Sloped Pipe

- Specify Slope Direction

Specify Slope Direction

Are you routing from high point or low point of the Sloped Pipe run?
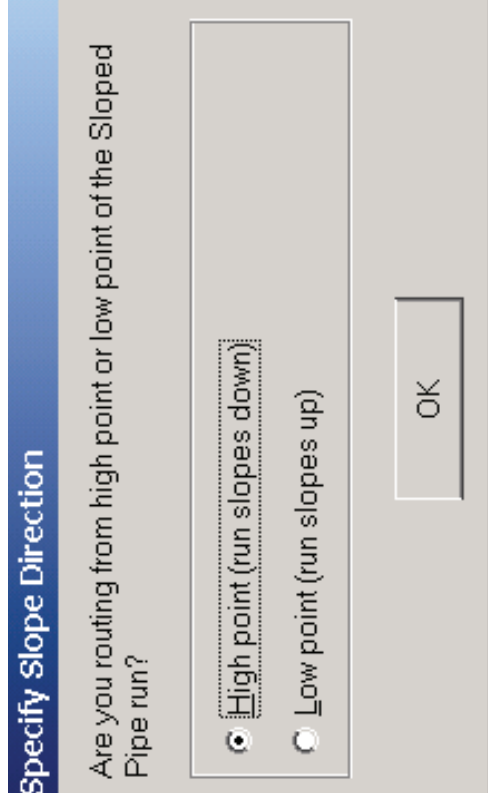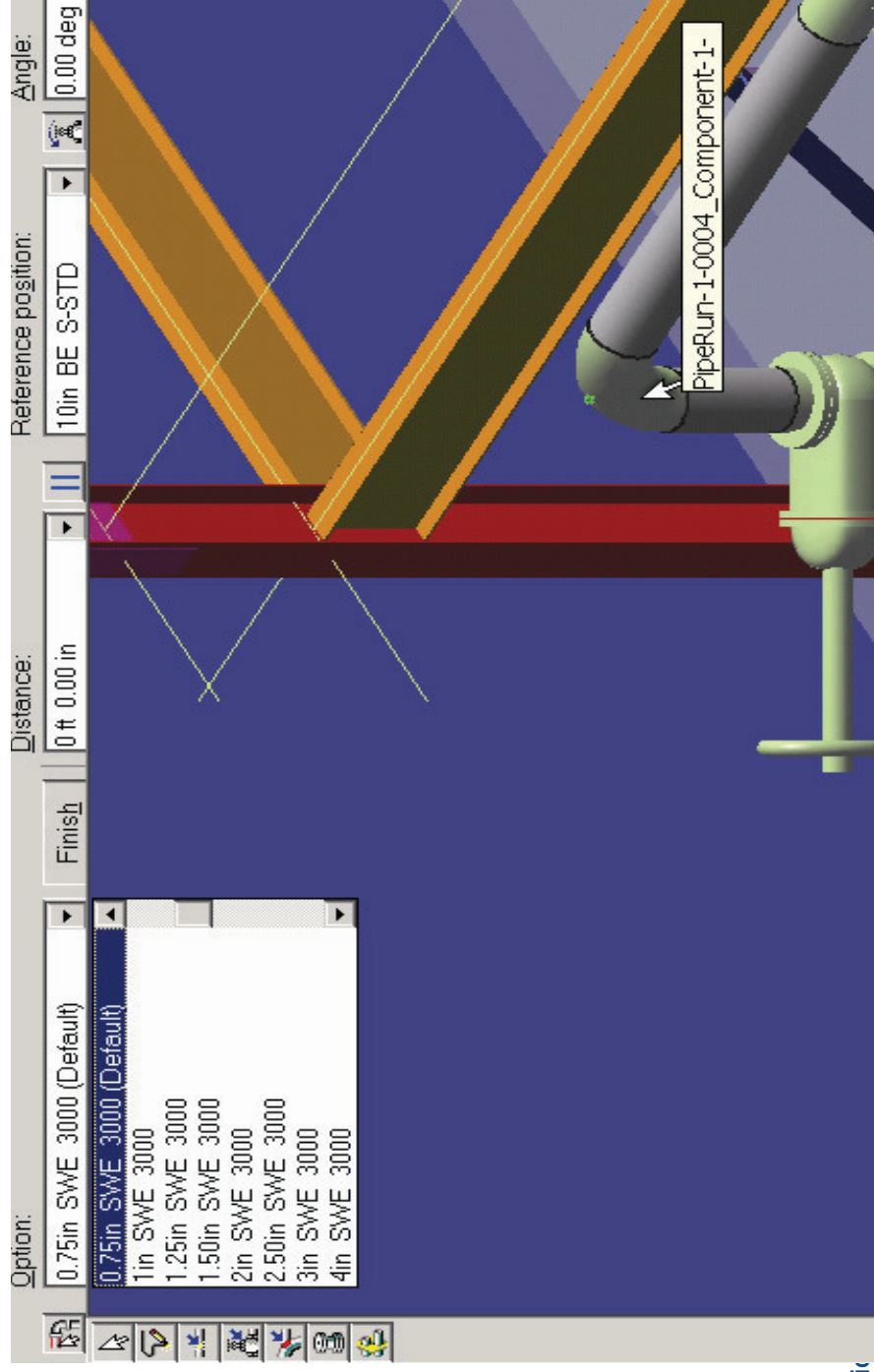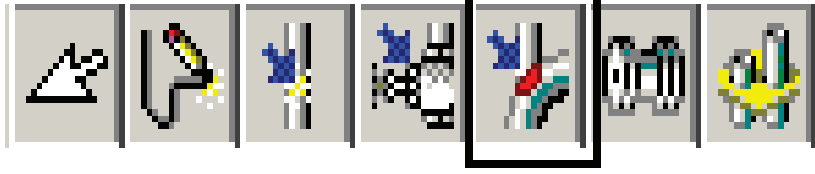
- ● High point (run slopes down)
- ○ Low point (run slopes up)

OK

- Turn Slope Lock On/Off
  - – Must be off when routing vertical runs
  - – New value can be entered

Offset:

<Disabled>
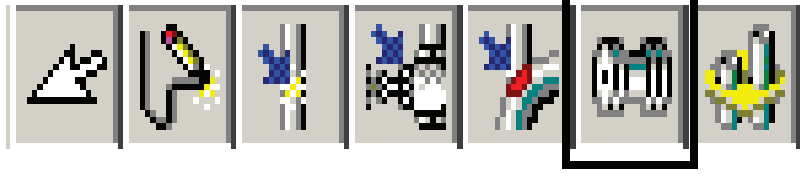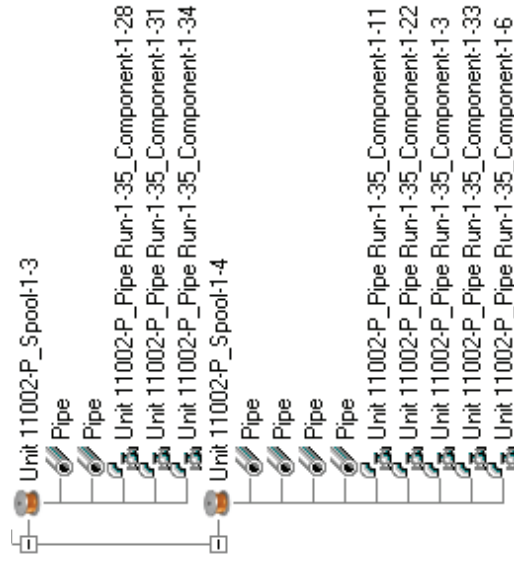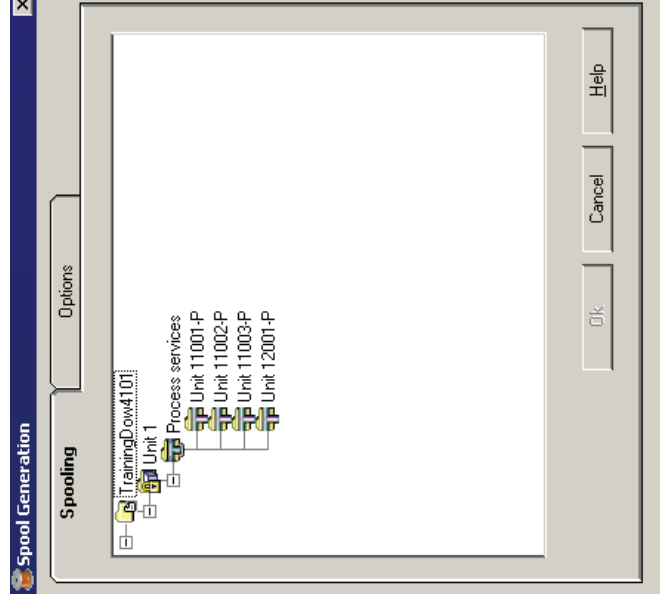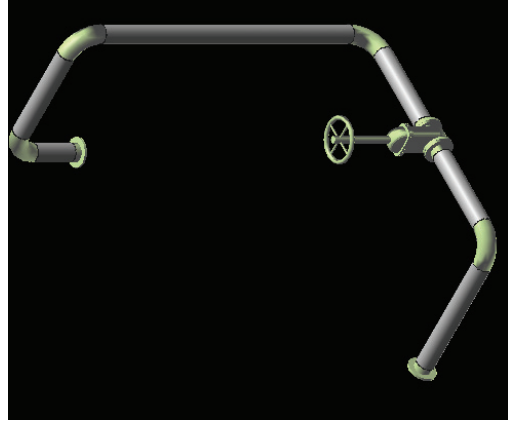
Slope:

0.42 in / 1.0

INTERGRAPH

Insert Tap

Use this command when in need to tap a drain, vent, or instrument connection. Used to place taps on all piping components; elbows, tees, caps, valves, pipes, and so forth; except for mating parts.

Spools

- Generation of Spools
  - Generate Spools

Spool Generation

Spooling | Options

OK | Cancel | Help

- TrainingDow41101
  - Unit 1
    - Process services
      - Unit 11001-P
      - Unit 11002-P
      - Unit 11003-P
      - Unit 12001-P

Unit 11002-P_Spool-1-3
- Pipe
- Pipe
- Unit 11002-P_Pipe Run-1-35_Component-1-28
- Unit 11002-P_Pipe Run-1-35_Component-1-31
- Unit 11002-P_Pipe Run-1-35_Component-1-34

Unit 11002-P_Spool-1-4
- Pipe
- Pipe
- Pipe
- Pipe
- Unit 11002-P_Pipe Run-1-35_Component-1-11
- Unit 11002-P_Pipe Run-1-35_Component-1-22
- Unit 11002-P_Pipe Run-1-35_Component-1-3
- Unit 11002-P_Pipe Run-1-35_Component-1-33
- Unit 11002-P_Pipe Run-1-35_Component-1-6

Sequence Objects

Re-numbers welds or spools in the selected pipeline, pipe run, or spool such that the names are in order. You can select to sequence the objects based on flow direction or topology.
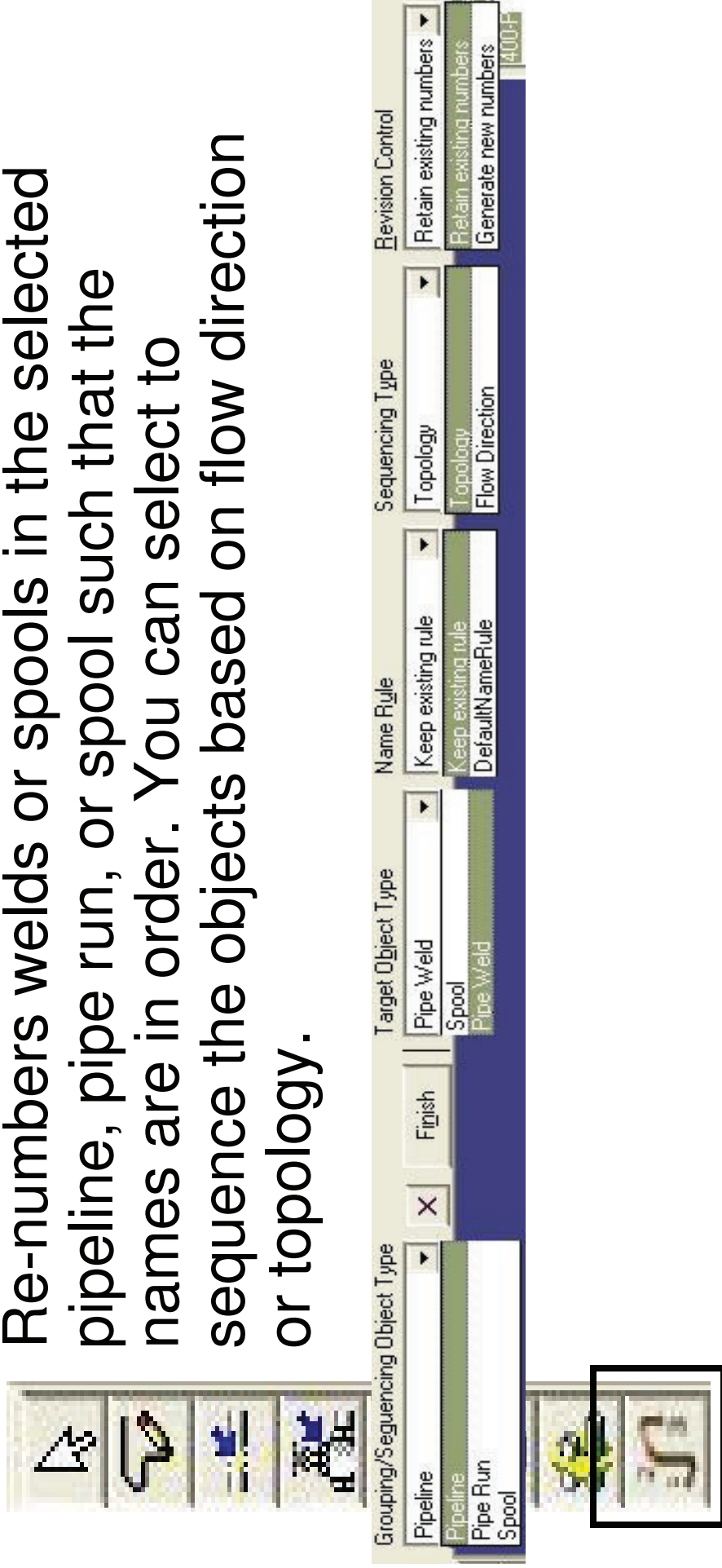
Materials Reports

Users can easily extract piping materials lists for review from their modeled pipelines
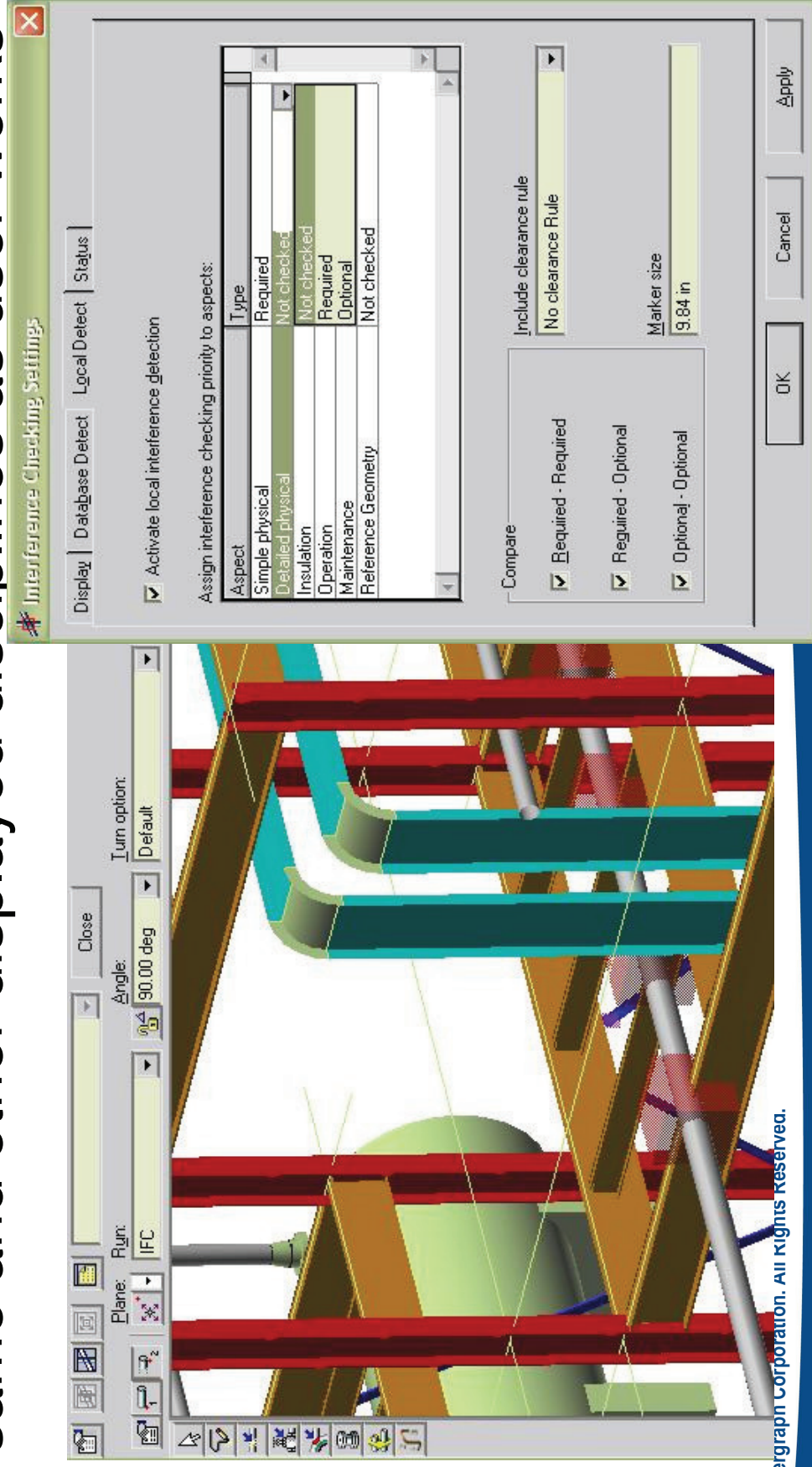
Pipe Supports

Hangers and Supports Task provides an integrated supports environment.
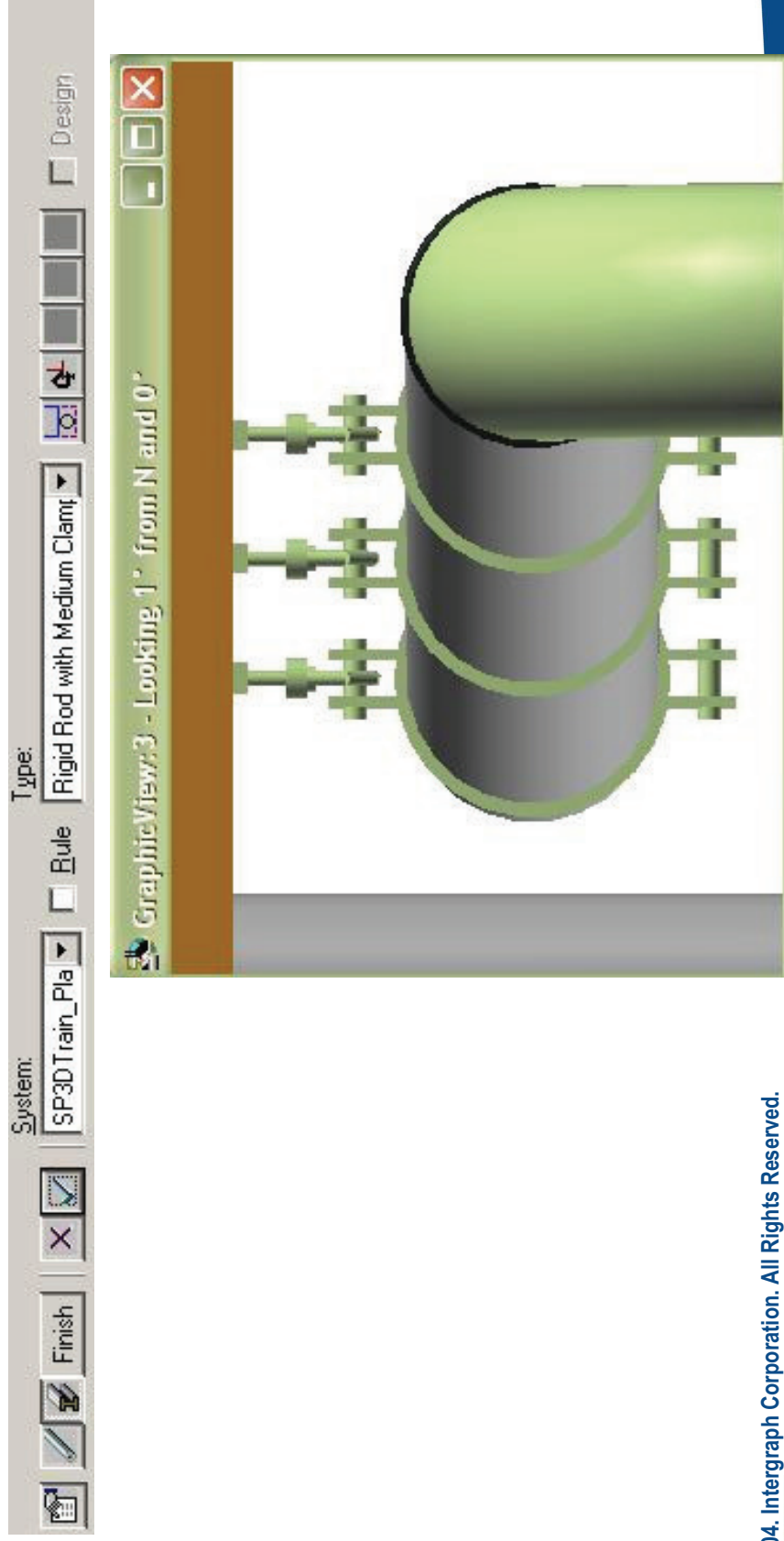
Interactive Clash Detection

System can check new piping for interferences with same and other displayed disciplines as user works

Checking Interferences

Major Differences between the two methods:

Database Detect	Local Detect
Runs all the time (System Admin. choice)	Works only within the current session
Minimizes impact on users and improves performance	Provides immediate graphical feedback (works in a dynamic mode)
Creates persistent interferences that are stored in the model database	Shows interferences when the pointer is idle for a brief amount of time; based on a hesitation approach
Based on administrator settings (controlled by permission groups)	Based on individual user settings
Provides feed back on how much has been checked	Checks only created and modified items
Users can visualize the interferences (persistent items)	Clears dynamic interferences after refreshing workspace