





3D Construction Graphics

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Application options

Depending on the program version, it is called up using the symbol , ,  or  (program-specific).

The 3D construction graphics enable a "rendered" 3D representation of the system, which is also very suitable for control purposes.

The system can be rotated e.g. using the arrow keys or by moving the mouse while holding down the mouse button.

Animations such as rotation or camera flight can also be started.

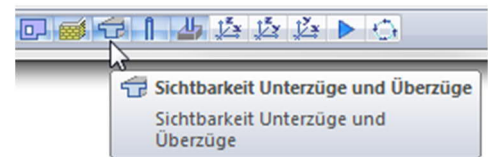
Most functions can be called up both via the top menu bar and via the toolbar.

Many functions are on/off view functions. For example, contours, enveloping surfaces, texts, supports, reinforcement, etc. can be shown/hidden.

Tip: If the system has been turned or pushed out of the screen, it can be centered again in the middle of the screen using the functions under the menu item "View".

Quick access via the toolbar

Depending on the program, different functions (icons) and options are available. To display the individual functions, hover the mouse pointer over an icon for a short time - a "tool tip" will then appear.



Toolbar DLT



GEO Building model toolbar. The wind loads can also be shown/hidden under the "Home" menu item.

Menu items

Note: Some functions can only be accessed via the context menu (right mouse button).

Startseite / Startpage

Various areas/views can be shown/hidden here.

Menu item „Ansicht“ (View)

Here you can choose different representations of the system:

Front view, side view, top view.

As an alternative to the zoom symbols, you can also use the "+" and "-" buttons or the mouse wheel for step-by-step adjustment of the image section.

Moving the system display: Arrow keys on the numeric keypad on the keyboard.

Rotate: with the mouse or the direction keys.

Menu item „Optionen“ (Options)

Depending on the program, you will find on/off options for viewing various objects here. For example, contours, enveloping surfaces, texts, supports, reinforcement, etc. can be shown/hidden. These functions can also be accessed using the icons at the bottom of the window.

Hintergrundfarbe: Set the desired background color.

Menu item Animation

Kameraflug	This function starts a camera flight that moves through the system in the x, y and z directions one after the other.
Rotation	This function rotates the system around the global z-axis.

Output

Call via the context menu – output.

Bitmap file	Output of the graphic as "bmp" file.
Print preview	In the print preview, the system graphic is displayed as it will be formatted when printed out on paper.
Print	Output of the current display to the printer.

Rotate, zoom, move

Rotate 3D view

The 3D view can be rotated using the keyboard arrow keys or by dragging the mouse while holding down the left mouse button.

Image section, zoom

The image section can be enlarged/reduced step by step with the +, - keys in the numeric block of the keyboard.

You can also zoom with the mouse wheel.

Move system

Mit den Tasten 2, 4, 6 und 8 im Nummernblock der Tastatur lässt sich das System am Bildschirm verschieben. Die Schrittweite für das Verschieben kann eingestellt werden – siehe [Optionen](#).

The system can be moved on the screen with the keys 2, 4, 6 and 8 in the number block of the keyboard. The increment for moving can be set - see Options.

Settings, viewing angles, increments

A perspective projection is used for the 3D display.

Use the context menu (right mouse button) to call up the settings for the virtual camera.