Terminology

Before using TAS, you need to know the following terms.

Element

The elements created in the navigation bar, such as wall, column, beam and so on. They are displayed in the Element List.

Complicated Element: In actual projects, the top and the bottom of a foundation may have different materials and shapes, but in essence, they form a whole entity. You can use complicated elements to draw it by creating multiple units and adjusting their attributes separately. For example, pad foundation, pile cap and heavy excavation.

Parametric Element: The frequently-used arbitrary or complicated elements are defined with parameters in TAS to form a relatively fixed model, such as parametric staircase, bay window and so on.

Entity

The models drawn in the drawing area.

Point Entity: The entities that can be drawn by using point, such as column, pad foundation, door/window opening and so on.

Linear Entity: The entities that can be drawn by using lines, such as wall, beam, strip foundation and so on.

Area Entity: The entities that can drawn by using enclosed areas, such as slab, raft foundation and so on.

Public/Private Attribute

In the Attribute Editor, the attributes in blue font are public and black font are private. If you modify a public attribute, the attributes of all entities drawn by the corresponding element will be modified. If you modify a private attribute, only the attributes of selected entities drawn by the corresponding element will be modified.

Sub Type

The options for element types when creating elements. For example, the sub type of wall includes interior wall, exterior wall, virtual wall, arbitrary wall and parametric wall.

Layer

In CAD drawings, different elements are represented by using lines of different colors and shapes. These lines are laid in different layers. When importing them for identification, the lines of different layers will be picked to corresponding element layers. For example, when picking columns, the column lines are picked to column layers for easy identification.