

RSX

Framework 2D/3D

The program "framework" has been completely redeveloped and is now available to all customers under the program code RSX. In the first version of RSX the design is limited to steel, the materials wood and concrete will follow shortly.

Easy handling

- Assistant for parametric writable systems.
- Fast and secure input via tables.
- Direct input via Interactive graphics.
- Unlimited undo / redo over all features. This feature allows you to work fluently without the hassle of queries from the program.

Excel & DXF

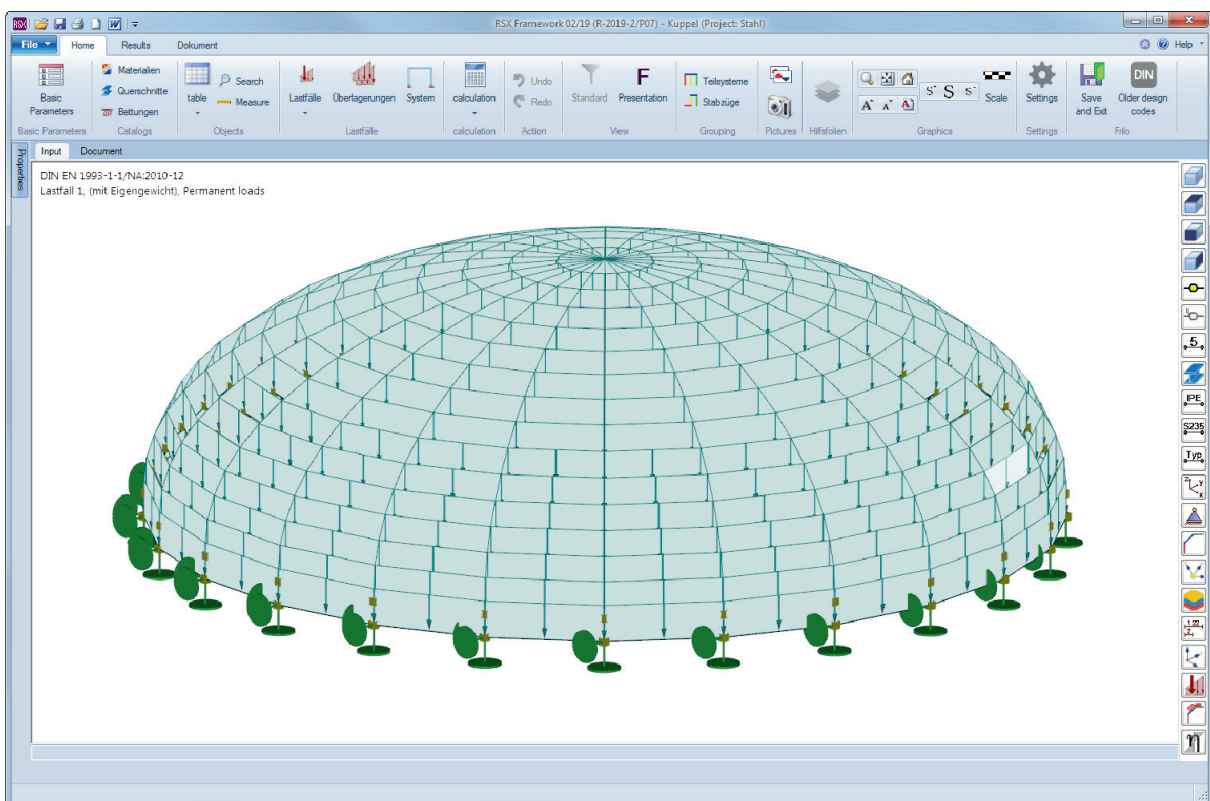
- Basic geometrical data can be read via Excel and DXF.
- Powerful functions for all properties and loads directly in the context-sensitive graphics.

Cross section database

- Extensive database for cross sections included.
- Self-defined cross sections in all variants
- Integration of cross sections from the program Q3 with graphical depiction.

System input

- Input of the geometrical dimensions via table or via import of an Excel table.
- Bars are entered via projections, with the properties of new members already predefined - by this means the finished system can then be brought to the desired values with just a few mouse clicks.
- The various possibilities of selecting elements or entire objects by click, rectangle or cumulatively allows a time-saving processing of properties as a group.



Subsystems

For a better overview of large systems, members can be structured in subsystems. Each subsystem can be switched invisible or can be set inactive in the background.

Calculation

All common calculation methods implemented.

Additional options

As an additional option to RSX, automatic verification of stability is also available. For a precise definition of the proof of stability, there is the interface to the program Lateral Torsional Buckling Analysis BTII +. The BTII + program must be purchased as a separate program.

Output / results

- Extensive graphical evaluation options.
- Clear results in graphic shape and a compact output with the most important data.
- Variable output scope.