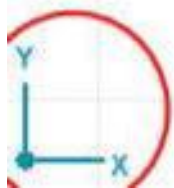
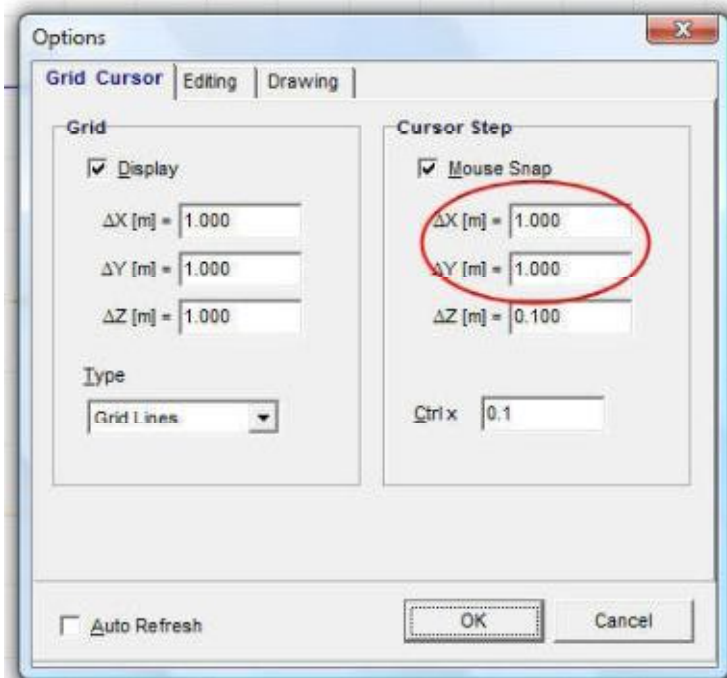
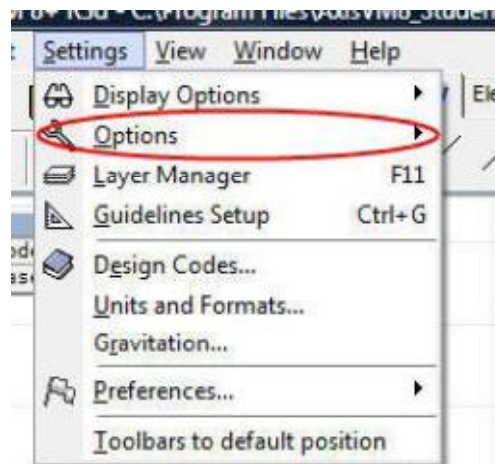
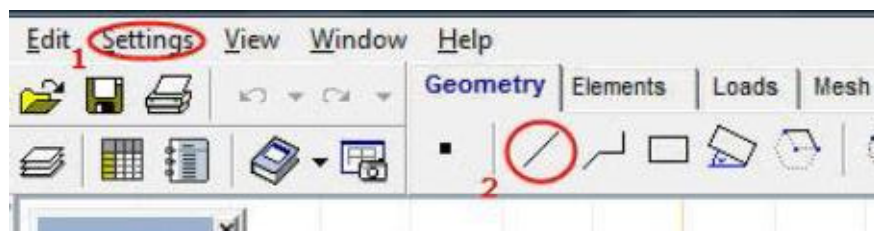


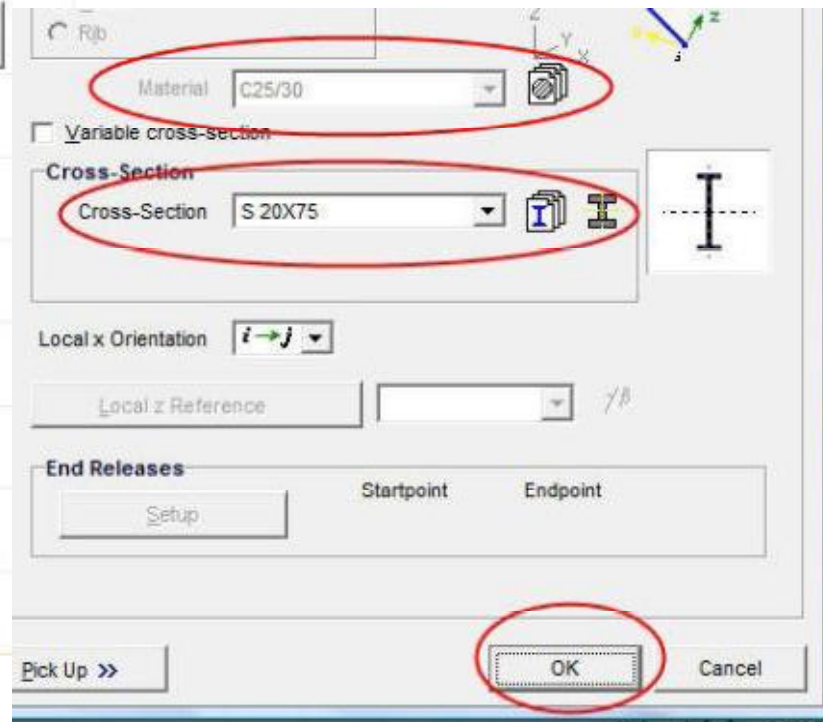
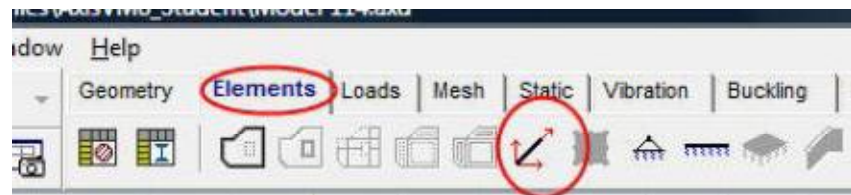
Obligāti jāspiež “OK”, nevis “Cancel”, “Esc”, Enter.
Citādi būs problēmas ar asīm.



Pārbauda, vai asis ir x-y. Ja ir x-z, tad spiež Ctrl+2

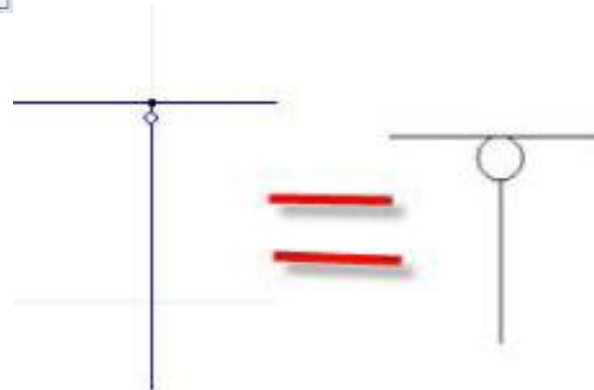
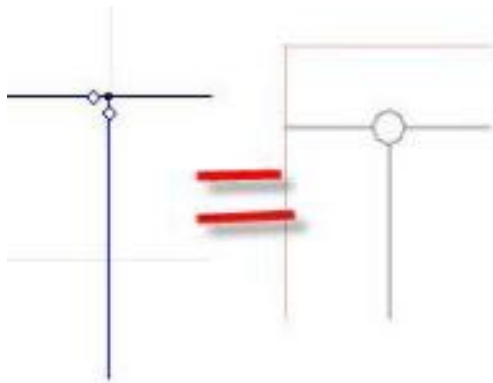
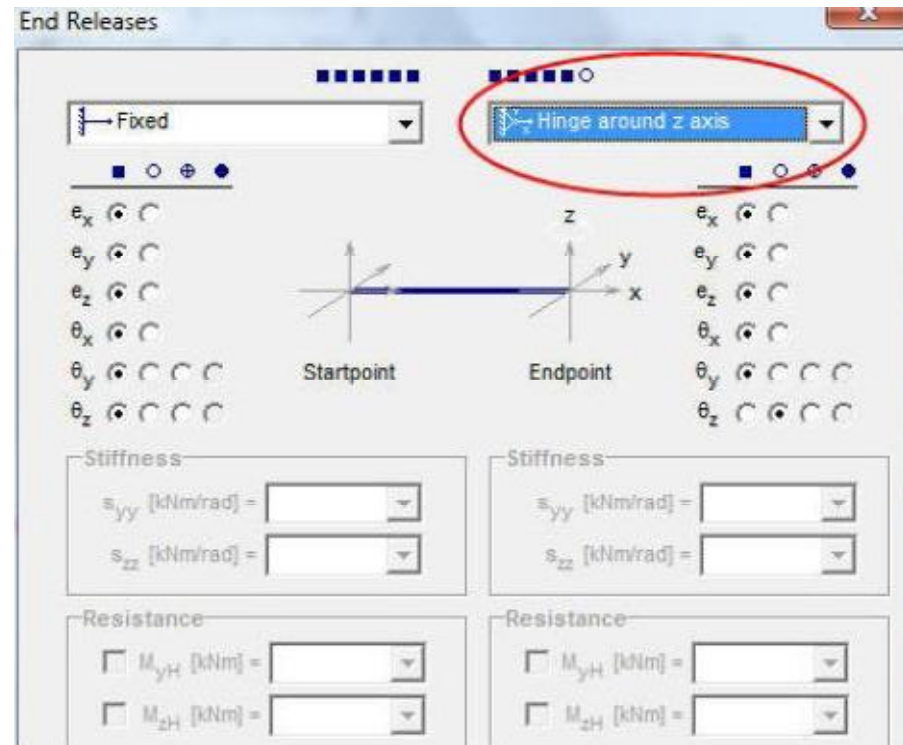
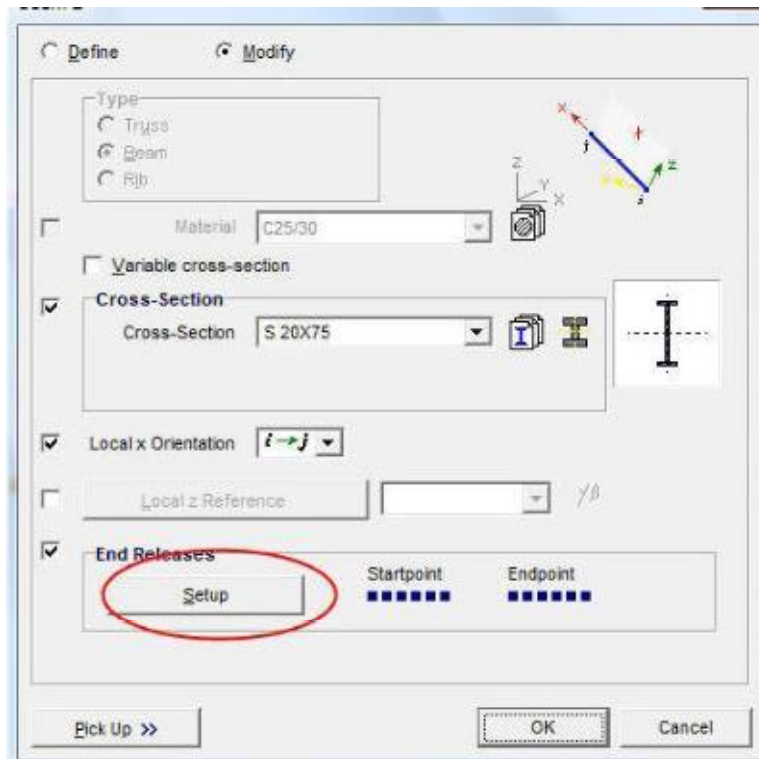


Lai kursors pārvietotos pa veselām vienībām Grid cursor – Mouse snap x un y asīs ievada 1

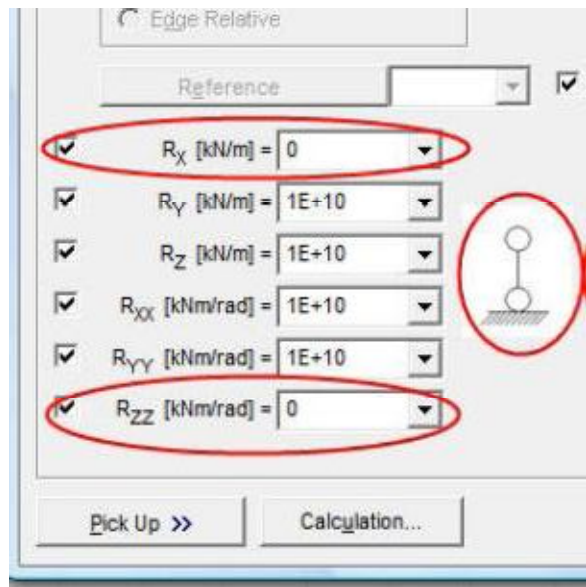
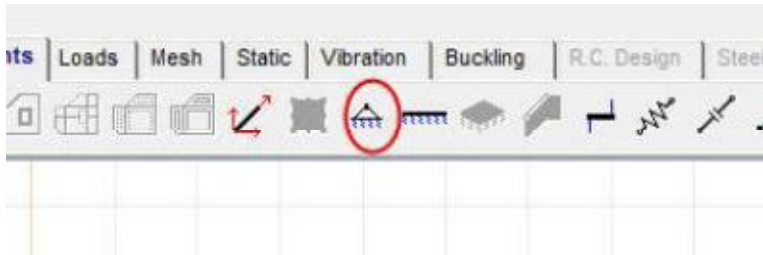


Nospiež uz ikonas ar bultām, iezīmē stieņus, kuriem definēs materiālu, šķērsgr. un šarnīrus (riņķi stieņa galos)

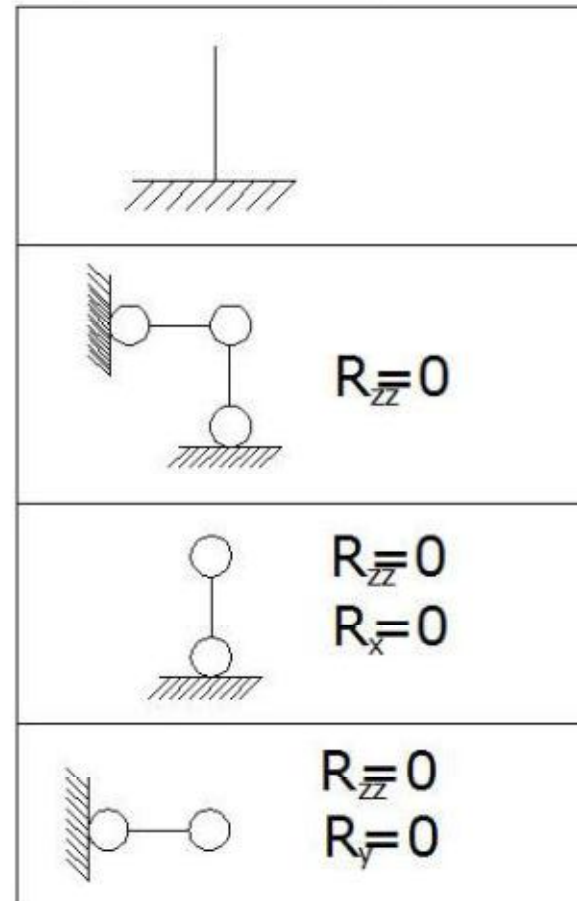
Šarnīru uzdošana



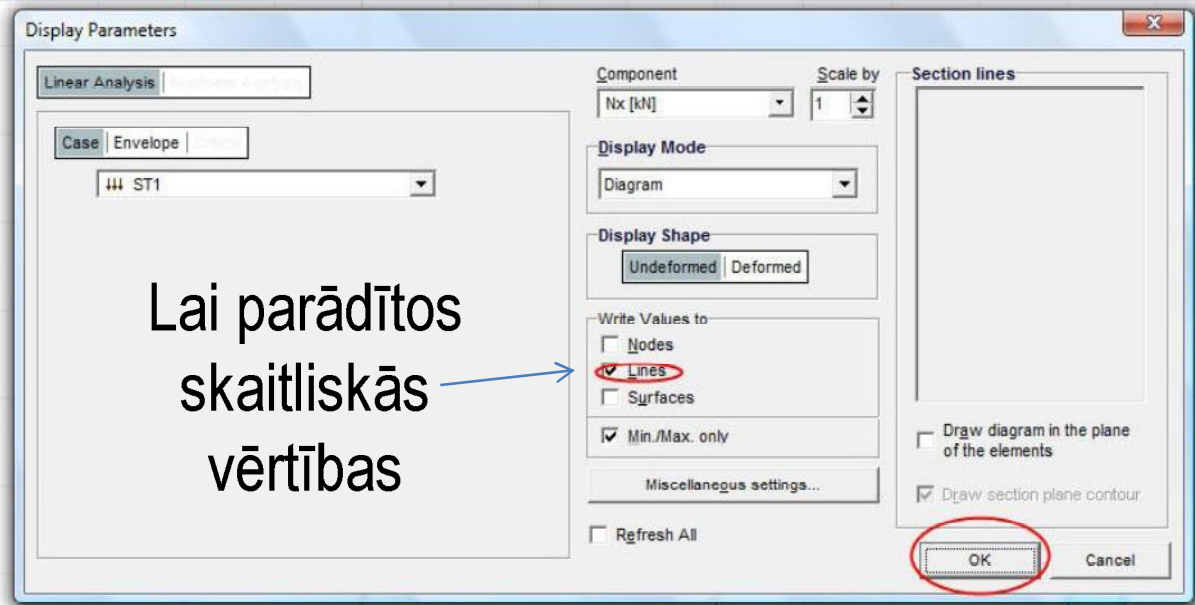
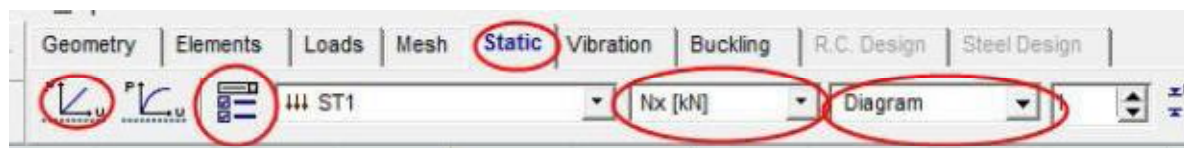
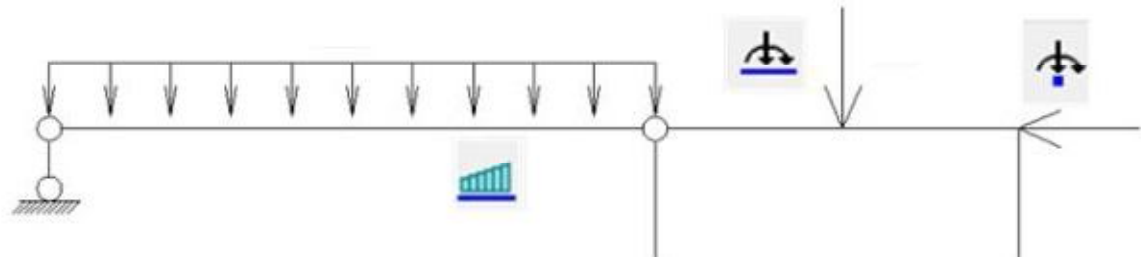
Balstu uzdošana



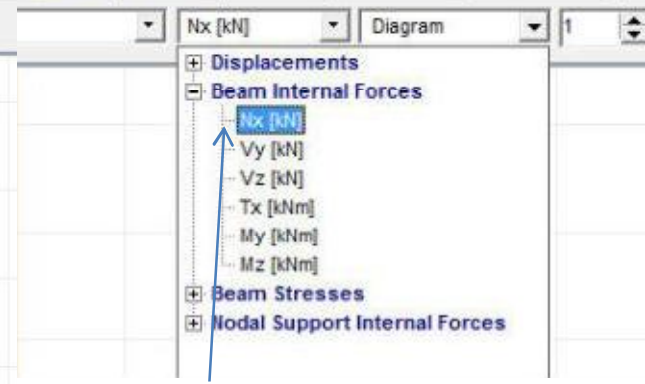
Šajās ailēs, ievadot balsta parametrus ir jāliek 0



Definējot balstus, atkarībā no balsta kādā no ailēm ievada 0.



Lai parādītos
skaitliskās
vērtības



Izvēlas epīru
 $N - N_x$
 $Q - V_y$
 $M - M_z$