

Insert a New Model Element

base model: models/NewModel.mdl

final model: models/NewElement.mdl

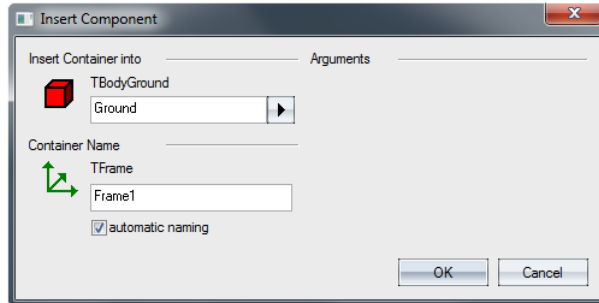
New Element

- ▶ It is explained how to insert a new element to the Model
- ▶ Three instances of the template **TFrame** will be inserted
- ▶ **Frames** are 3-dimensional coordinate systems, which always have to be inserted into a body
- ▶ Here the Frames will be inserted into the **Ground**
- ▶ The **Ground** can be seen as a fixed foundation
- ▶ There are three possibilities to interactively add a new element to your model

Open the base model `NewModel.mdl` in alaska/ModellerStudio

First method: Drag and Drop

- 1 Left-click and hold the entity **Frame** in the "Shortcut Tree"
- 2 Drag the **Frame** to the "Model Tree" and release mouse button over **Ground**
- 3 The following dialog window will appear:



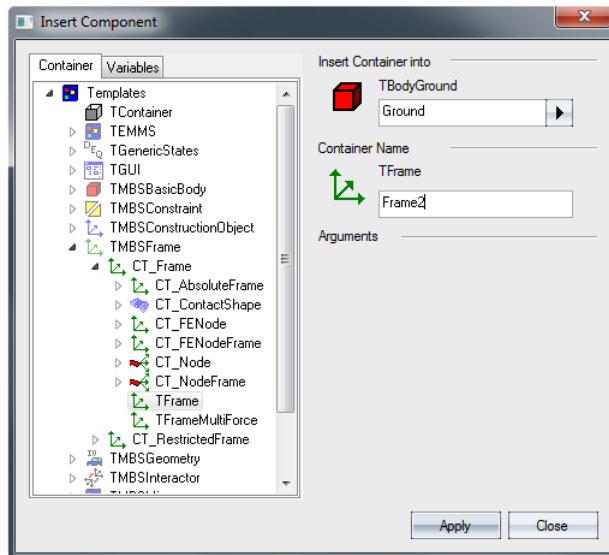
- 4 Keep the name "Frame1" and click **OK**

Second method: Function key F6

- ① Select the model component `Ground` at the "Model Tree" by left-clicking it
- ② Press function key F6
- ③ A dialog with name "Insert Component" will appear
- ④ Using the shown template hierarchy all loaded model elements may be inserted
- ⑤ Within the hierarchy use the black triangles to fold up trees of derived templates
- ⑥ We want to insert the template **TFrame**, which can be found under the root **TMBSFrame**
- ⑦ The path to the desired template within the model hierarchy will be shown using the following notation:

TMBSFrame → *CT_Frame* → *TFrame*

Second method: Function key **F6**

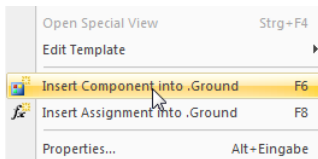


Second method: Function key **F6**

- 8 Unfold the tree as can be seen in the screen shot by clicking the triangles in front of **TMBSFrame** and **CT_Frame**
- 9 Select the template **TFrame** via left-click
- 10 Keep the selection of **Ground** at the box "Insert Container into"
- 11 Change the Name at the box "Container Name" to "Frame2"
- 12 Click **Apply**

Third method: Right-click

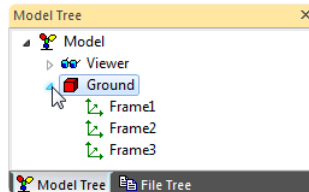
- 1 Right-click the `Ground` at the "Model Tree"
- 2 Select `Insert Component into .Ground` in the shown menu



- 3 The same dialog as in the second method will appear
- 4 Again select the template **TFrame** within the template hierarchy `TMBSFrame` → `CT_Frame` → `TFrame`
- 5 Change the "Container Name" to "Frame3" and click `Apply`

Check

- 1 Now we can check that the `Ground` contains three Frames
- 2 To do so click on the triangle in front of the `Ground` within the "Model Tree"
- 3 The unfolded `Ground` should contain the three inserted Frames `Frame1`, `Frame2` and `Frame3`



Next tutorial

Next tutorial: [Insert a Material](#)