



Beam Bending Calculation

USER'S GUIDE

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I. Introduction

This plugin provides the bending value of a beam. Just create 3 points on a beam face and start the plugin.

II. Installation

Copy the .fpp file into the App folder of Scene / Scene LT (5.3 and above).
Then, open Faro Scene and go into tools – Apps, and install the fpp package.

III. Using the plugin

General :



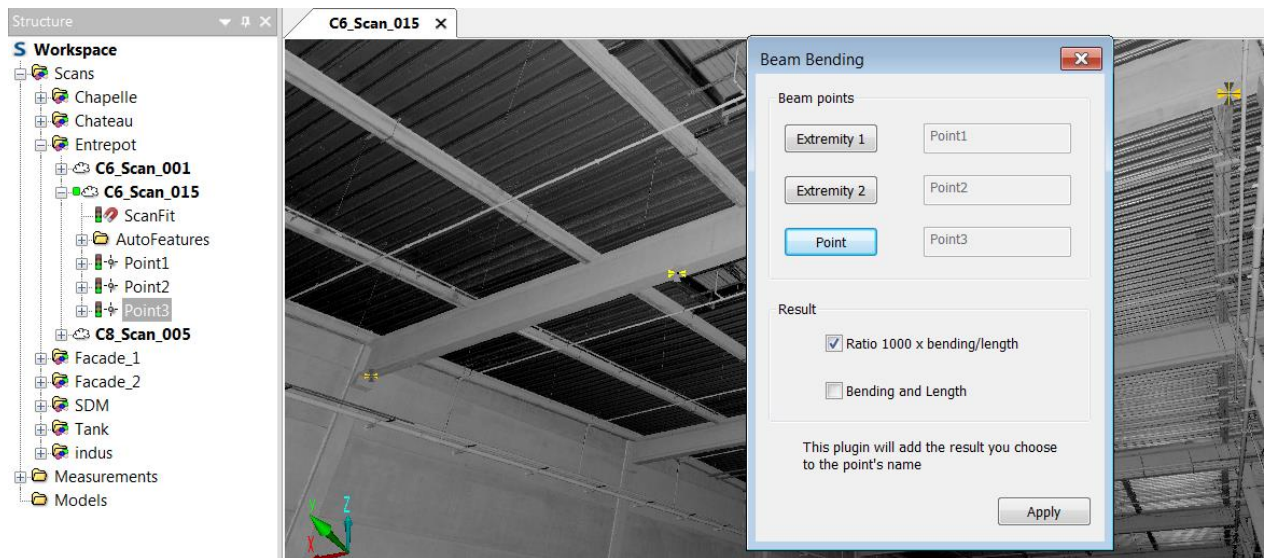
The plugin is represented by a white icon « B »

First of all, when the plugin is started, you'll be asked to choose the unit (meters or feet).
Indeed, the internal unit in Scene is always the meter, even if feet are set in the options table.

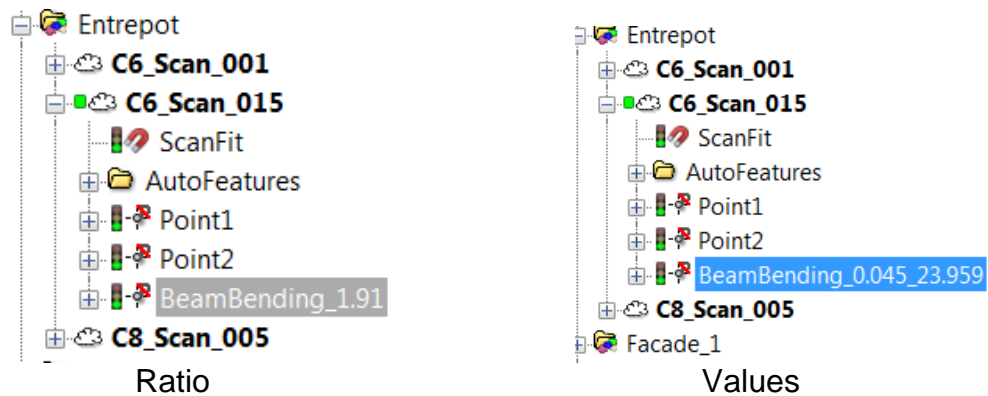
Once the unit is set, it will be used for this plugin during the whole work session. To change it, you'll have to close / open Scene, or to deactivate / activate the plugin.

Workflow:

- 1- Choose a face of the beam (lower or upper)
- 2- Create 3 points on this face : 2 at the extremities, and one in between. The points don't need to be aligned
- 3- Start the plugin and add the points



- 4- Choose the type of result : ratio bending / length x 1000, or the bending and the length values
- 5- The 3rd point (the one between the extremities) will be automatically renamed



The plugin doesn't work for vertical columns but will work for tilted beams.

IV. Known issues

No issue reported yet.

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V. Updates

Revision 1 – 16 Nov. 2015