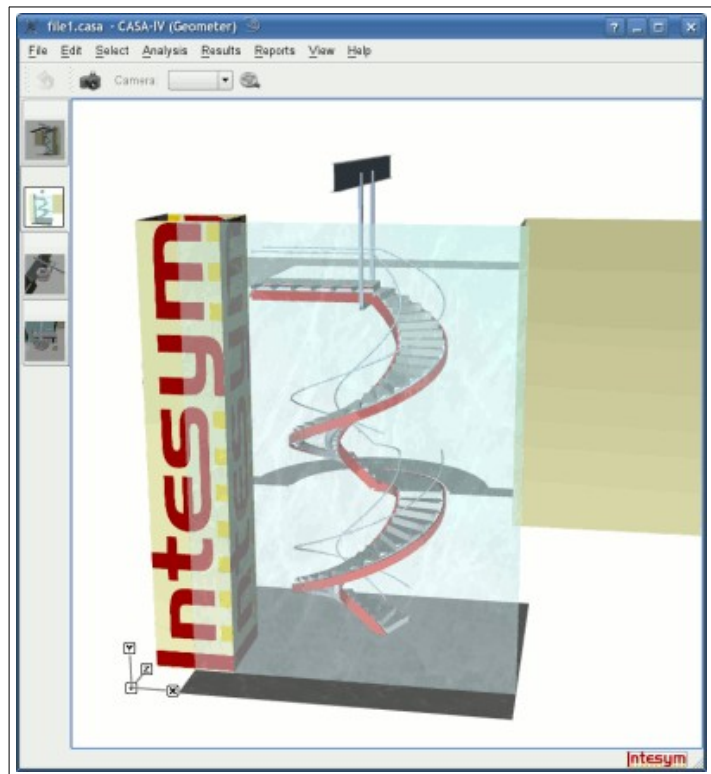
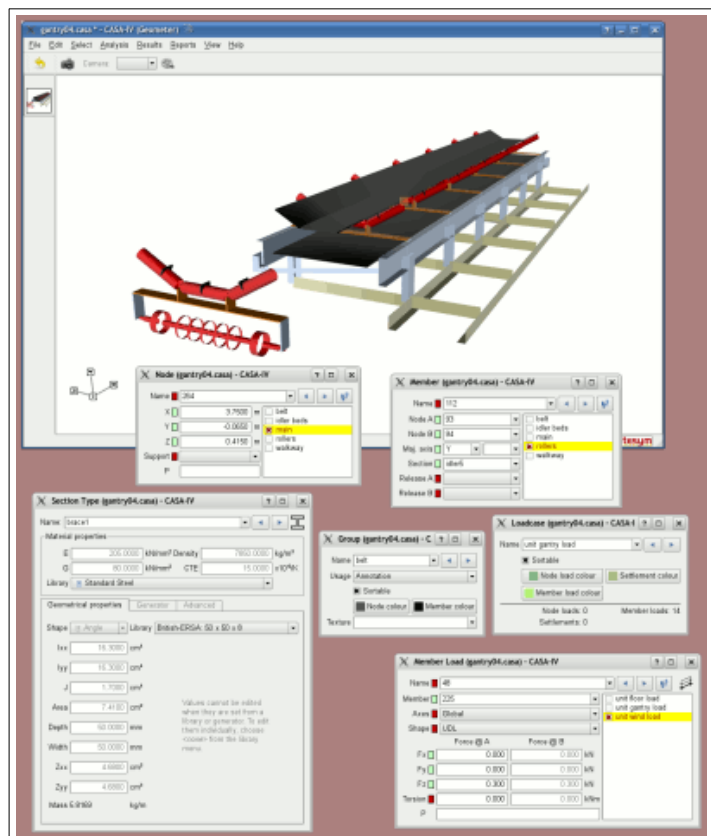


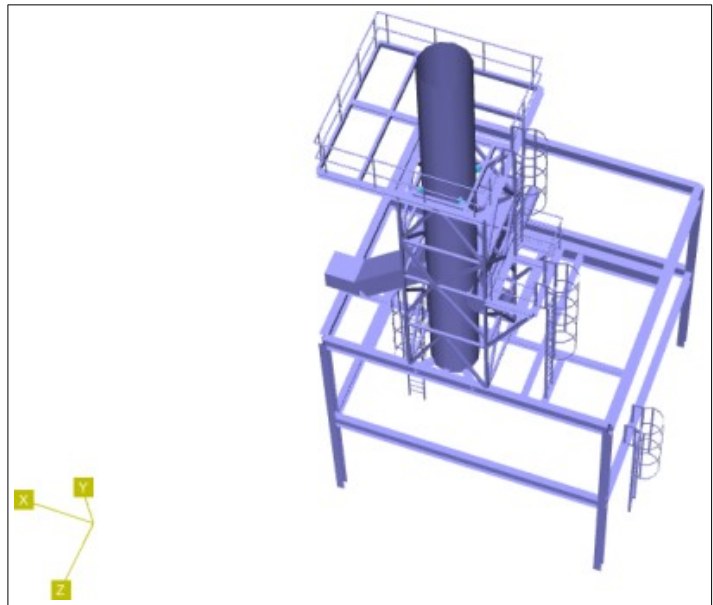
- The main window is clean and uncluttered.
- Like DTP, multiple sheets can be used and easily accessed by the thumbnail index down the left.
- Each sheet is a fully interactive and user-definable view of the model.



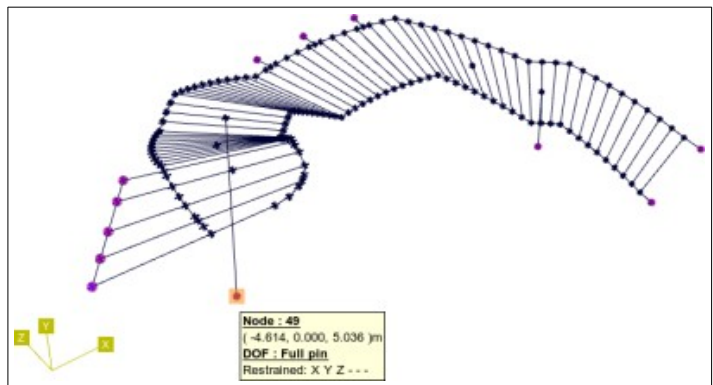
- Multi-window interface is easy to arrange on a desktop and allows working with multiple monitors.
- Each window can be opened and closed as you want them and when you want them.
- Simple to use point-and-click and drag-and-drop interface between windows and with the graphical view.
- CASA gives the user the freedom to do what they want to do and when they want to do it.



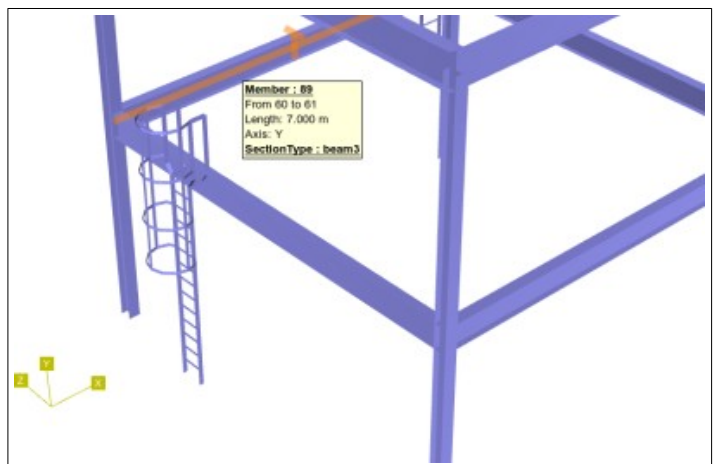
- Member cross-sections drawn to scale and shaded.
- Triad indicating axes in lower-left corner of window.
- Real-time rotation by dragging with mouse.
- Rendered view is not just a pretty picture — it is *fully interactive*, with point-and-click data & drag-and-drop editing.



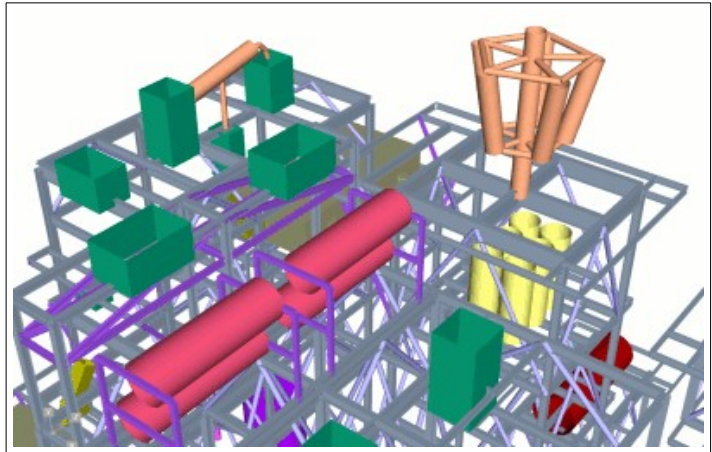
- Rendering can be turned off.
- Traditional stick representation gives clear geometric views.



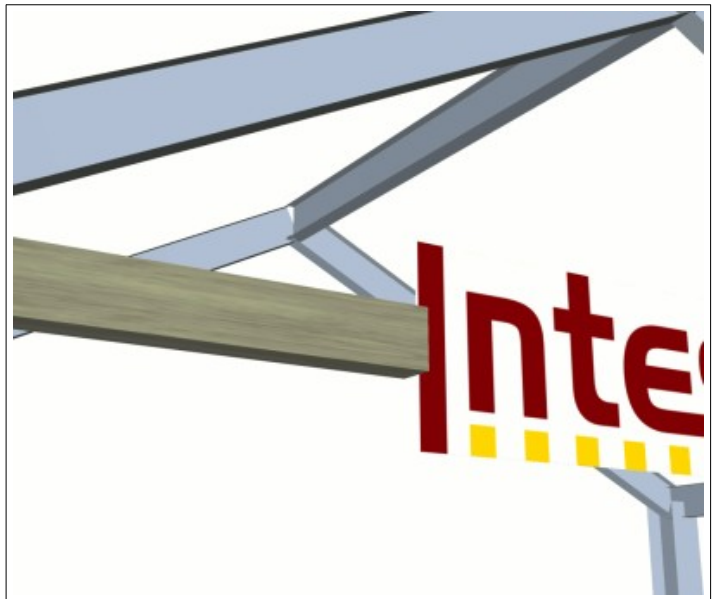
- Pointing to the structure will highlight the nearest object.
- The member highlight indicates the major and minor axes.
- Relevant information pops up on object nearest mouse pointer.



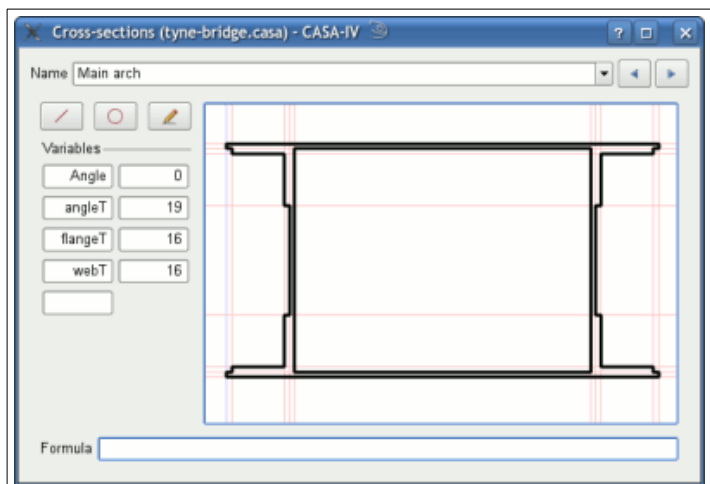
- Member rendering improves ability to spot mistakes.
- Colouring by group improves visibility and allows sections of the structure to be easily identified.



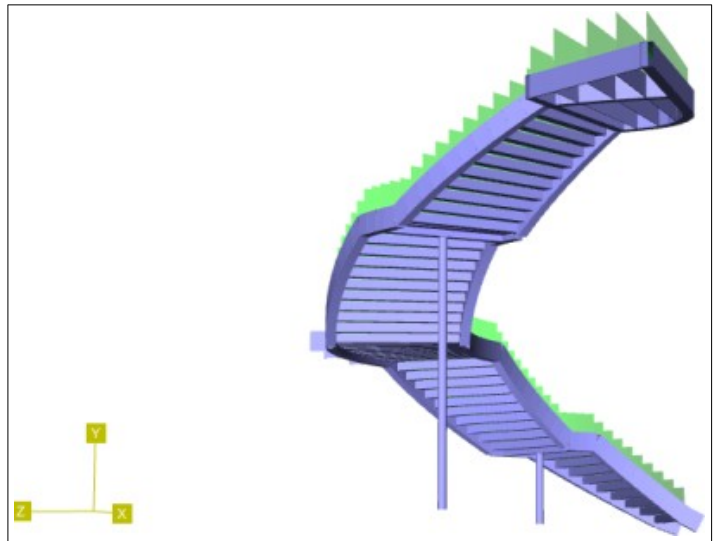
- Surface texturing allows members to look like different materials, such as wooden beams or marble columns.
- By applying a picture, the member can portray any scene such as logos, plants, people, etc.



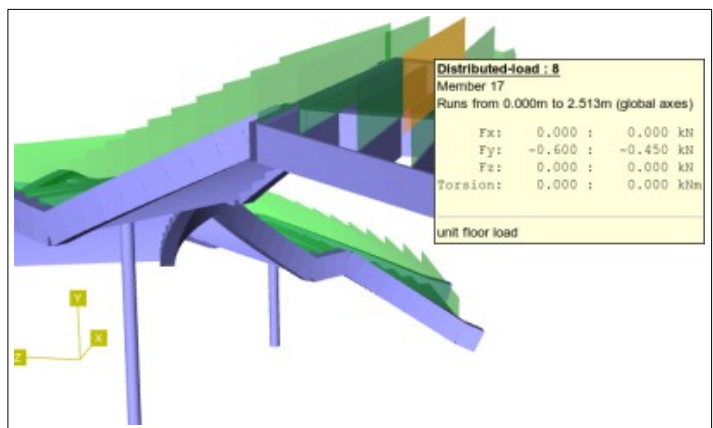
- Advanced section generator allows quick and easy generation of arbitrary cross-sections.
- Simply sketch the shape and draw the outline and cut-outs.



- Loading displayed with translucent envelopes and rendered 3D arrows.



- Pointing to a load gives useful information.



- Results presented in easy to use tables.
- Results can be sorted by clicking on column headers.
- Easily find the highest or lowest forces and displacements.
- Clicking on nodes/members in the structure view will highlight the relevant entry in the table.
- Moving the mouse over the table will illuminate the nodes/members in the structure view.
- Individual members can be investigated.

Member	Section type	Nodes A-B	Fx (kN)	Fy (kN)	Fz (kN)	Mx (kNm)	My (kNm)	Mz (kNm)	Stress (kN/m²)
19	balustrade1	8	-0.009	-0.001	0.014	-0.000	0.013	0.000	-0.088
		140	-0.009	-0.001	0.014	-0.000	-0.002	-0.000	-0.065
16	balustrade1	7	-0.005	-0.001	0.003	-0.000	0.002	0.001	-0.062
		132	-0.005	-0.001	0.003	-0.000	-0.000	-0.001	-0.058
1409	balustrade2	843	0.009	0.006	-0.029	-0.001	-0.019	-0.003	3.171
		882	0.009	0.006	-0.029	-0.001	0.016	0.004	3.277
1369	balustrade2	867	0.011	0.002	0.027	-0.001	0.016	-0.001	1.846
		876	0.011	0.002	0.027	-0.001	0.016	0.002	2.187
1377	balustrade2	820	0.037	0.003	0.020	-0.001	0.012	-0.002	1.817
		878	0.037	0.003	0.020	-0.001	-0.012	0.002	2.165
1397	balustrade2	830	0.126	0.004	0.003	-0.001	0.002	-0.002	1.588
		880	0.126	0.004	0.003	-0.001	-0.002	0.003	1.965
1339	balustrade2	797	-0.069	0.002	0.026	-0.001	0.014	-0.001	-1.551
		874	-0.069	0.002	0.026	-0.001	-0.016	0.001	-1.529
24	balustrade2	11	-0.016	0.003	0.016	0.000	0.007	-0.001	-1.143

	Axial (kN)	Shear-Y (kN)	Shear-Z (kN)	Torsion (kNm)	My (kNm)	Mz (kNm)	Stress	dy (mm)	dz (mm)
Node 843	0.009	0.006	-0.029	-0.001	-0.019	-0.003	3.171	0.000	0.000
+ 0.250m	0.009	0.006	-0.029	-0.001	-0.010	-0.001	1.964	0.063	-0.016
+ 0.500m	0.009	0.006	-0.029	-0.001	-0.001	0.000	0.273	-0.079	-0.007
+ 0.750m	0.009	0.006	-0.029	-0.001	0.007	0.002	1.670	-0.182	0.006
Node 882	0.009	0.006	-0.029	-0.001	0.016	0.004	3.277	0.000	0.000

Node	Dx	Dy	Dz	Rx	Ry	Rz
836	-0.030286	0.108072	-0.033956	0.186808	-0.010255	-0.032471
837	-0.031728	0.081091	-0.032898	0.173295	-0.010066	-0.049197
838	-0.033129	0.052596	-0.031900	0.173962	-0.009601	-0.058349
839	-0.034537	0.016975	-0.030694	0.253203	-0.008215	0.027543
840	-0.003669	0.015153	0.009452	0.260448	0.048360	0.025314
841	0.000000	0.000000	0.000000	0.265250	0.053611	0.031387
842	0.000000	0.000000	0.000000	0.175409	0.107705	-0.030544
843	0.012072	-0.018361	-0.034331	0.140021	0.086157	-0.054872
844	-0.012877	0.063606	-0.001583	0.255852	0.052710	0.034597
845	-0.013093	0.019822	-0.003132	0.173532	0.105801	-0.022963

- Results displayed graphically, including force envelopes.
- The deflected shape can be fully rendered and (if wished) overlaid on the original structure.
- Adjustable scaling can emphasise the deflections or set them to actual size.

