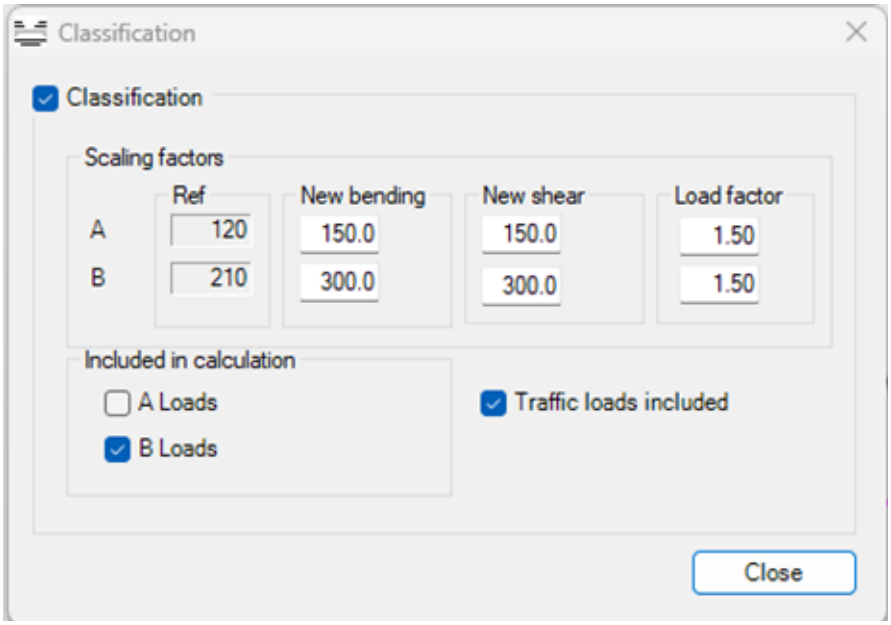
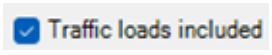


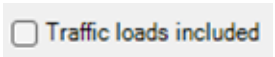
Load combinations

ULS no Traffic	Load combination (Deadload, Surfacing, Braking, Lateral Force, Wind)
ULS Traffic included	ULS no traffic and Traffic envelope (A-vehicle and B-vehicle)

This is how the load combinations should look like when exporting from Brigade to CDB.

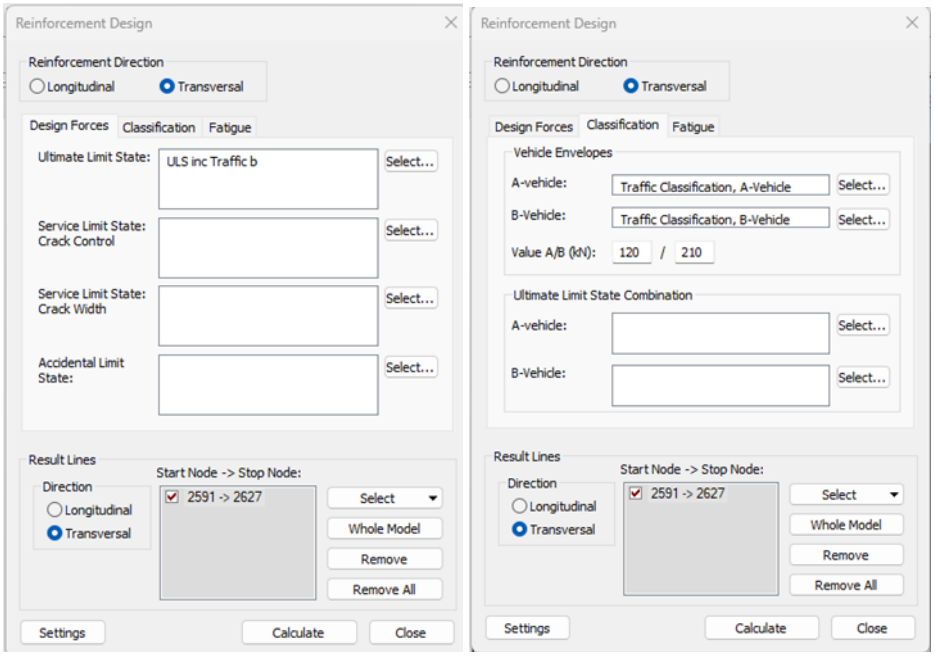
Alt 1: 

Ultimate	ULS Traffic included
ClassA	Traffic Classification, A-vehicle
ClassB	Traffic Classification, B-vehicle

Alt 2: 

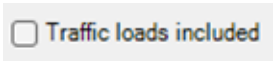
Ultimate	ULS no Traffic
ClassA	Traffic Classification, A-vehicle
ClassB	Traffic Classification, B-vehicle

Brigade export **Reinforcement>Reinforcement design**



Alt 1: 

Ultimate Limit Stat ULS Traffic included

Alt 2: 

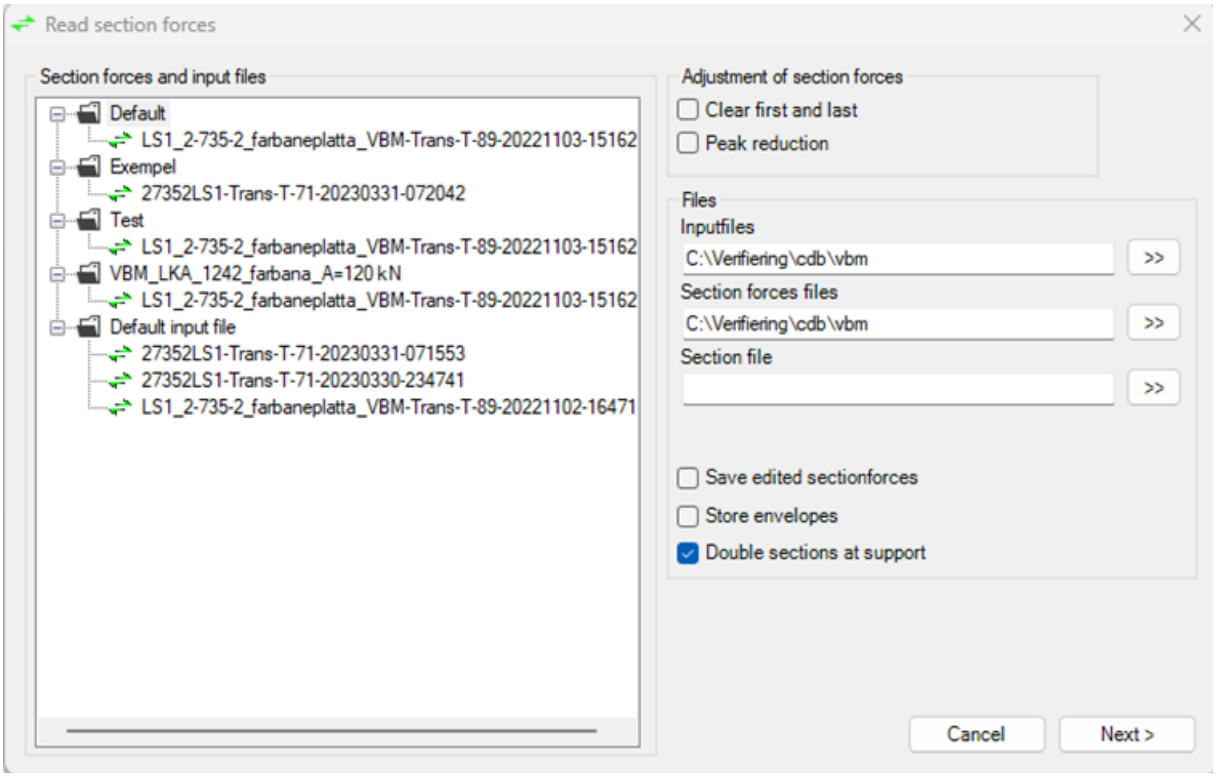
Ultimate Limit Stat ULS no Traffic

A-vehicle Traffic loads A-Vehicle

B-vehicle Traffic loads B-Vehicle

Brigade exports section forces and geometry, this file ends up in the directory for the Brigade project.

CDB Import Section forces->Read section forces



I always use this routine when I use CDB, because it gives me an overview of which files I use.

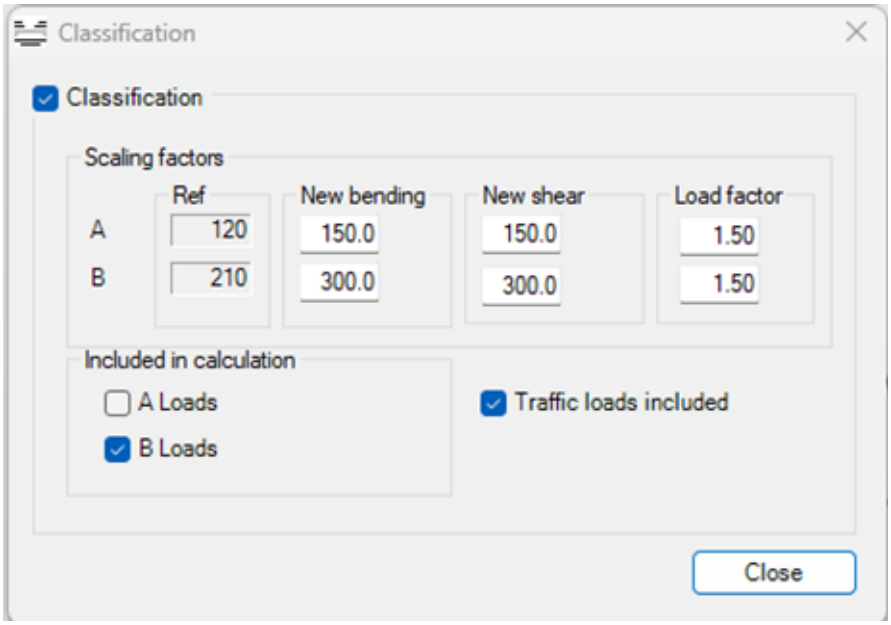
The file **Section forces** export from Brigade.

The file **Input file** creates and are used by CDB.

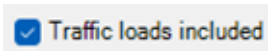
In the input file there is a reference to the section force file, which files belong together are clearly visible in this dialog.

In the input file there is an xml tag that indicates which Section Force file belongs to the current **Input file**.

CDB Import Input->Classification



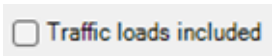
Ref	Ref value from Brigade
New bending	scale up factor bending design
New shear	scale up factor shear design
Load factor	Load factor traffic loads
Included in calculation	If A or/and B shall be calculated
Traffic loads Inluded	If traffic loads are included in the exports from Brigade



Trafficenvelope=Traffic envelope (A-vehicle and B-vehicle)

Vehicle= Vehicle A and/or Vehicle B

Ref forces	ULS Traffic included
Scaled Up Forces	(ULS Traffic included-Trafficenvelope*Factor)+ Vehicle*Factor*New Bending



Vehicle= Vehicle A and/or Vehicle B

Ref forces	ULS no Traffic+Vehicle*Factor*Ref Bending
Scaled Up Forces	ULS no Traffic+Vehicle*Factor*New Bending