**36\_Assigning loads to areas**

Load can be applied to area elements from assign menu in assign shell loads option or from the shortcut button located here. You can apply loads to walls, slabs, ramps and null areas by this method.

Select the load case and units and then the direction of loading. And enter here load value. These options of adding/replacing or deleting loads is the same as in "frame distributed loads" form.

Generally for slabs we apply loads in gravity direction that is -z direction so we will put a positive value in this box. Walls loads are also applied in this same way.