When you move a structure all loads must be moved accordingly. You may do this by JScript or by making a load combination of all loads and make that combination current when you select and move the structure.

JScript to move all loads:

```
//
//  First move all Point, Line and Surface loads (independent of loadcase)
//
for(var object in ModelObjects)
{
    if(object.supportsType(typePointLoad) || object.supportsType(typeLineLoad) ||
        object.supportsType(typeSurfaceLoad))
    {
        object.moveTranslate(Vector3d(0 m, 0 m, 10 m));
    }
}

//
//  Equipments are only moved within the current loadcase
//  For each loadcase with equipment you must write a section as follows
//
LC3.setCurrent();
for(var object in ModelObjects)
{
    if(object.supportsType(typeEquipment))
    {
        object.moveTranslate(Vector3d(0 m, 0 m, 10 m));
    }
}