

```
Finish
/clear
/prep7

sw1=15
sw2=14
sz1=18
sz2=16

k,1,-sw1,0,0
k,2,-sw1,sw2,0
k,3,-sw2,sw1,0
k,4,sw2,sw1,0
k,5,sw1,sw2,0
k,6,sw1,0,0

k,7,-sz1,0,0
k,8,-sz1,sz2,0
k,9,-sz2,sz1,0
k,10,sz2,sz1,0
k,11,sz1,sz2,0
k,12,sz1,0,0

k,100,-sw2,sw2,0
k,101,sw2,sw2,0
k,102,sz2,sz2,0
k,103,-sz2,sz2,0

lstr,1,2
larc,2,3,100,sw1-sw2
lstr,3,4
larc,4,5,101,sw1-sw2
lstr,5,6
lstr,6,12
lstr,12,11
larc,11,10,102,sz1-sz2
lstr,10,9
larc,9,8,103,sz1-sz2
lstr,8,7
lstr,7,1

lstr,2,8
lstr,3,9
lstr,4,10
lstr,5,11

al,1,13,11,12
al,2,14,10,13
al,3,15,9,14
al,4,16,8,15
al,5,6,7,16

nummrg,kp

vext,all,,,0,0,1000,,,,

et,1,solid95
mp,ex,1,210000
mp,nuxy,1,0.3

lesize,21,,,100
lesize,22,,,100
lesize,23,,,100
lesize,24,,,100
lesize,28,,,100
lesize,29,,,100
lesize,33,,,100
lesize,34,,,100
lesize,38,,,100
lesize,39,,,100
lesize,43,,,100
lesize,44,,,100

mshkey,1
vmesh,all

nsel,s,loc,z,0,0,
d,all,all,0
nsel,s,loc,z,1000,1000
*get,ilno,node,0,count
f,all,fy,-100/ilno
allsel

/solu
solve
```