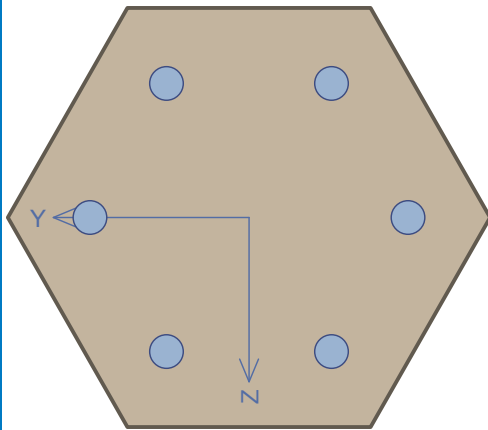


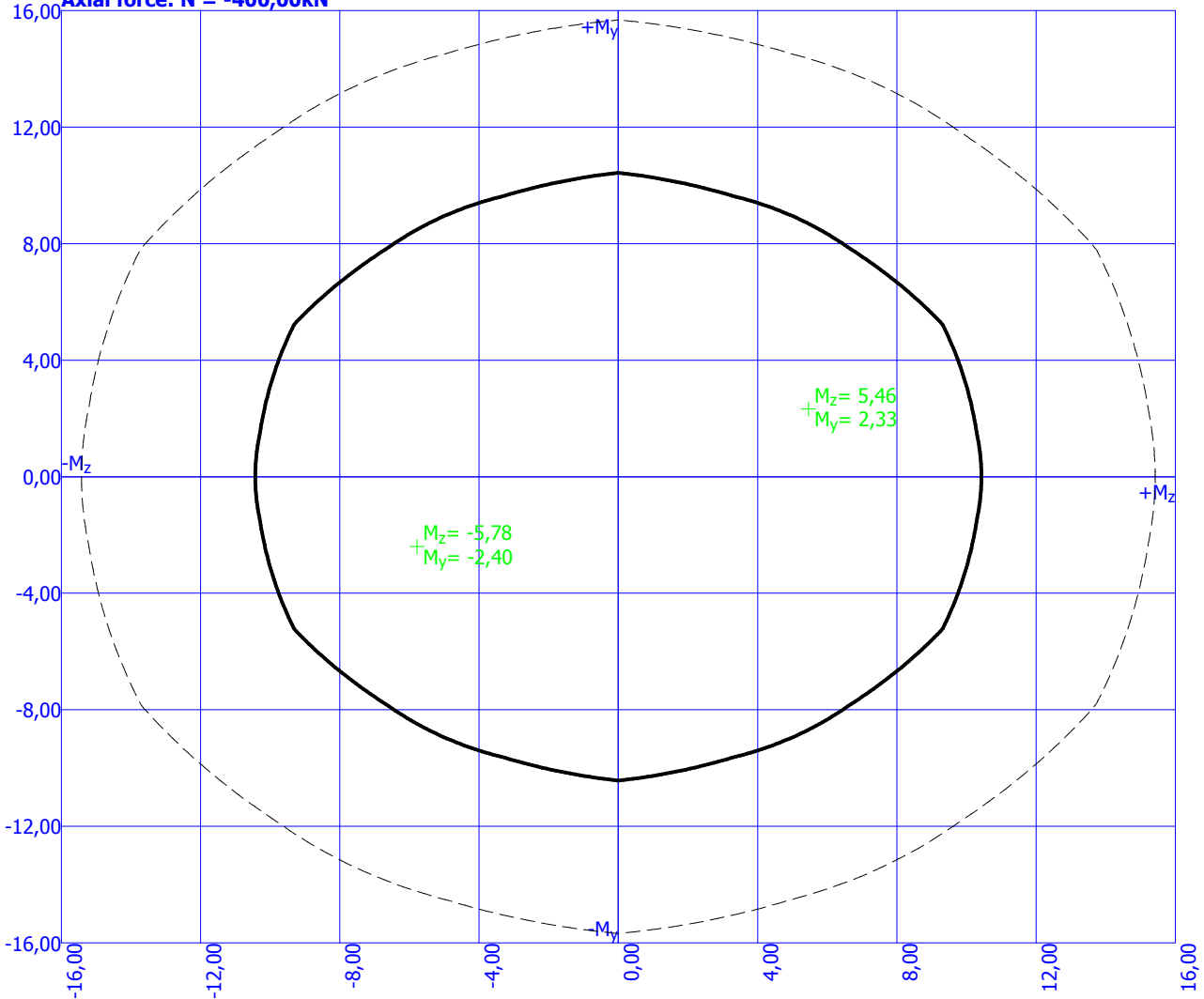
Column 3



2x16,0-cov.28,0
2x16,0-cov.92,0
2x16,0-cov.28,0

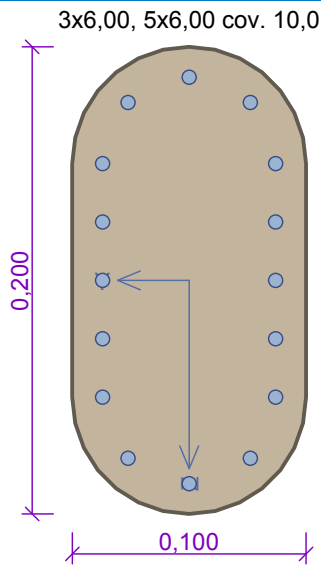
Member type: column
Environment: X0
Concrete : C 30/37
 $f_{ck} = 30,0 \text{ MPa}$; $f_{ctm} = 2,9 \text{ MPa}$; $E_{cm} = 32000,0 \text{ MPa}$
Longitudinal steel : B500 ($f_{yk} = 500,0 \text{ MPa}$; $E = 200000,0 \text{ MPa}$)
Transverse steel : B500 ($f_{yk} = 500,0 \text{ MPa}$; $E = 200000,0 \text{ MPa}$)
Buckling
Length Y for buckling calculation: $l_y = 2,00 \text{ m}$
Buckling length perpendicular to axis Y: $l_{ef,y} = 2,00 \text{ m}$
Length Z for buckling calculation: $l_z = 2,00 \text{ m}$
Buckling length perpendicular to axis Z: $l_{ef,z} = 2,00 \text{ m}$
Reinforcement in compression not considered.
Stirrups
Profile: 6,0 mm; Distance: 0,20 m; Vertical legs: 2; Hotiz. legs: 2

Axial force: N = -400,00kN



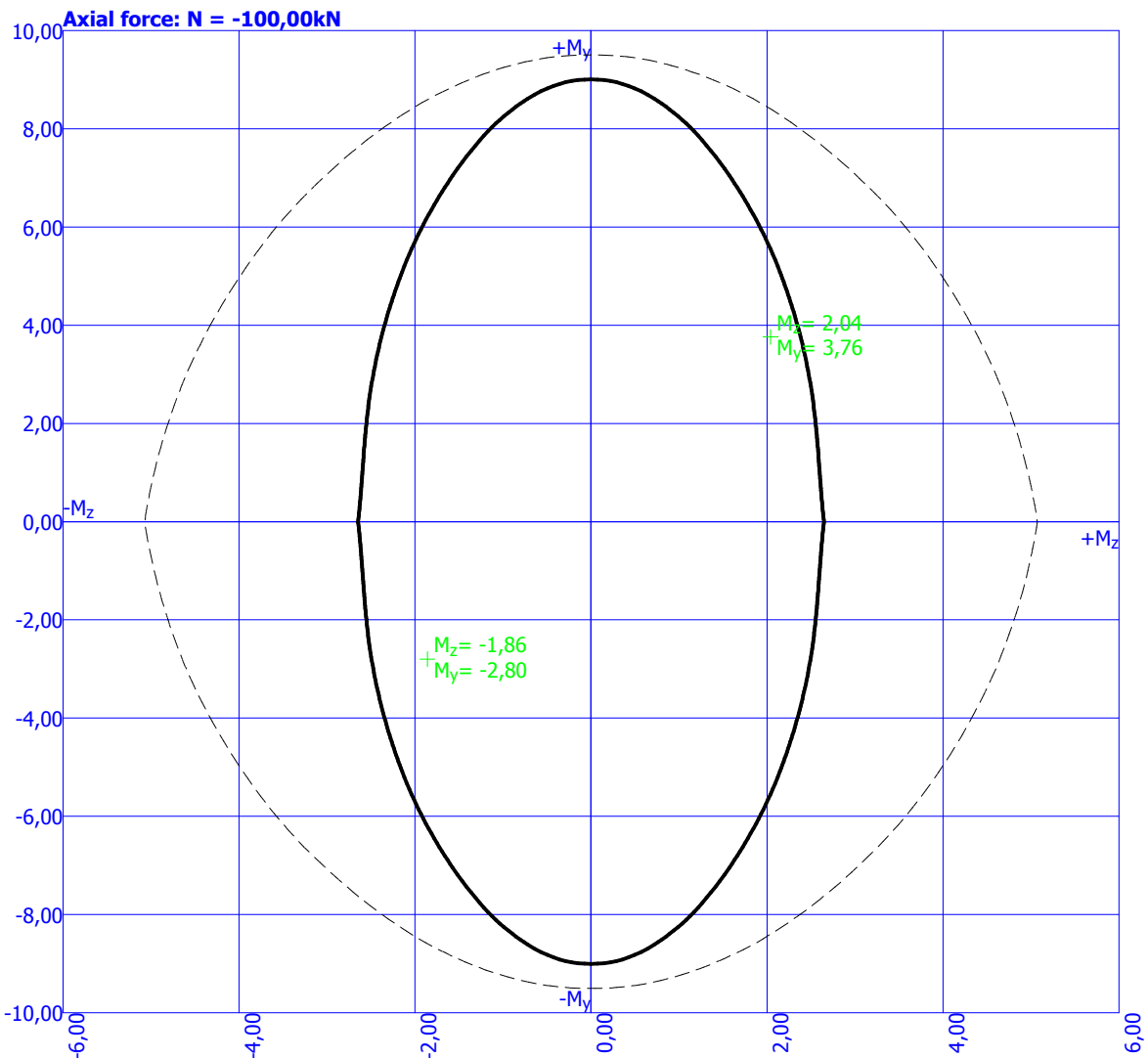
Overall section check PASS

Column 7



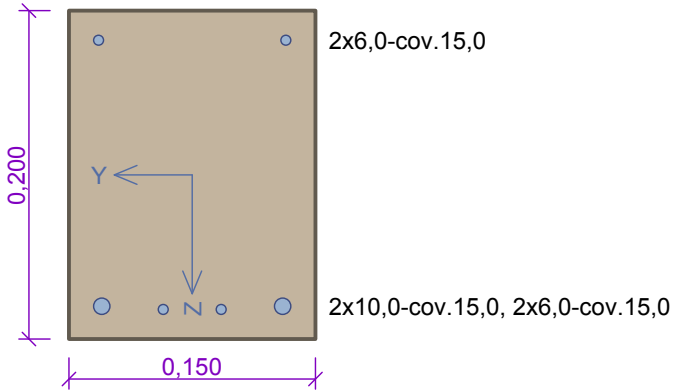
Member type: column
Environment: X0
Concrete : C 25/30
 $f_{ck} = 25,0 \text{ MPa}$; $f_{ctm} = 2,6 \text{ MPa}$; $E_{cm} = 30500,0 \text{ MPa}$
Longitudinal steel : B500 ($f_{yk} = 500,0 \text{ MPa}$; $E = 200000,0 \text{ MPa}$)
Transverse steel : B500 ($f_{yk} = 500,0 \text{ MPa}$; $E = 200000,0 \text{ MPa}$)
Buckling
Buckling perpendicular to axis Y prevented
Length Z for buckling calculation: $l_z = 2,00 \text{ m}$
Buckling length perpendicular to axis Z: $l_{ef,z} = 2,00 \text{ m}$

Reinforcement in compression not considered.
Section without shear reinforcement.

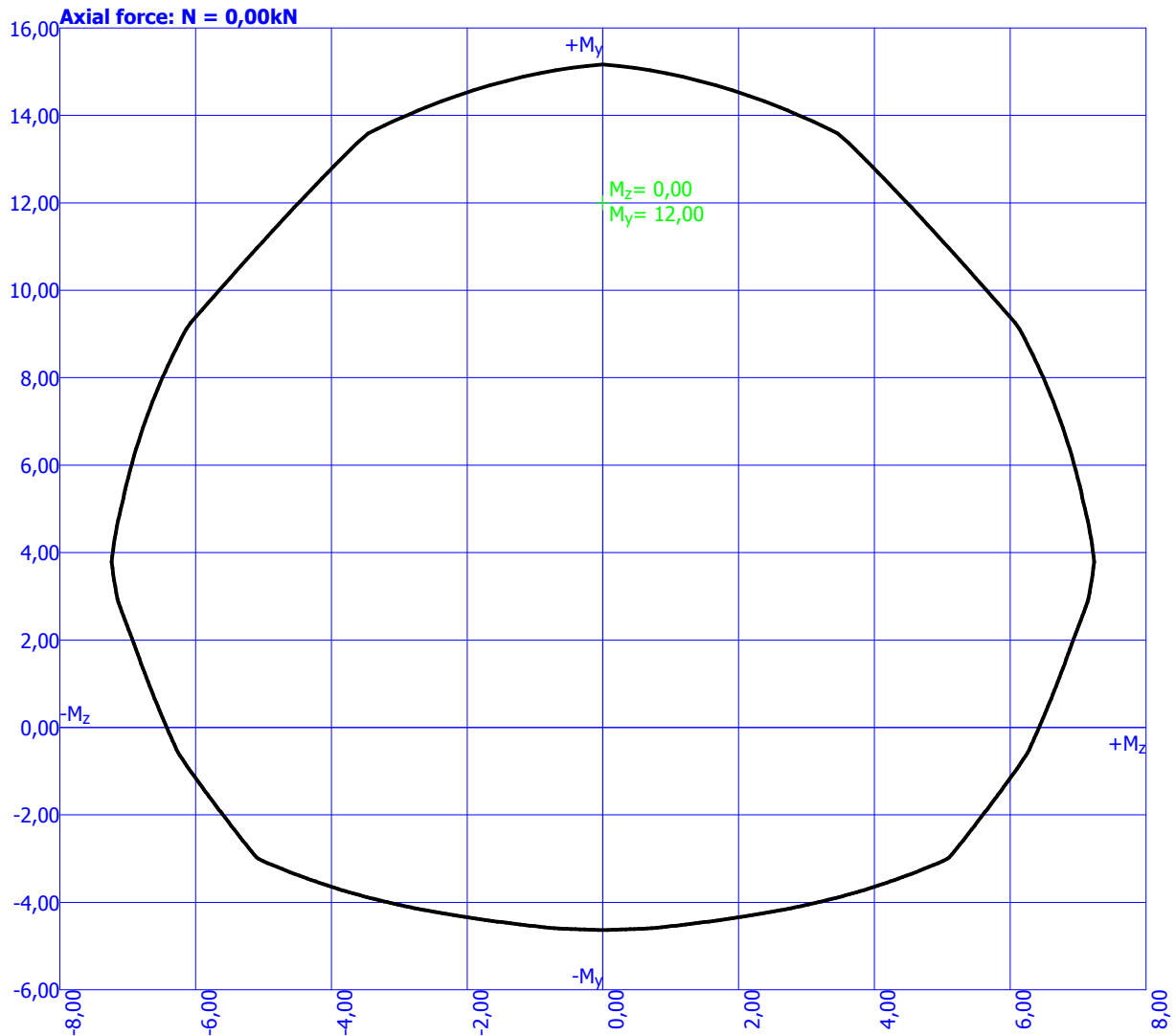


Overall section check PASS

Beam



Member type: beam
Environment: X0
Concrete : C 25/30 (cust.)
 $f_{ck} = 25,0 \text{ MPa}$; $f_{ctm} = 2,6 \text{ MPa}$; $E_{cm} = 30500,0 \text{ MPa}$
Longitudinal steel : B500 ($f_{yk} = 500,0 \text{ MPa}$; $E = 200000,0 \text{ MPa}$)
Transverse steel : B500 ($f_{yk} = 500,0 \text{ MPa}$; $E = 200000,0 \text{ MPa}$)
Buckling
Buckling not considered
Reinforcement in compression not considered.
Stirrups
Profile: 4,0 mm; Distance: 0,12 m; Vertical legs: 2; Horiz. legs: 2



Overall section check PASS