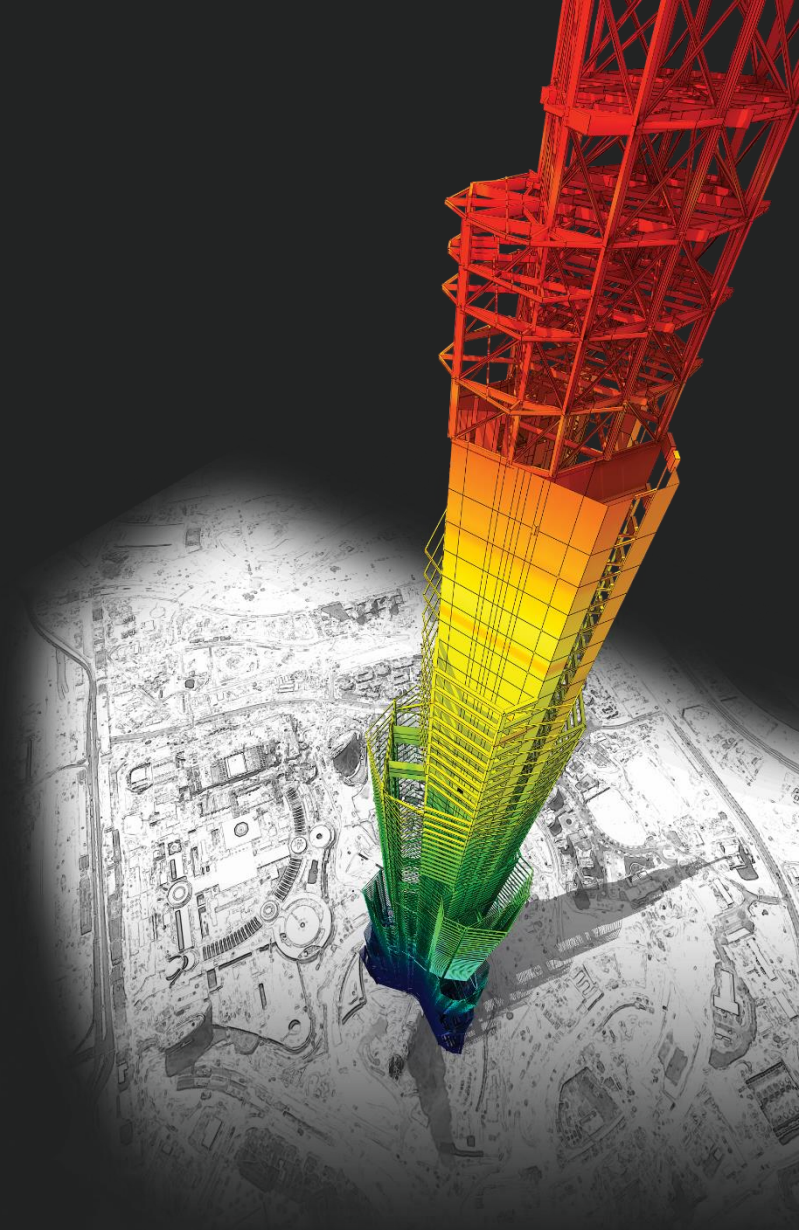




## BEAM Element Type vs Member Type

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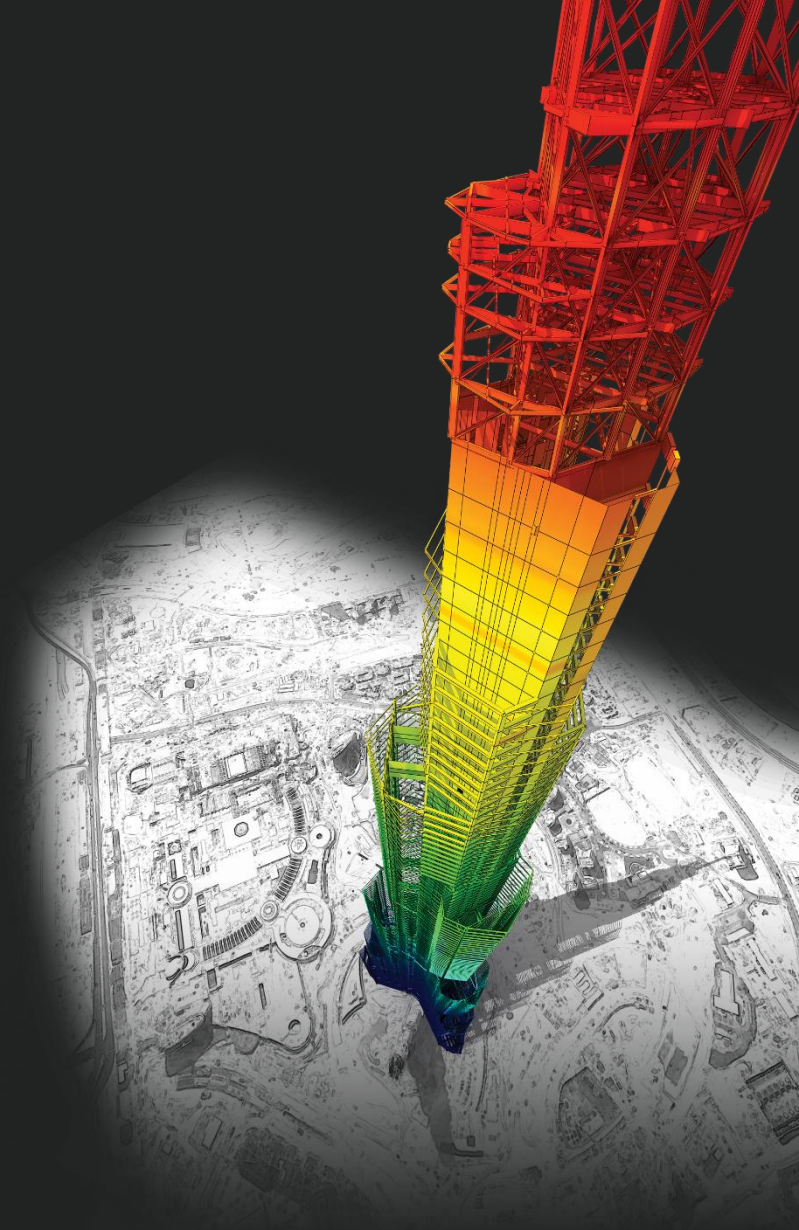


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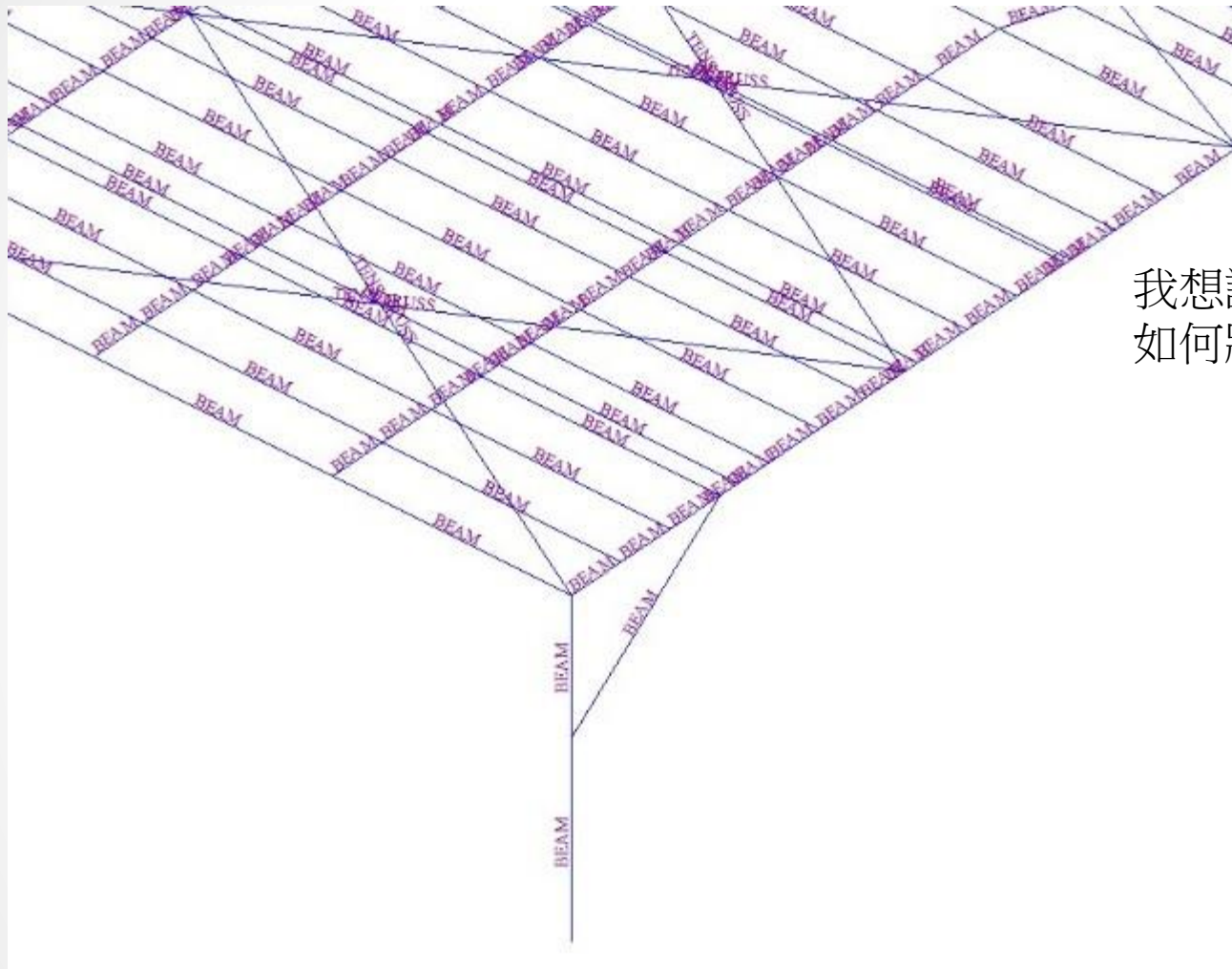
問題

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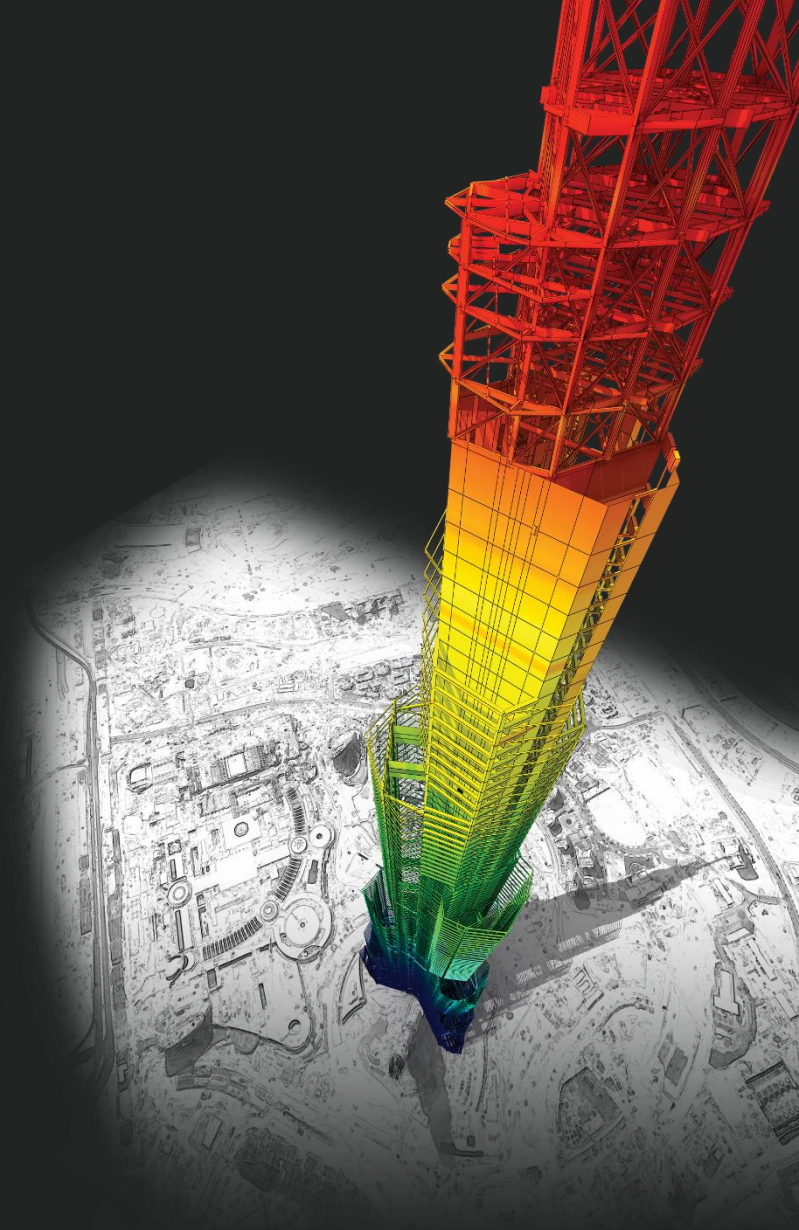
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我想詢問現在構件都是BEAM。  
如何將柱子改成column？

# BEAM 的意思

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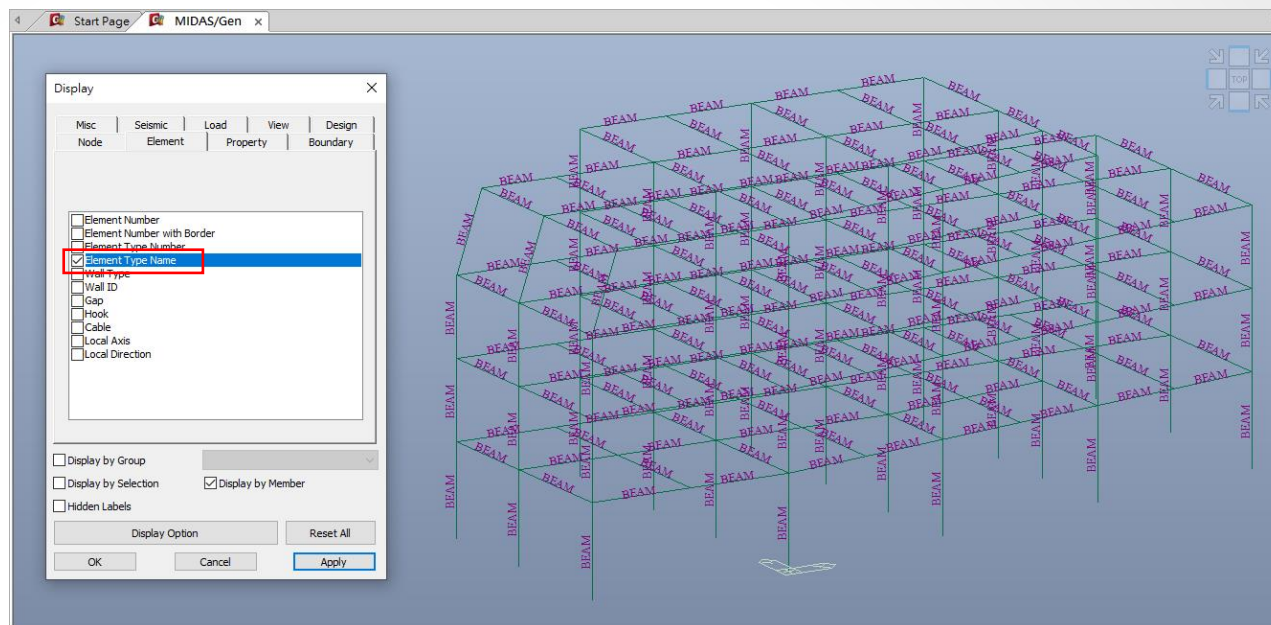


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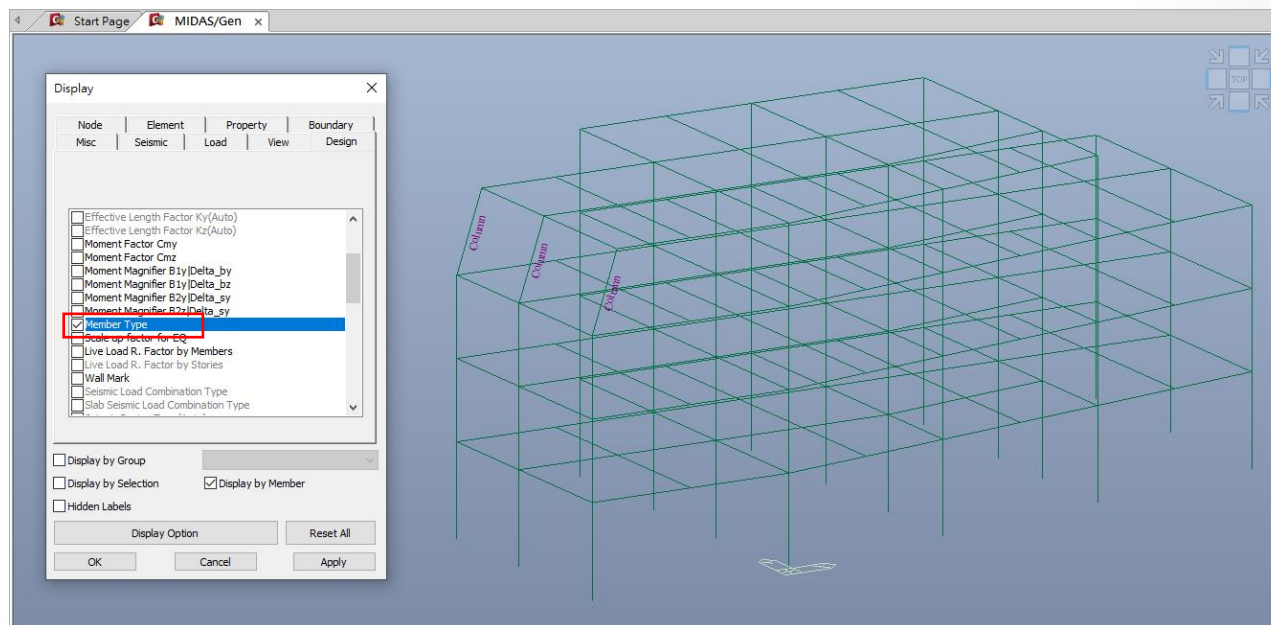
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# BEAM 的意思

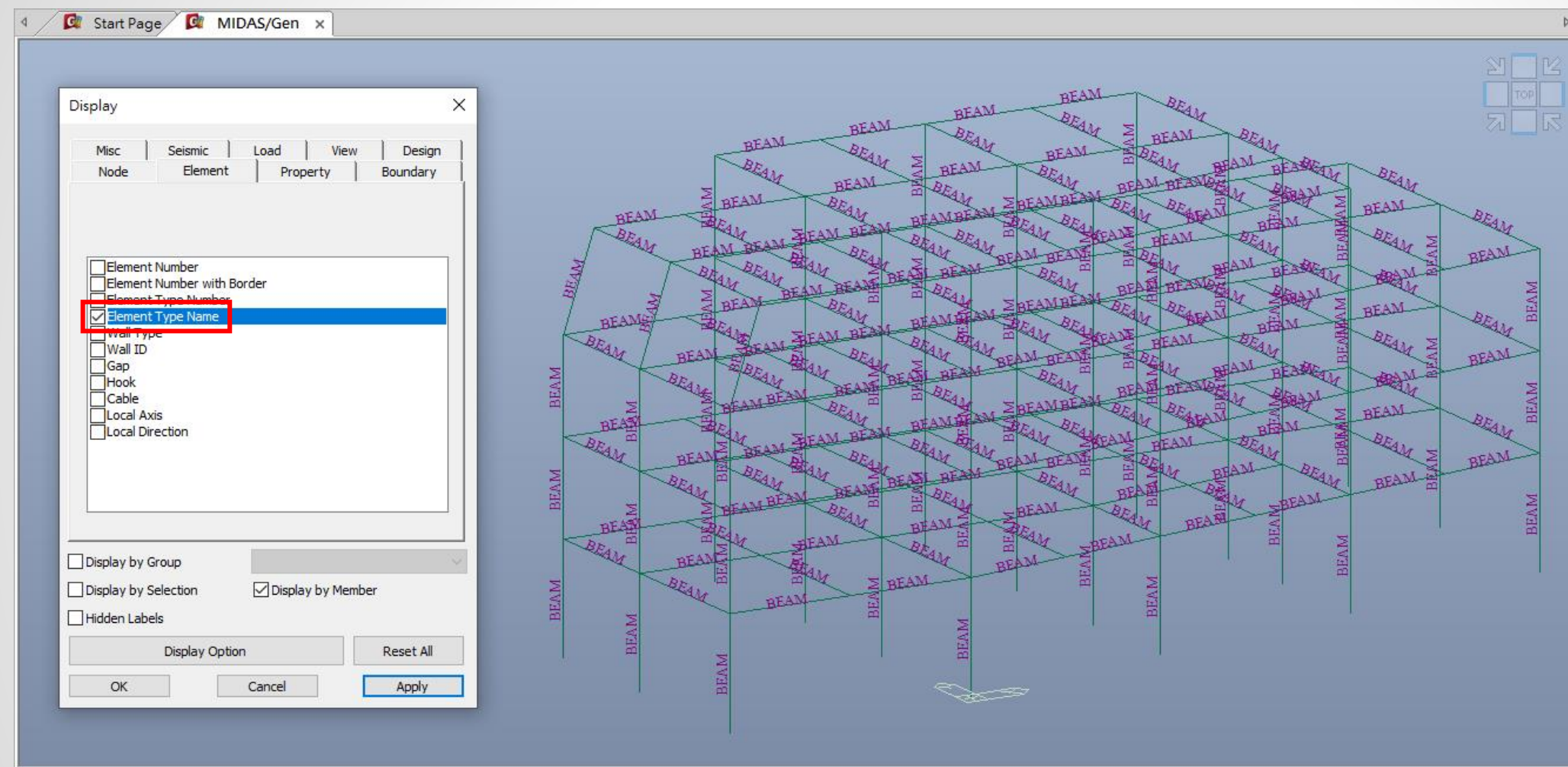
Element Type = BEAM



Member Type = Beam



# Element Type

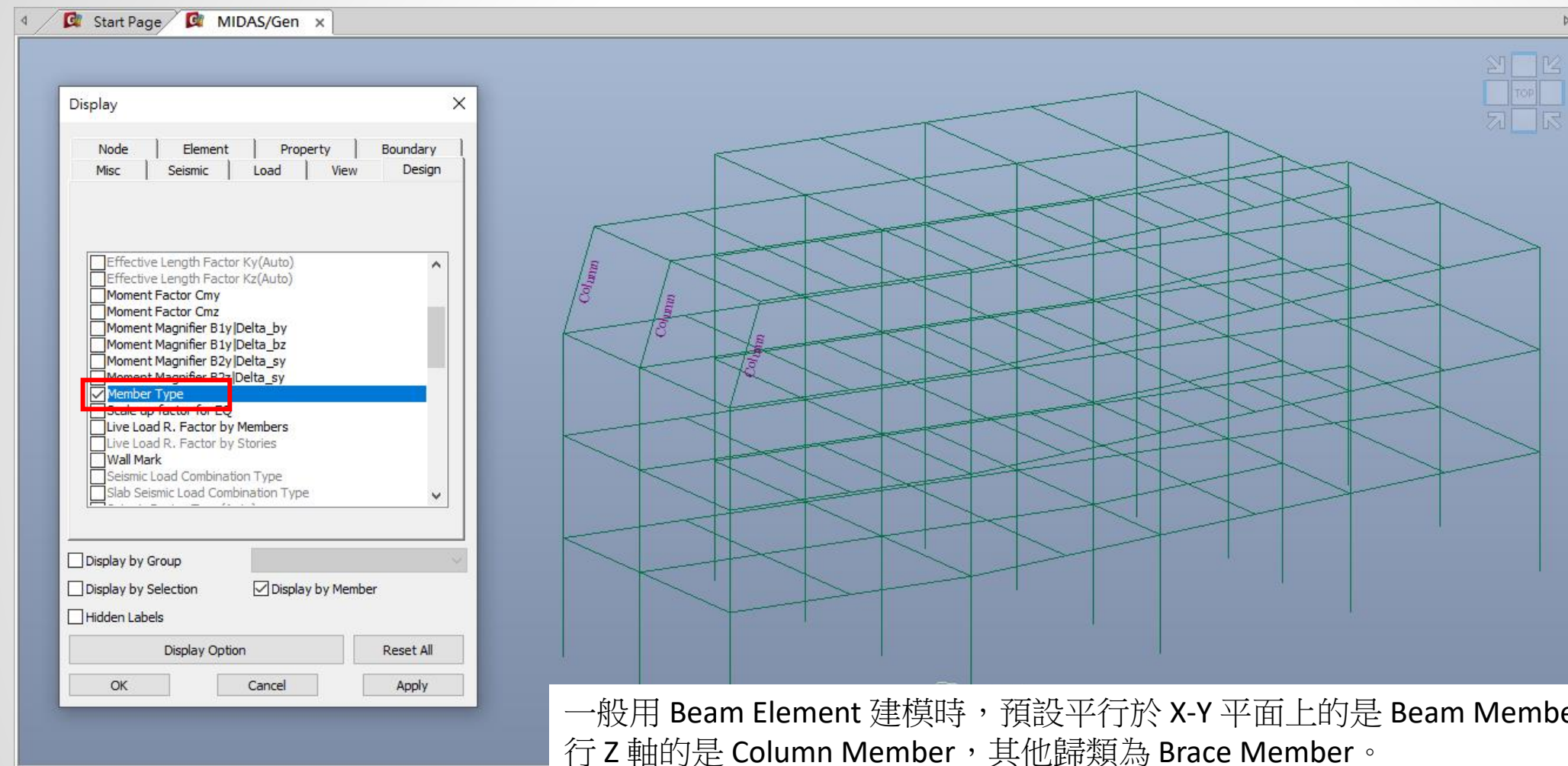


如果你看 Element Type 是 BEAM，那 BEAM 的意思是 Timoshenko Beam。



所以梁跟柱都是 BEAM Element。

# Member Type



如果你看 Member Type，  
你可以改變 Beam /  
Column / Brace

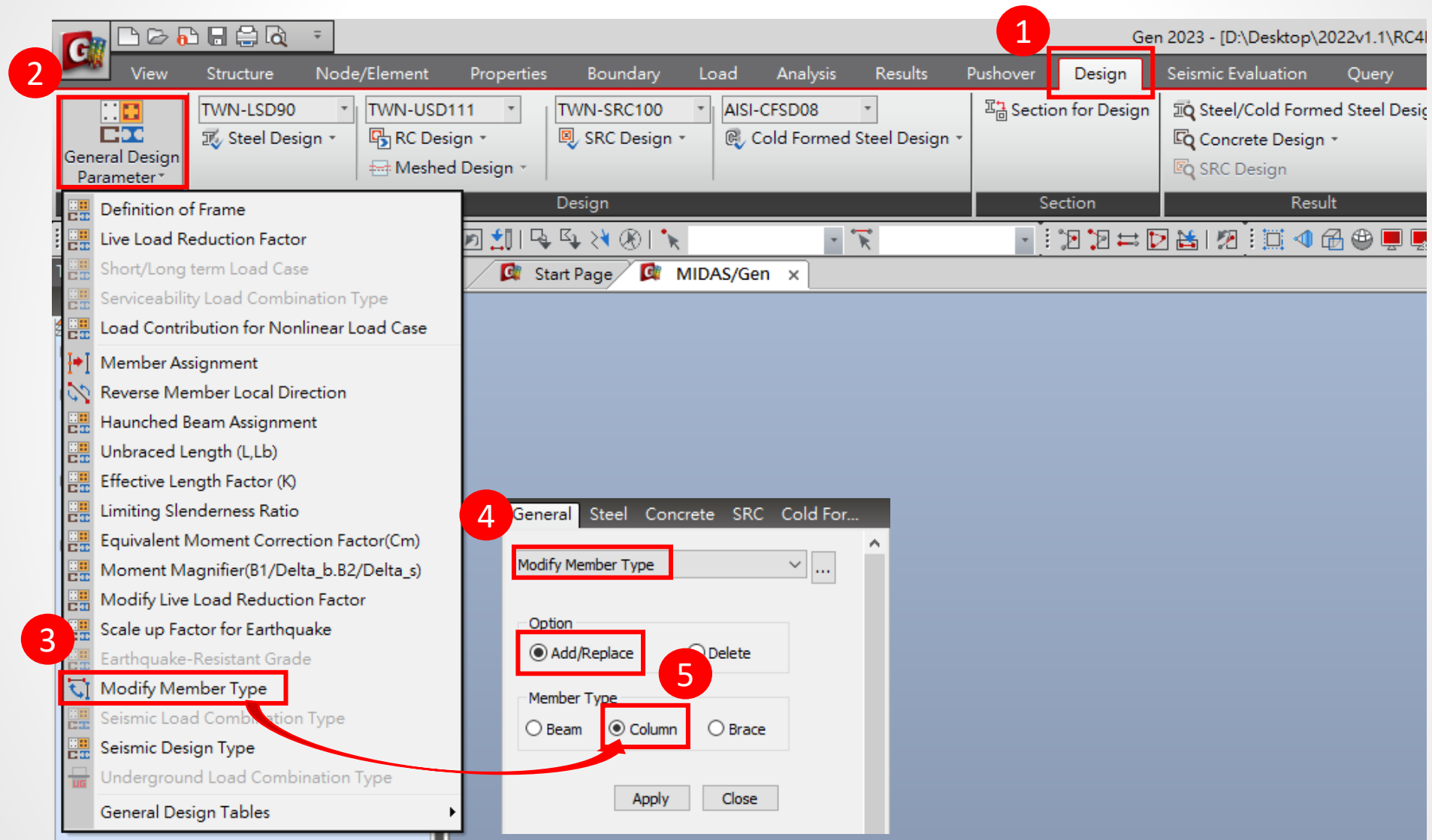


在 Design > General  
Design Parameter >  
Modify Member Type。

一般用 Beam Element 建模時，預設平行於 X-Y 平面上的是 Beam Member，平行 Z 軸的是 Column Member，其他歸類為 Brace Member。  
在 Gen 的構件設計類型 (Member Type) 分為 Beam/Column/Brace 三種，分別進行 梁設計/柱設計/斜撐設計。

# Modify Member Type

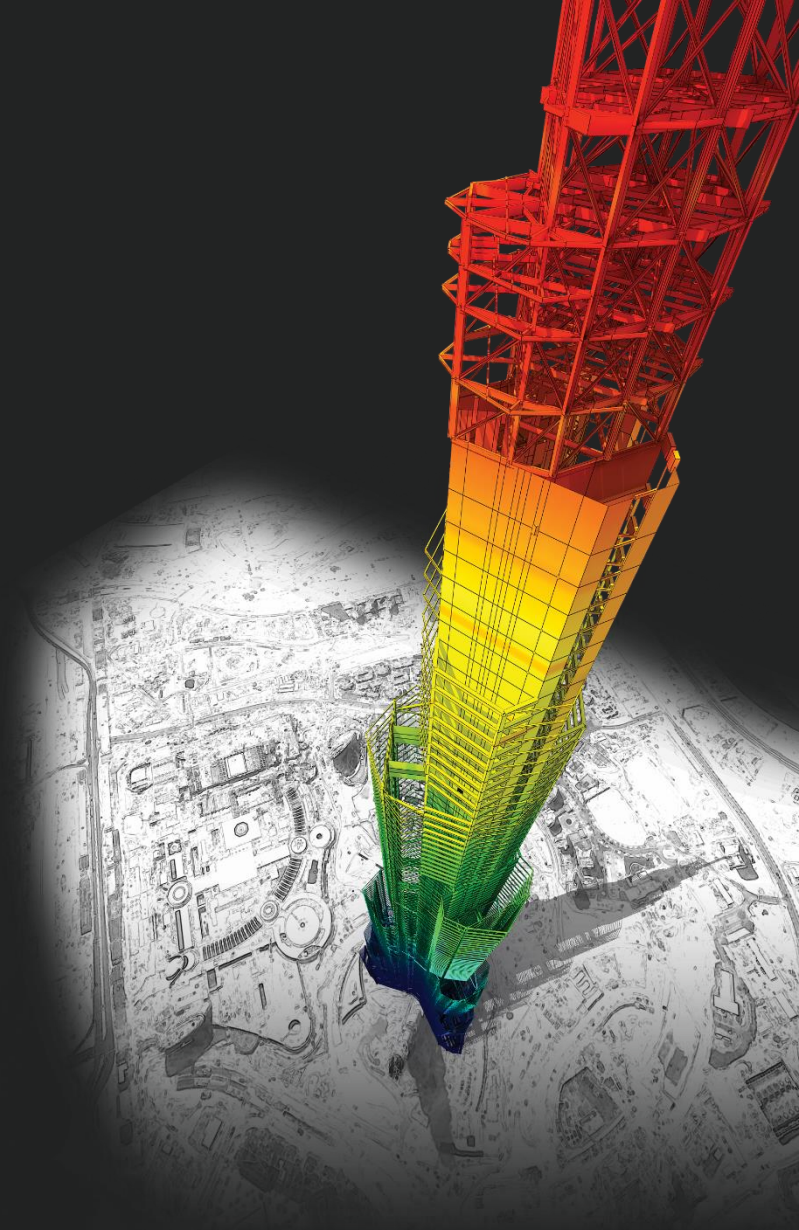
在 Design > General Design Parameter > Modify Member Type ◦





# Thank You

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