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));
                }
        }
```