

~~CONFIDENTIAL~~ UNRELEASE

# Unnamed Pipe system



M.K.E.A/PIRON

Designed by: Ligolas Neo Malicdem

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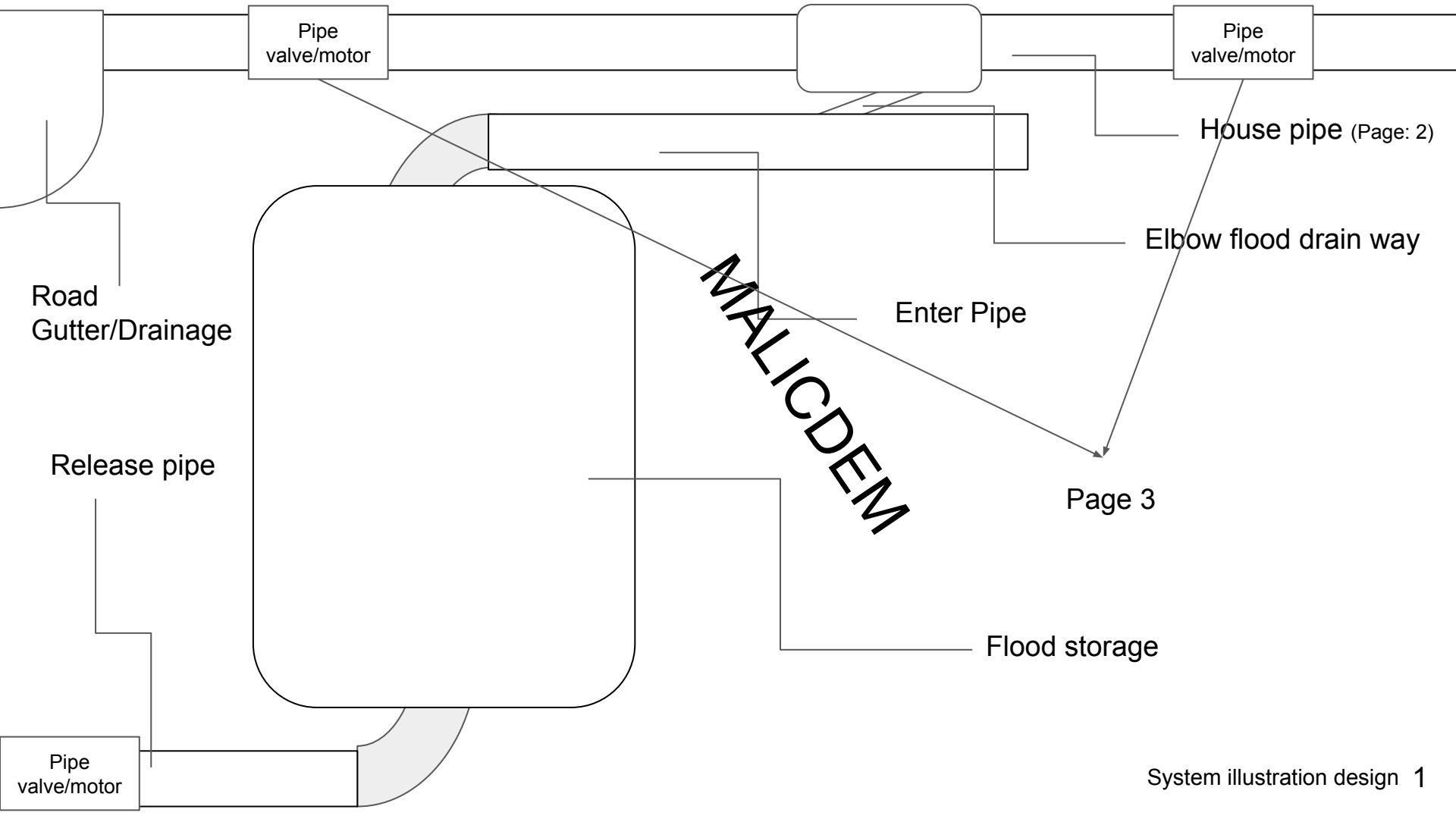
# Description

This system is designed to target non-flooded free places located in the philippines or any other country to store flood to a system to avoid house being flooded. Putting a wall/barrier to prevent house flood can also be useless when the piping system is compromised as drainage system in the philippines can enter your piping system therefore having its way inside the toilet, drain pipe, and more. This design is a way to prevent those.

# Credits

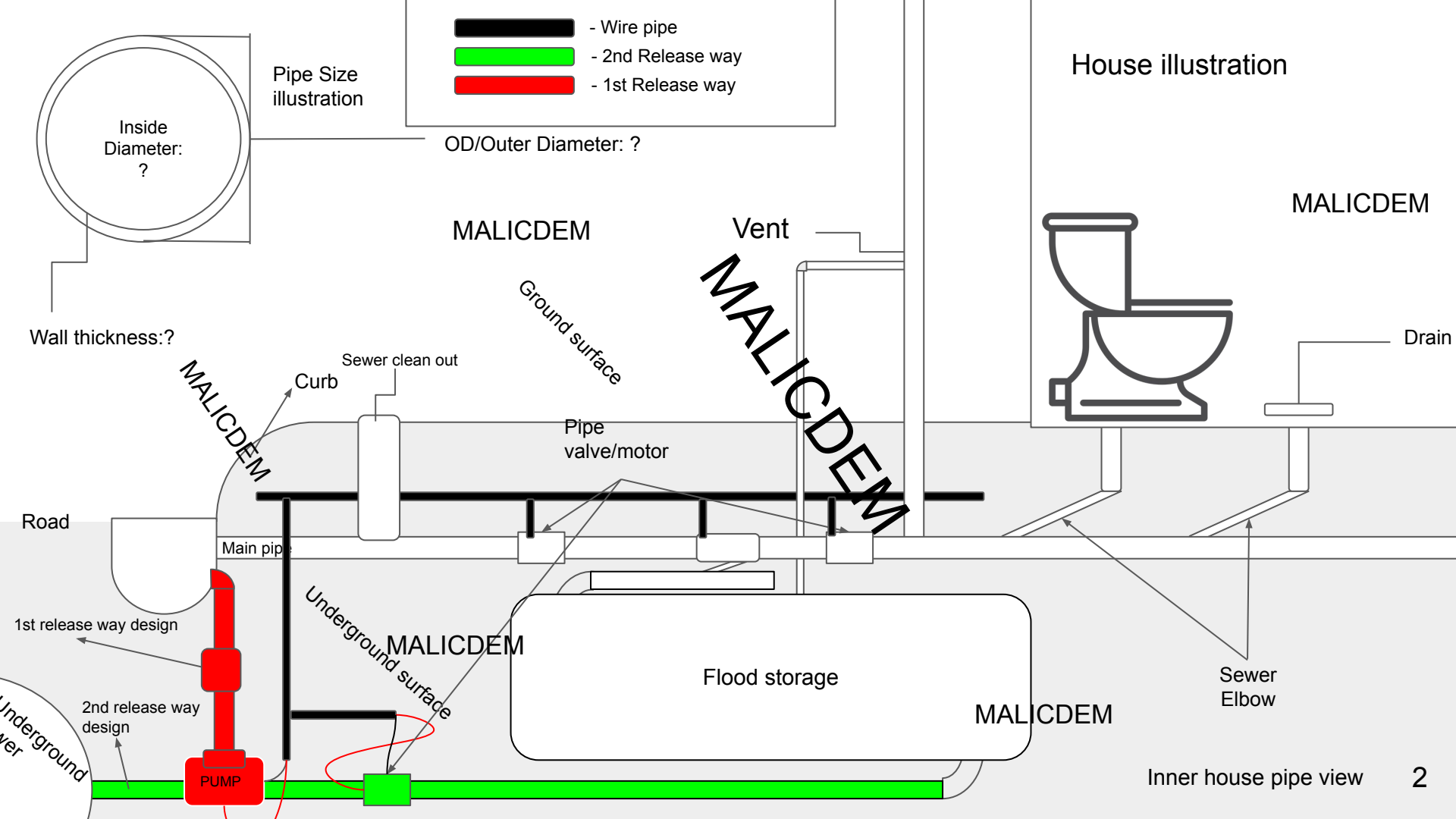
The system and the idea is designed by Ligolas Neo Malicdem.

Further Credits info: The system is designed originally on April, 1, 2021 by Ligolas Neo Malicdem. Further on that date, it was since then placed under the repository named “Unnamed-Project-pipe” repository on Github created by PIRON-Group. PIRON-Group is created by Ligolas Neo Malicdem as an organization to place all of the design created by Ligolas Neo Malicdem.

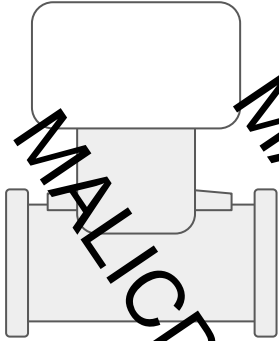


WARNING:

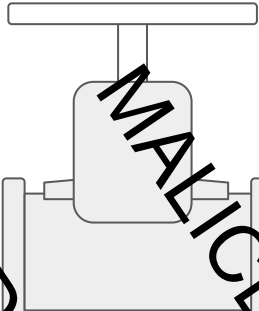
P-TRAP NOT ILLUSTRATED



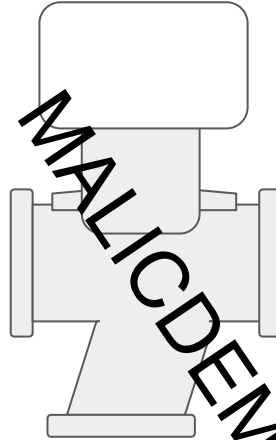
Motorized 2 way  
pipe valve



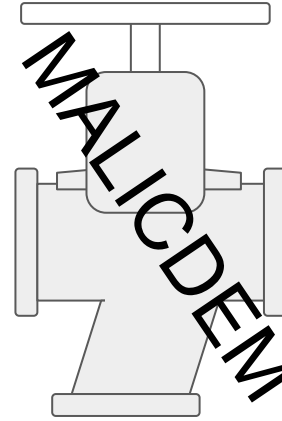
Manual 2 way pipe  
valve



Motorized 3 way  
pipe valve



Manual 3 way pipe  
valve



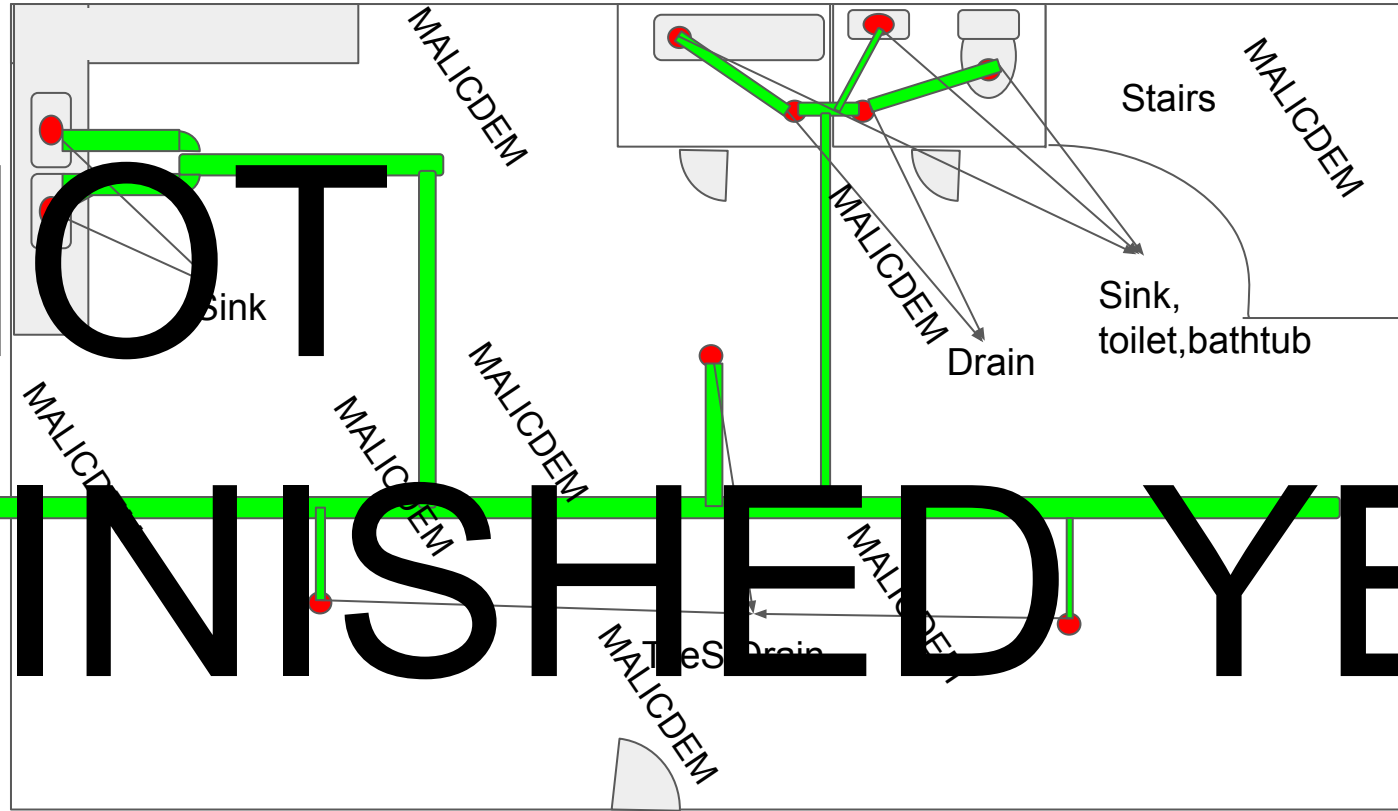
# FLOOD DRAIN SYSTEM DESIGN

INTRODUCTION: Assume floor plans

 -Pipe

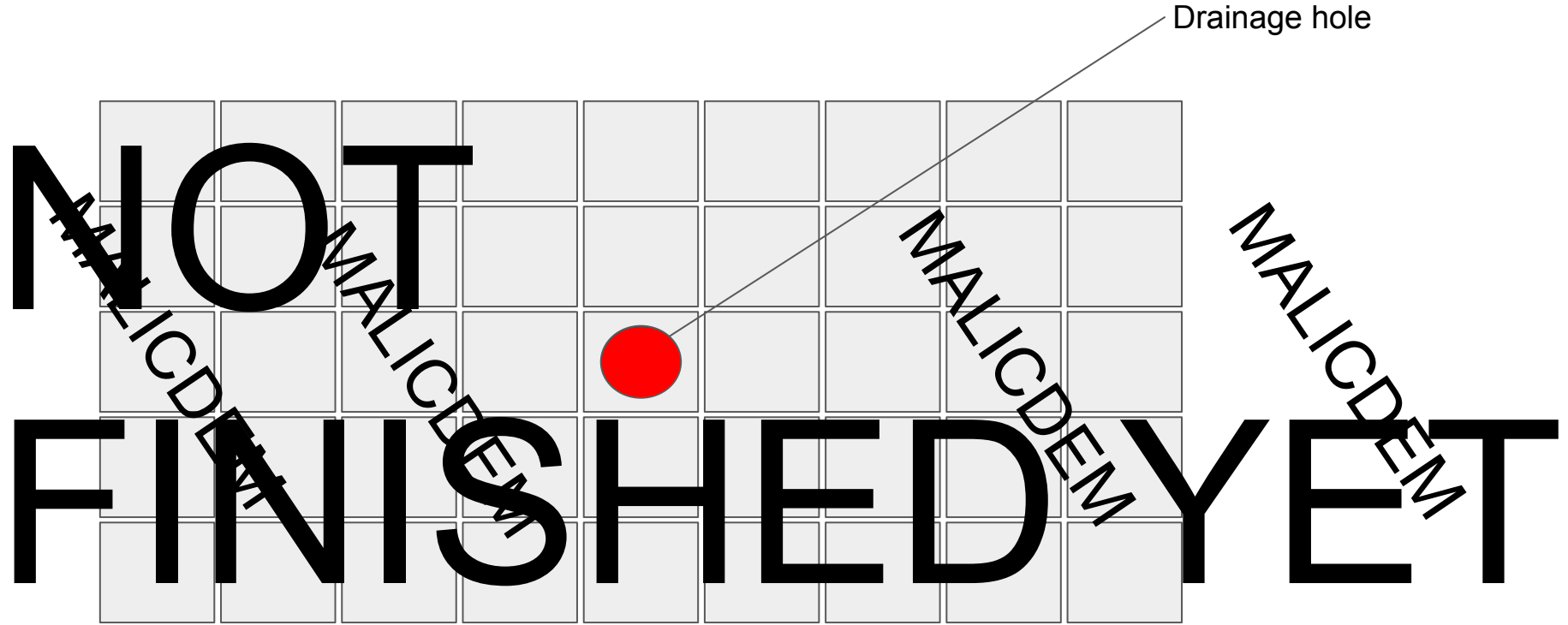
 -Drain

**NOT  
FINISHED YET**

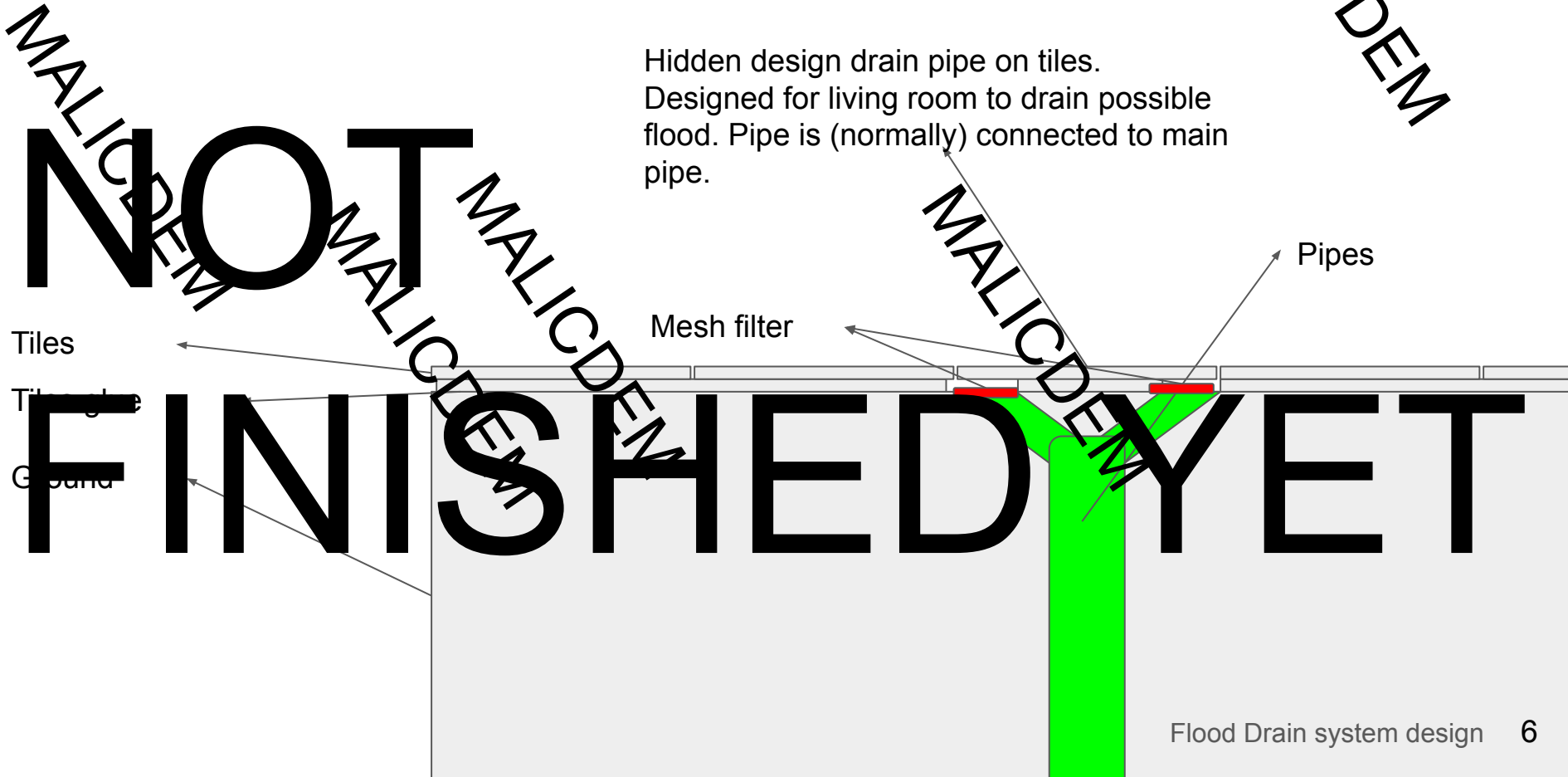




## DESIGN 1: TileS Drain Top View



## DESIGN 1: TileS Drain Side View

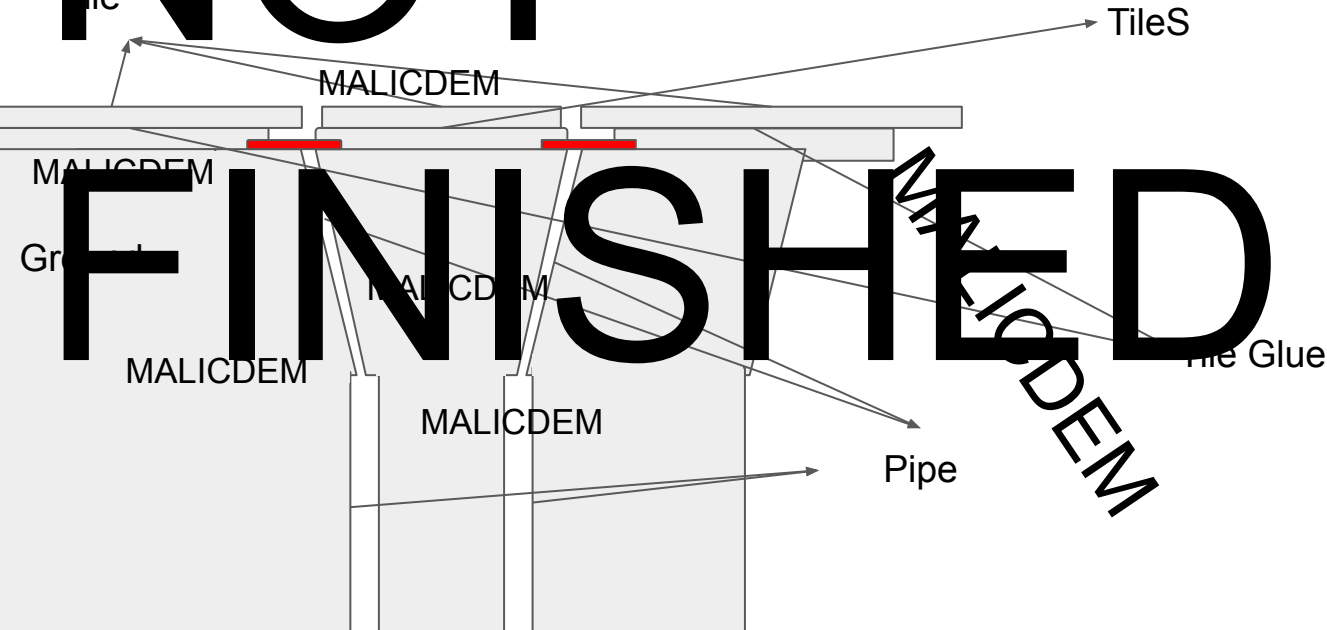


## DESIGN 1: TileS Drain Documentation

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TileS provides a stealth design drain pipe system designed to be placed on living room to flush out possible flood that enters the house. You glue any types of tiles on TileS to make it removable. The design features a removable mesh filter to avoid any type of insects such as worm, and dirt to escape. It is advisable to place a motorized valve on the pipe to avoid gas smell coming from the toilet or the sewer. The wiring of this motorized valve will be placed on the main pipe controller which you can see on the wiring page.

NOT

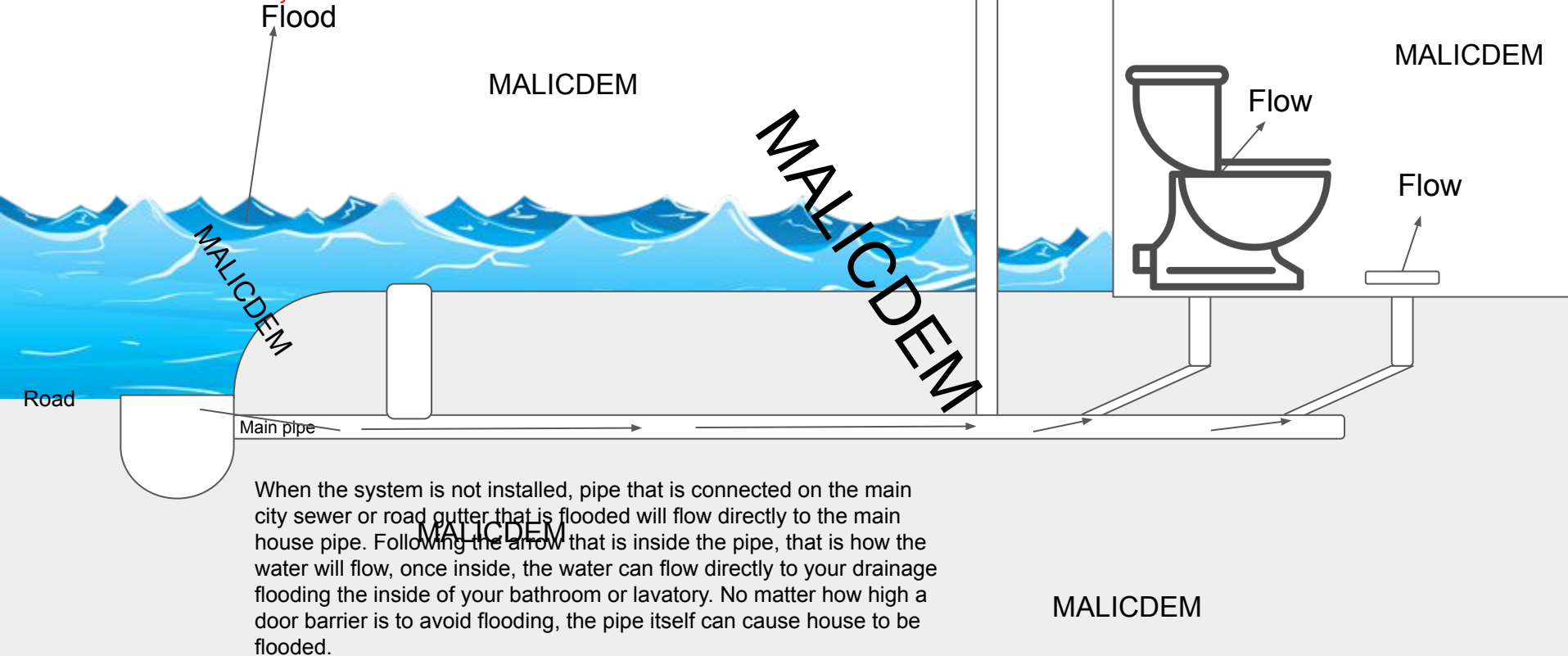


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YET

## Scenario 1: Flooded Inside and outside NO SYSTEM

Note: The illustration shows the flood reaches the house, or is higher than the house's ground floor. Assume that the house has barrier that flood cannot enter any door.



House illustration

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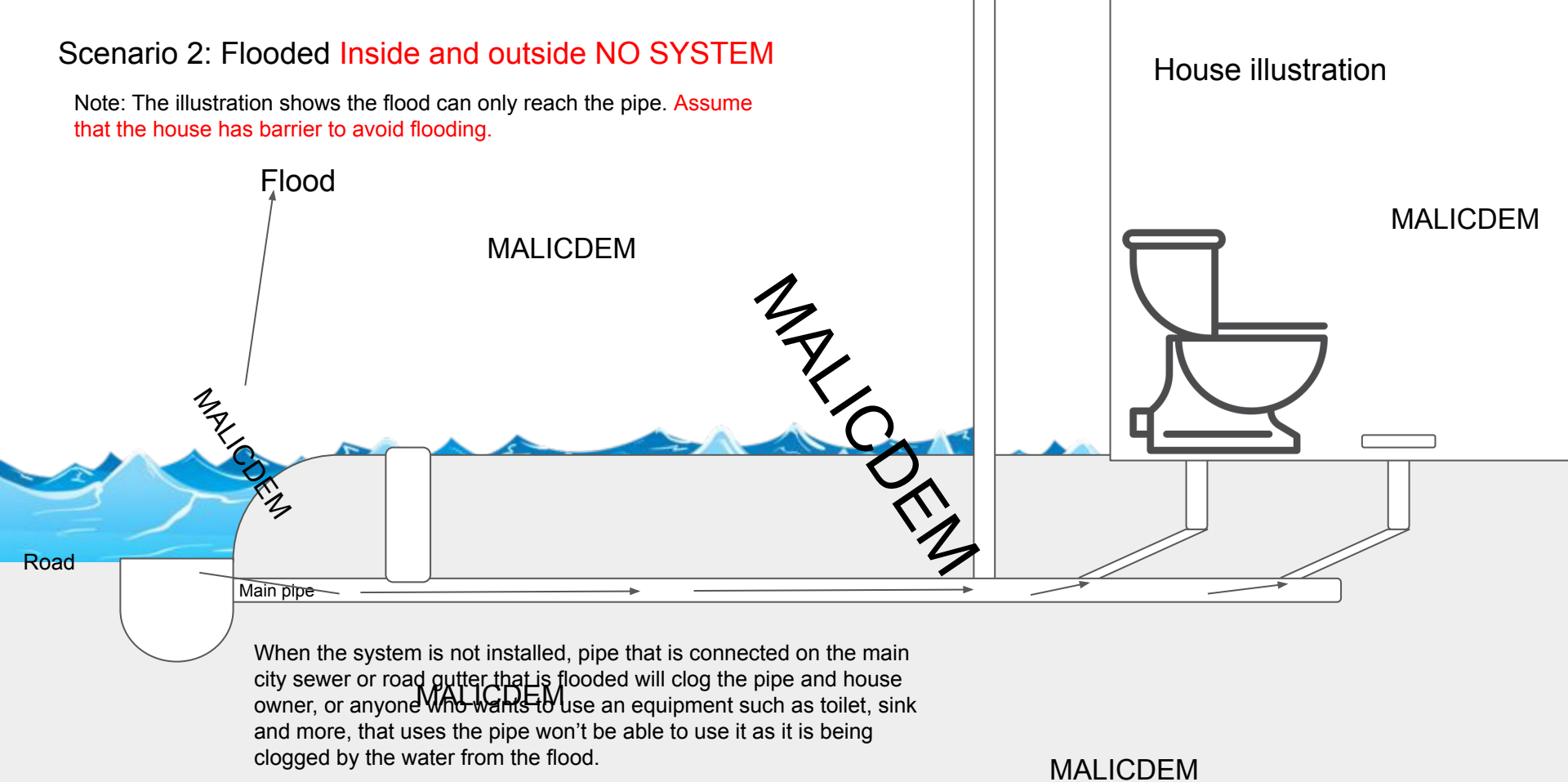
Flow

Flow

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## Scenario 2: Flooded **Inside and outside NO SYSTEM**

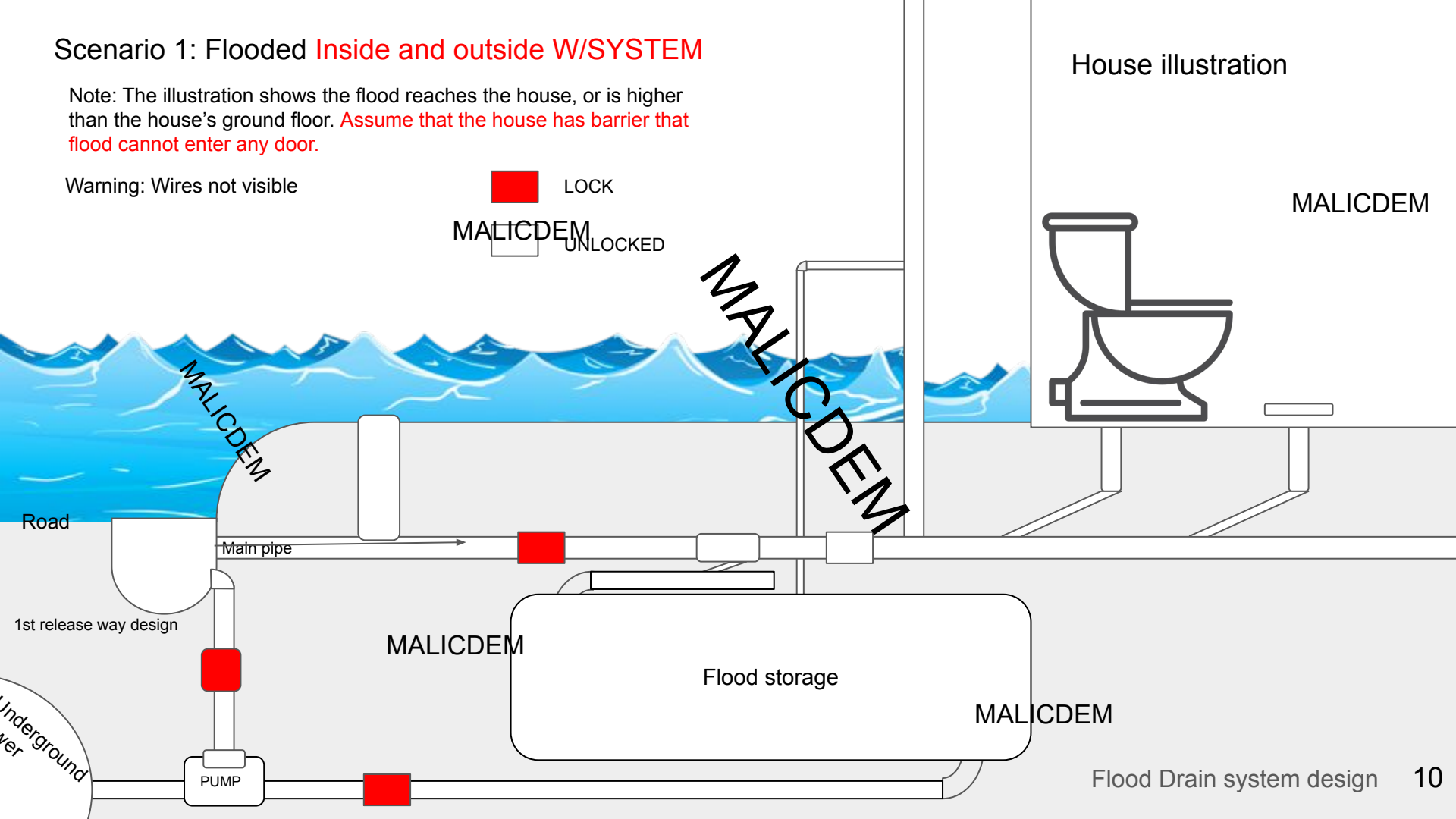
Note: The illustration shows the flood can only reach the pipe. **Assume that the house has barrier to avoid flooding.**



## Scenario 1: Flooded **Inside and outside W/SYSTEM**

Note: The illustration shows the flood reaches the house, or is higher than the house's ground floor. **Assume that the house has barrier that flood cannot enter any door.**

Warning: Wires not visible



## Scenario 1: Flooded Inside and outside W/SYSTEM

Note: The illustration shows the flood reaches the house, or is higher than the house's ground floor. Assume House is prone to flooding INSIDE,

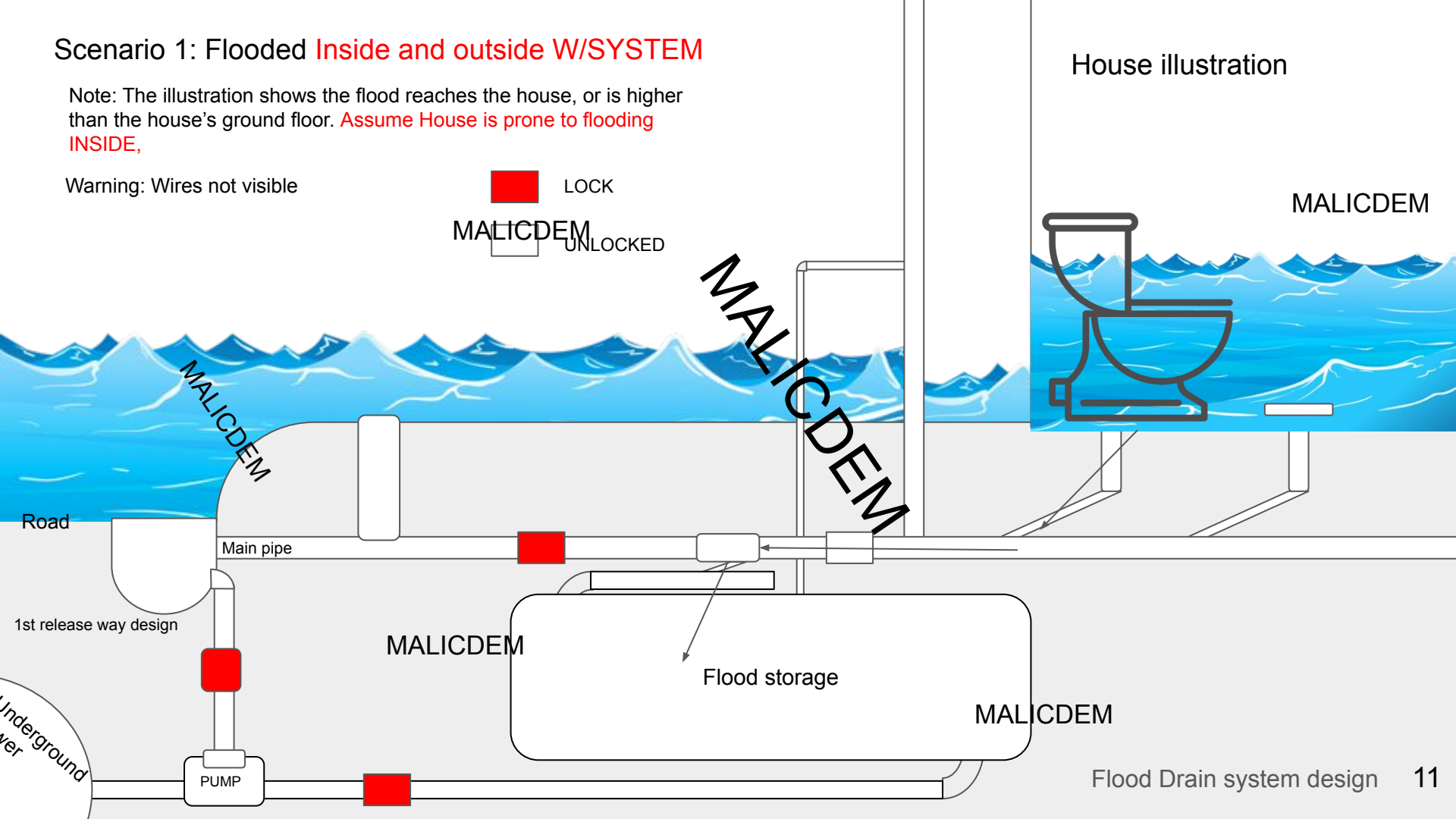
Warning: Wires not visible

 LOCK

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## House illustration

MALICDEM



# FLOOD DRAIN RELEASE SYSTEM DESIGN



## Scenario 1: RELEASE SEQUENCE

Note: The illustration shows how after the flood is gone and the pipe is calm, the pipe initiates to release mode, releasing the water stored in the Flood storage.

Warning: Wires not visible



LOCK

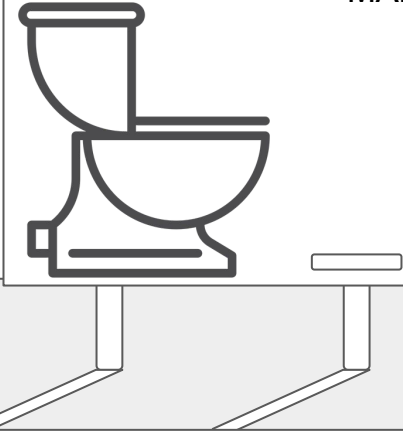
MALICDEM



UNLOCKED

House illustration

MALICDEM



MALICDEM

MALICDEM

MALICDEM

MALICDEM

Flood storage

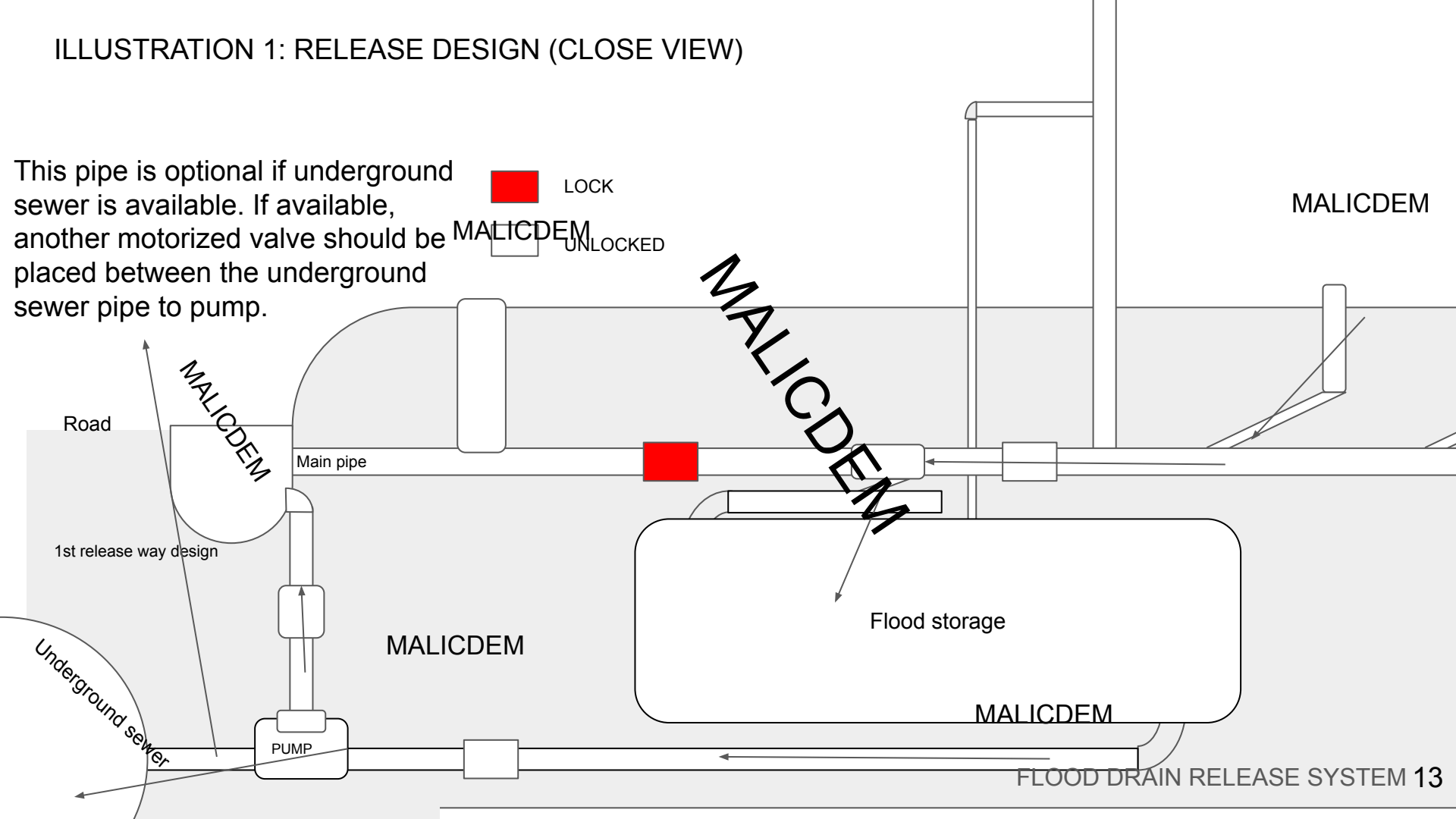
Main pipe

PUMP

FLOOD DRAIN RELEASE  
SYSTEM

## ILLUSTRATION 1: RELEASE DESIGN (CLOSE VIEW)

This pipe is optional if underground sewer is available. If available, another motorized valve should be placed between the underground sewer pipe to pump.

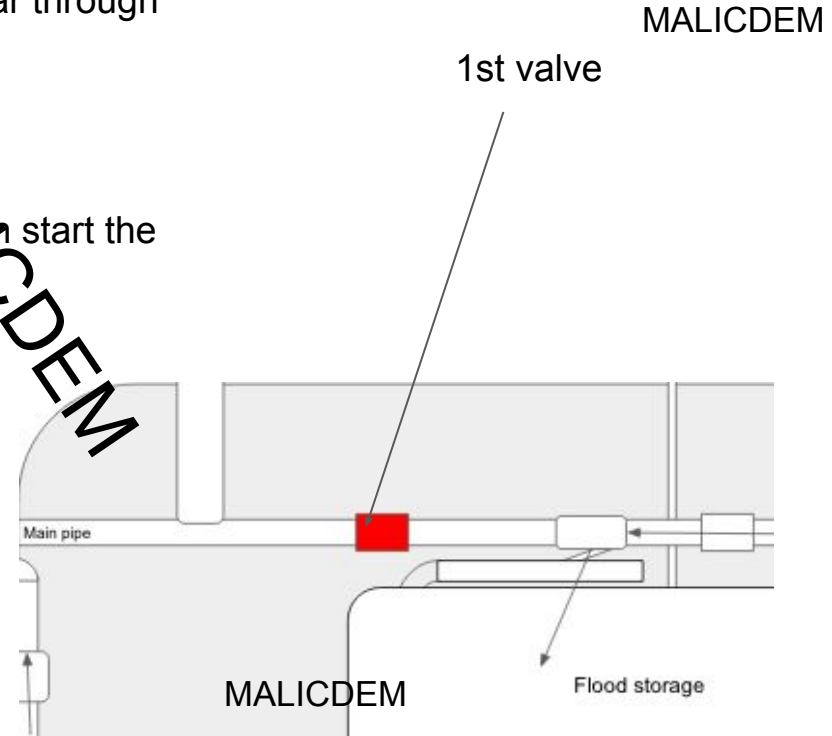


## ILLUSTRATION 2: RELEASE DESIGN - BY TEXT

When releasing, the 1st valve will close/lock. The flood storage will then check the ventilation if clear through sensor detection.

The Flood storage will then start the pump initiation.

The Flood storage will then unlock its pipe to release the water stored. If there are two or more Flood storage, all of them will release water by sequence, meaning the second Flood storage will not release if the first is not done.



**FAIL DESIGN**

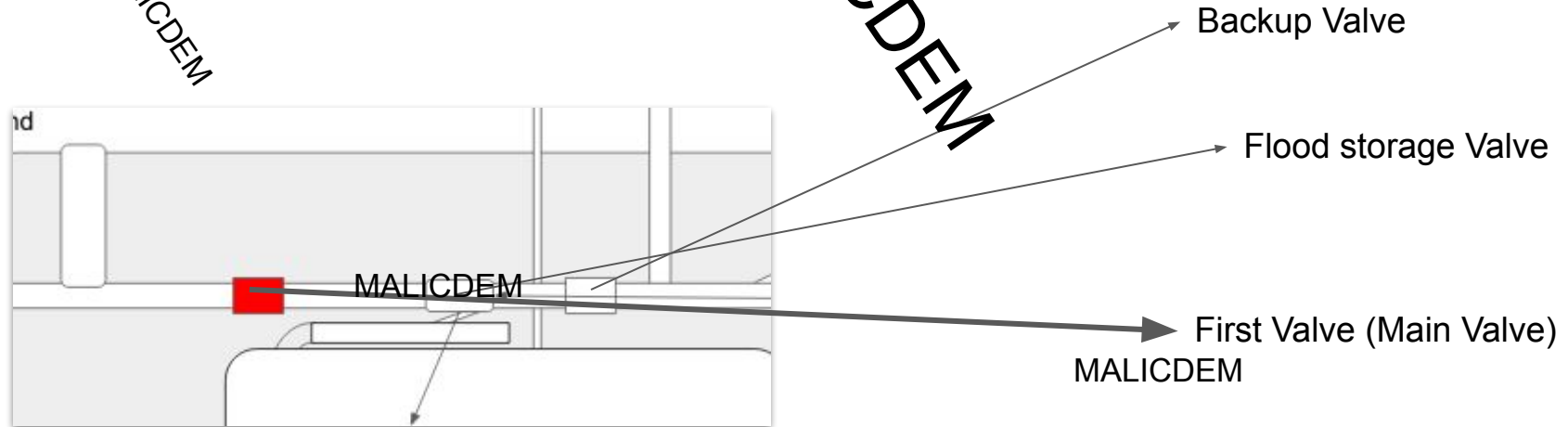
## FAIL 1: PIPE CLOG ON MAIN DURING LOCK (FLOOD OCCURING)

When the valve detected a flood, backup valve will be activated. If backup valve detects no issue upon activating, the sequence will continue. Other solution is if the valve clogged is located next to the Flood storage valve, the Flood storage will activate its lock.

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## FAIL 2: PIPE CLOG ON MAIN DURING LOCK (RELEASING)

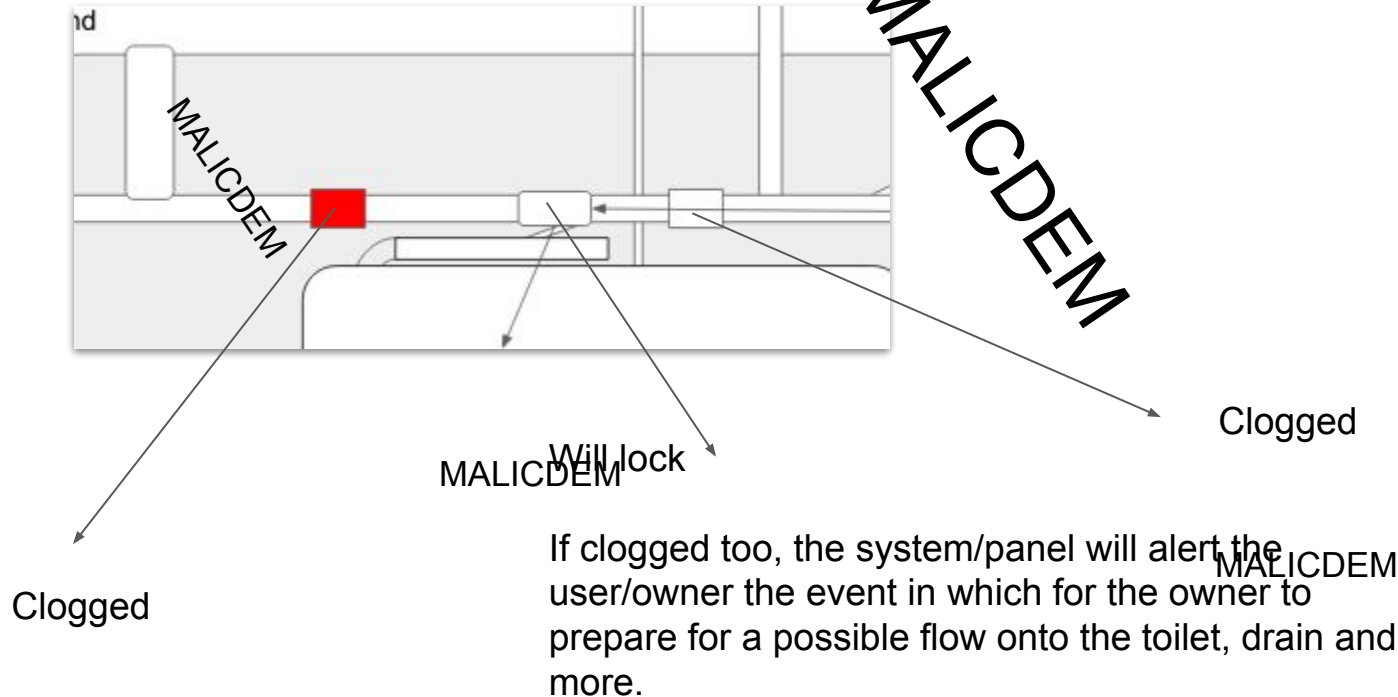
When the valve detected a flood, backup valve will be activated. If backup valve detects no issue upon activating, the sequence will continue. Other solution is if the valve clogged is located next to the Flood storage valve, the Flood storage will activate its lock.



### FAIL 3: PIPE CLOG ON ANY PIPE DURING LOCK (FLOOD OCCURING)

Pipe clog during lock on any pipe will result into the system algorithm looking for the best lined up or backup valve to lock.

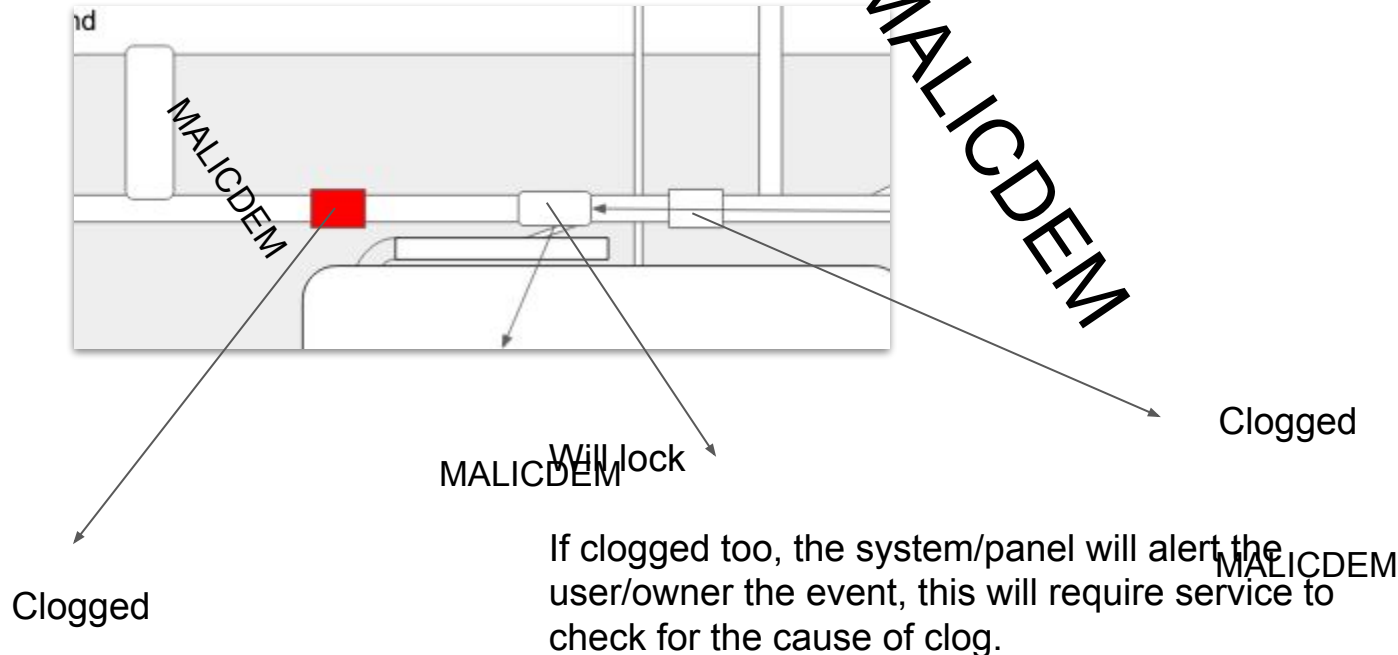
Explanation; Illustration: If the backup valve on the main pipe is clogged, the next valve available will lock, or the valve before the backup valve. MALICDEM



### FAIL 3: PIPE CLOG ON ANY PIPE DURING LOCK (RELEASING)

Pipe clog during lock on any pipe will result into the system algorithm looking for the best lined up or backup valve to lock.

Explanation; Illustration: If the backup valve on the main pipe is clogged, the next valve available will lock, or the valve before the backup valve. MALICDEM



#### FAIL 4: PIPE VALVE WON'T LOCK - NO CLOG(BOTH EVENT)

This will follow the procedure of 1,2, and 3. Service is required,

#### FAIL 5: VENT NOT GOOD(RELEASING)

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The procedure will continue. The warning/detection is just to assess the user of the occurrence.

#### FAIL 6: FLOOD STORAGE IS FULL(FLOOD OCCURRING)

If two or more flood storage is available, the system will redirect(This design is available on GitHub) the pipe to the other system. If full, the system may try to check if it can temporarily release to sewer available, otherwise it will lock main pipe, and its own valve. The user can also initiate override to activate flush release on the sewer during flood, the flush release will provide pressure during releasing to fight the flood.

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## FAIL 7: VALVES ARE NOT WORKING (FLOOD EVENT)

When valves are not working during the flood event, the backup inflatable rubbers will be inflated to seal the pipes. While sealed, the system will look for what is wrong.

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(Designed for the integrated panel only)

Detailed:

V-NC01=Valve connection shorted

V-NC02=Valve connection is cut

V-C00=Valve is clogged

## FAIL 8: VALVES ARE NOT WORKING (RELEASING)

This will deflate the rubber seal. (when inflated upon flood event)

Service required.

Manual check connection for valve

## FAIL 9: INFLATABLE RUBBER UNSUCCESSFUL INFLATE(BOTH EVENT)

Manual check connection for valve

Service required.

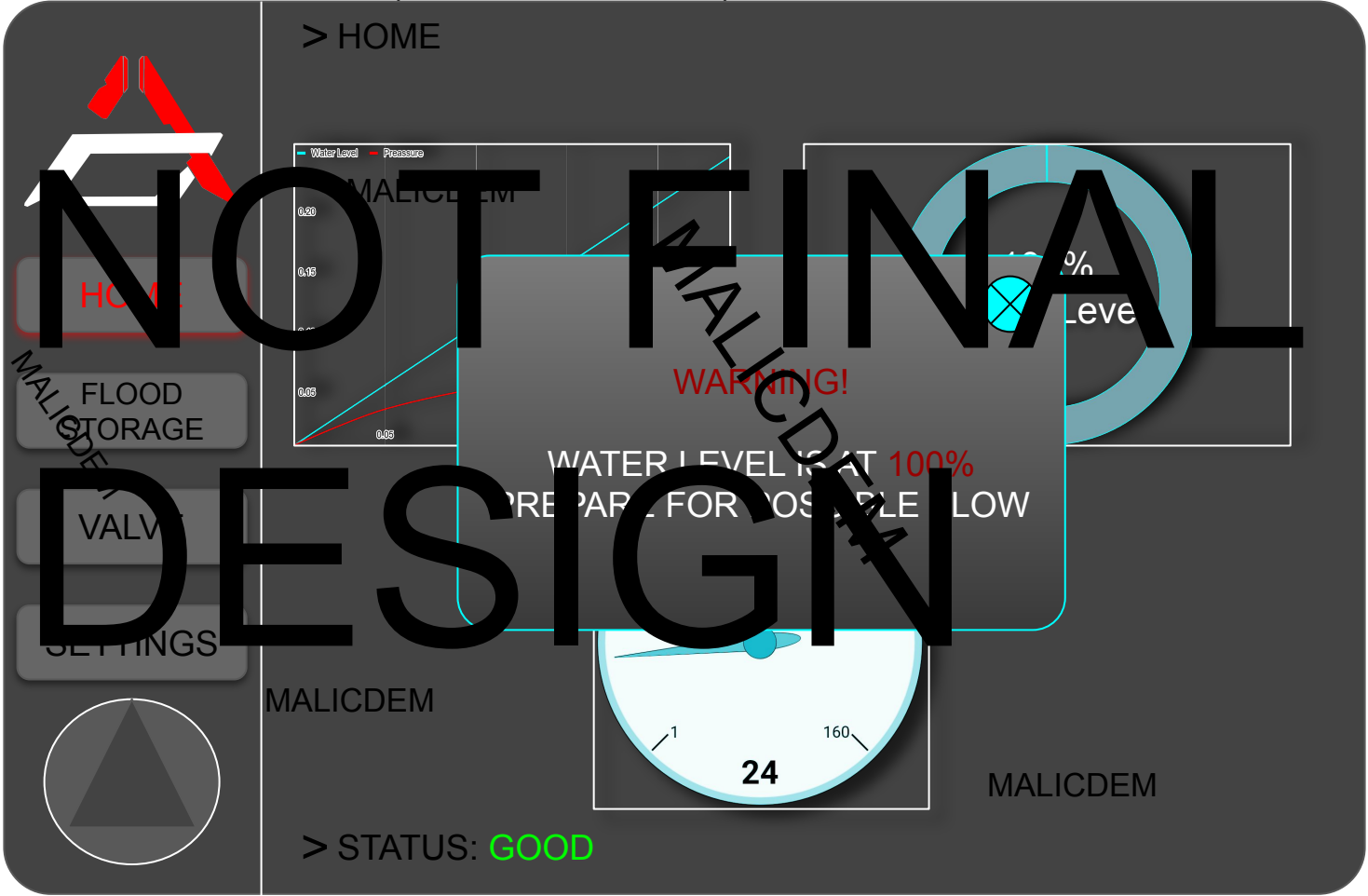
MALICDEM

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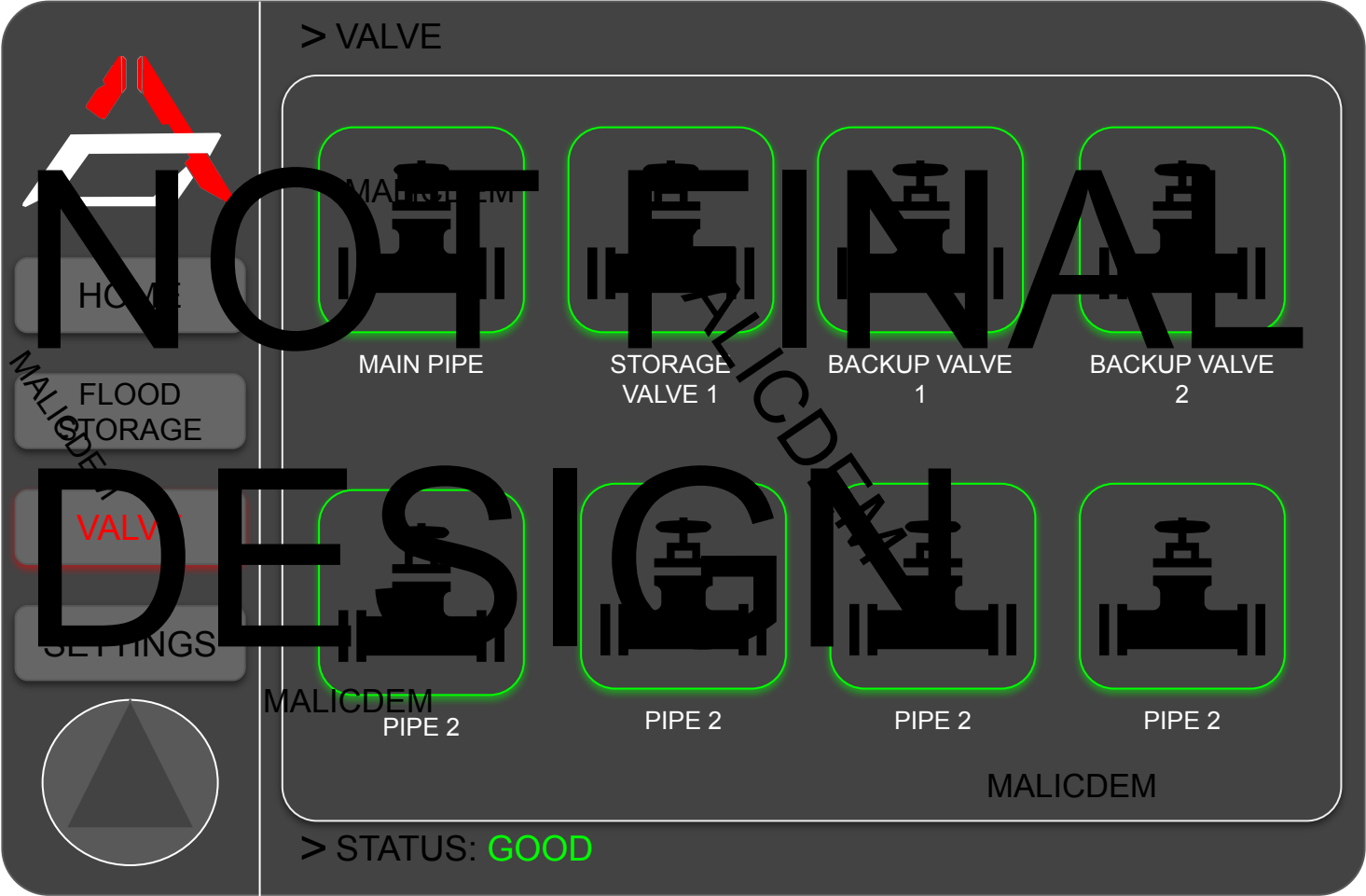
MALICDEM

MALICDEM

FAIL 6: FLOOD STORAGE IS FULL(FLOOD OCCURING)



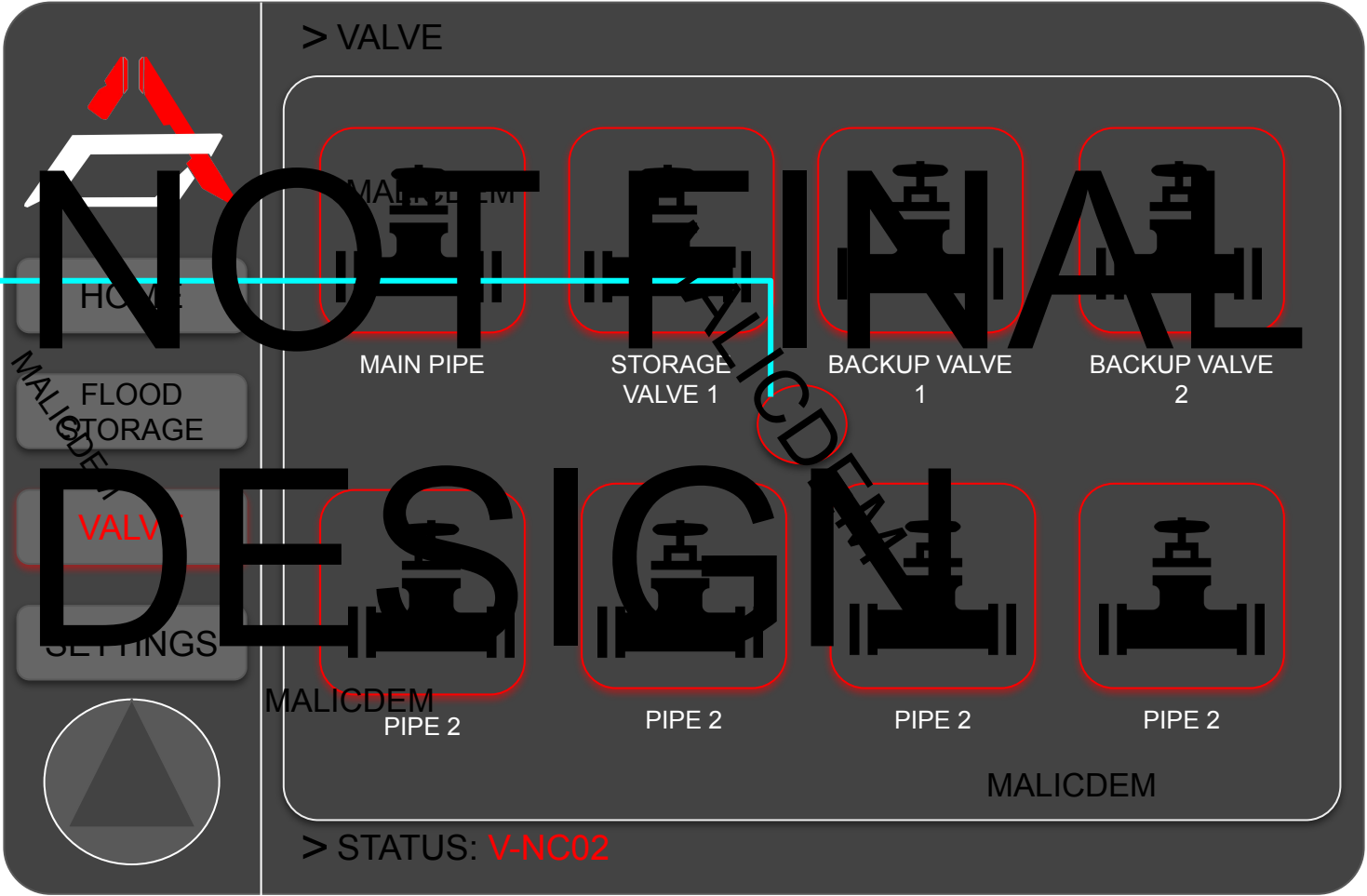
FAIL 7 ILLUSTRATION: VALVES NOT WORKING(BOTH EVENT - GOOD STATUS)



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FAIL 7 ILLUSTRATION: VALVES NOT WORKING(BOTH EVENT - BAD STATUS)

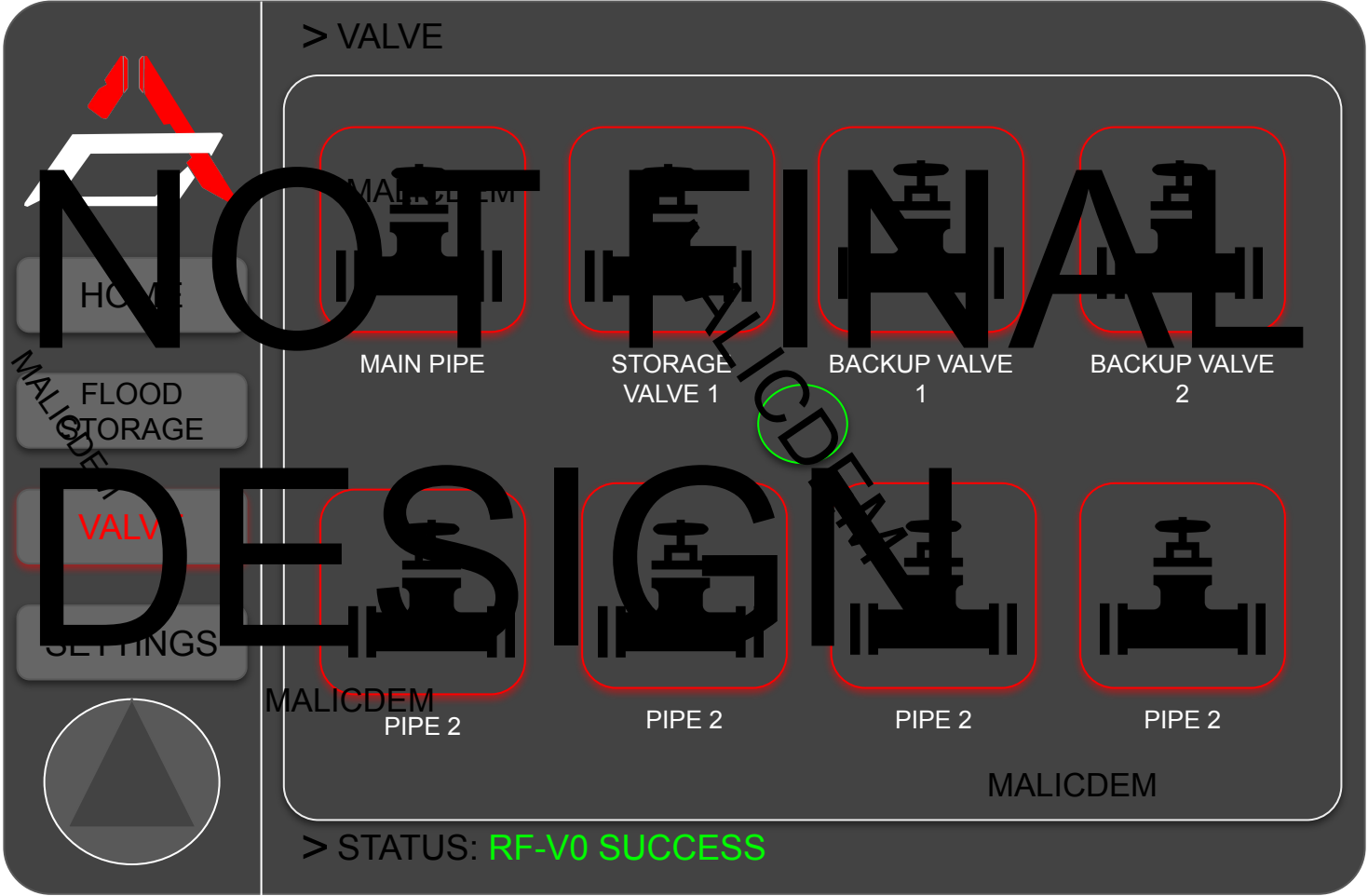
Button for Inflatable Rubber Available When Status is bad.



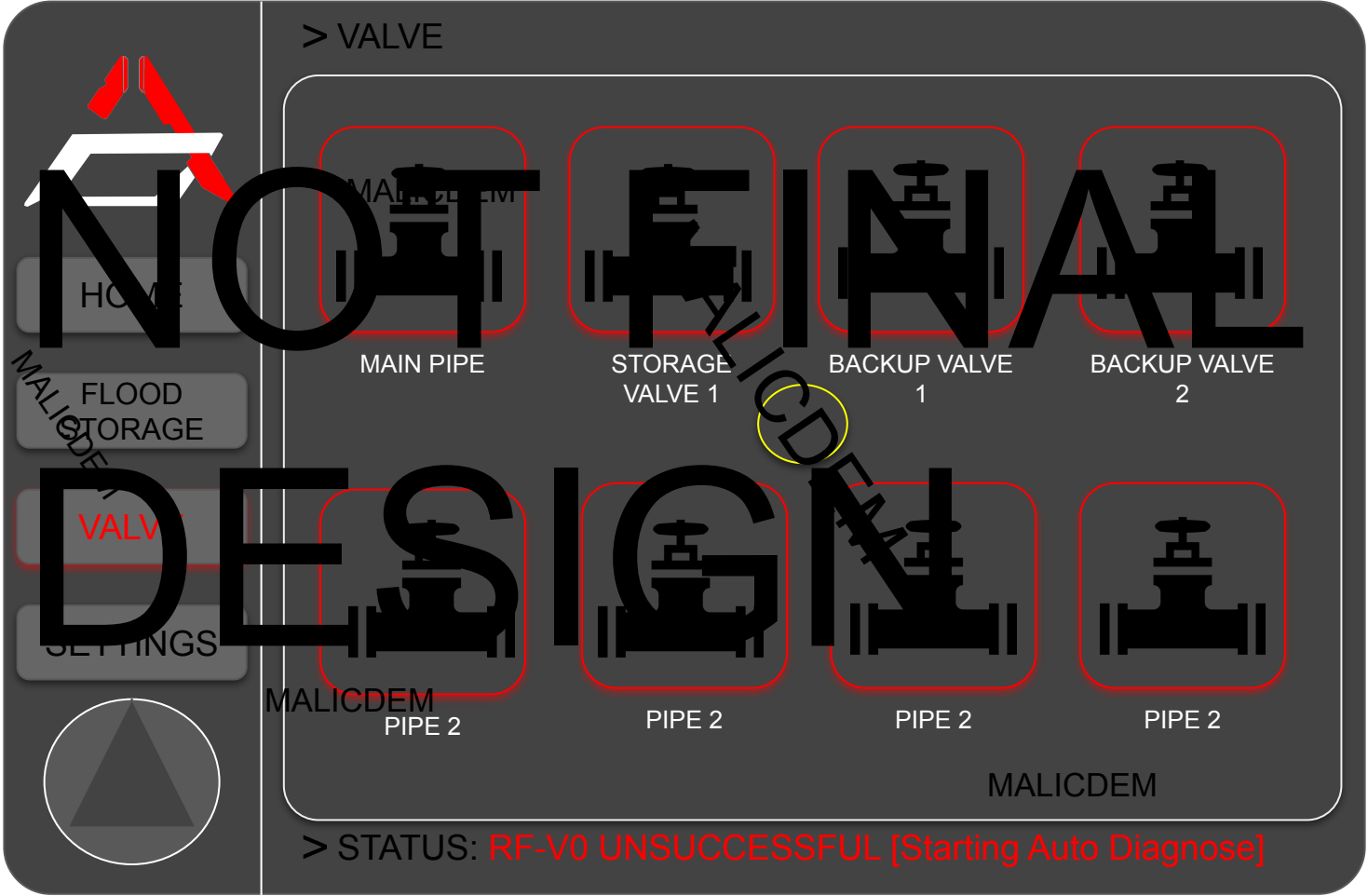
MALICDEM

MALICDEM

FAIL 7 ILLUSTRATION: VALVES NOT WORKING(BOTH EVENT - BAD STATUS - Inflate Success)



FAIL 7 ILLUSTRATION: VALVES NOT WORKING(BOTH EVENT - BAD STATUS - Inflate Unsuccessful)



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# PANEL DESIGN

NOT FINAL DESIGN



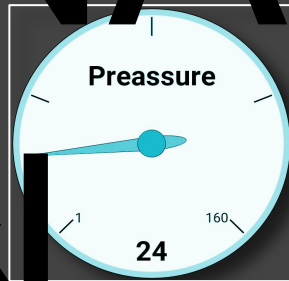
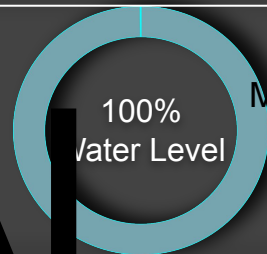
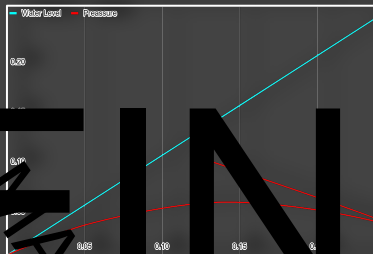
>HOME

HOME

FLOOD  
STORAGE

VALVE

SETTINGS



>STATUS GOOD

OVERRIDE

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NOT FINAL  
DESIGN

9.3x6.7"

MALICDEM

14.2"

MALICDEM

TOUCH SCREEN

BUTTON

MALICDEM

OVERRIDE



UPDATES ON GITHUB