Intergraph Smart 3D
Default Color Configuration

This session details the actions to set rules defining Default Colors for different object types and the available commands for exporting and importing rule sets.

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LAB 1: Set Default Color Configuration for Fluid Code

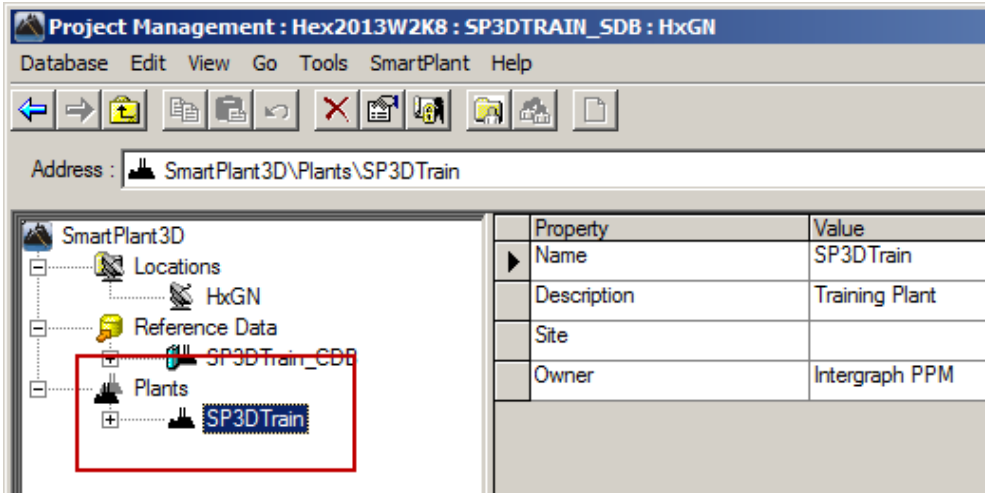
Objectives

After completing this lab, you will be able to:

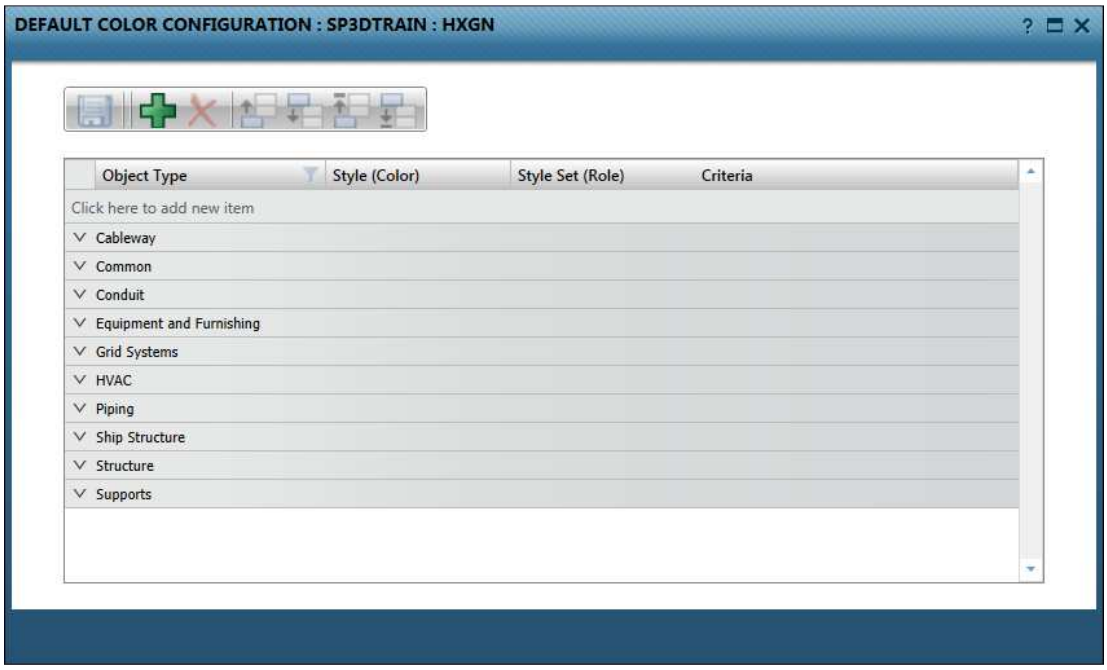
- Set default Color Configuration for piping objects based on Fluid Code
- Review the results and make changes as necessary

Set Default Color Configuration for Pipes

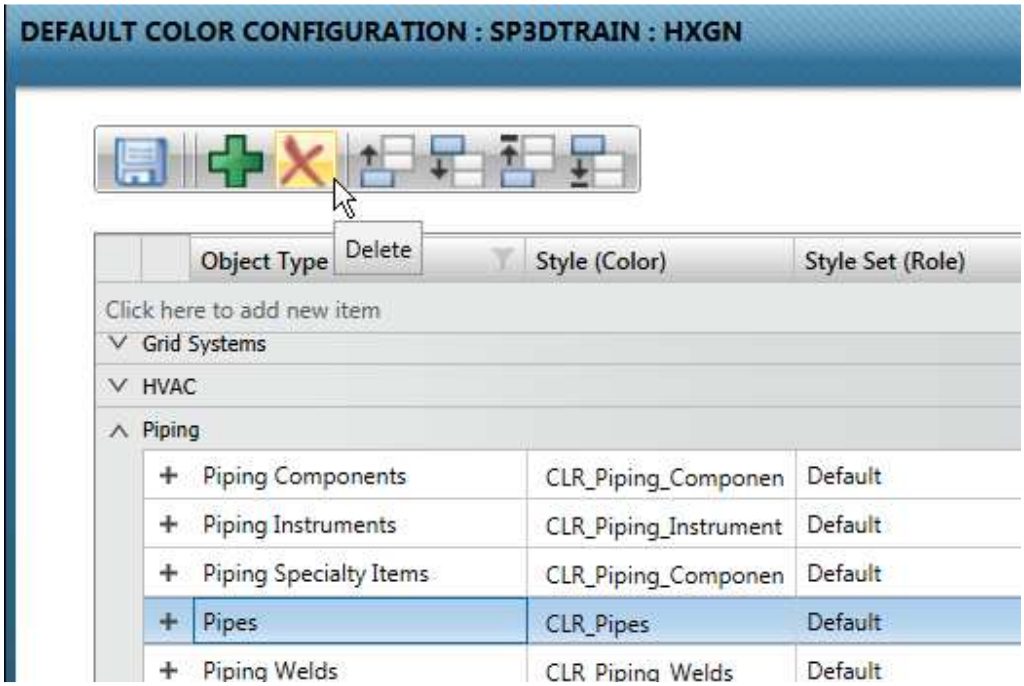
1. Open **Project Management**
2. Select the root of one of the plants available in the hierarchy



3. Go to **Tools > Project Settings > Configure Default Colors**

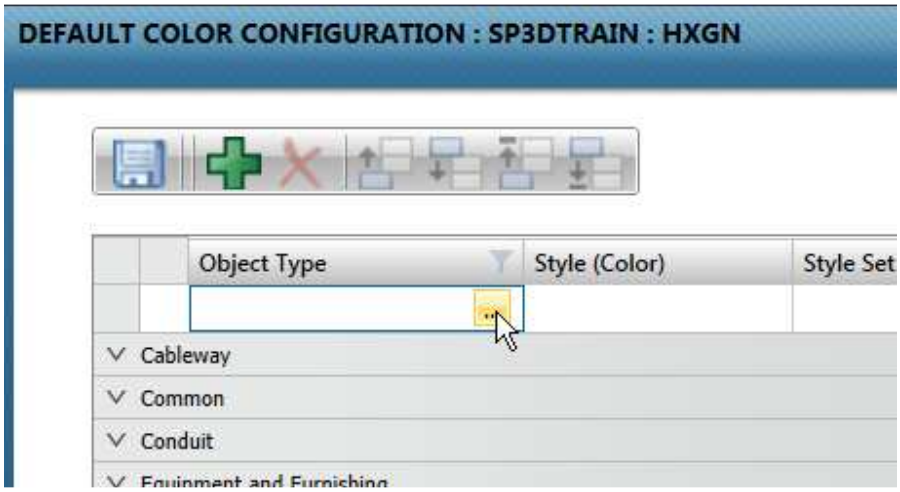


4. Expand the **Piping** discipline, then **delete** the rule defined for **Pipes**

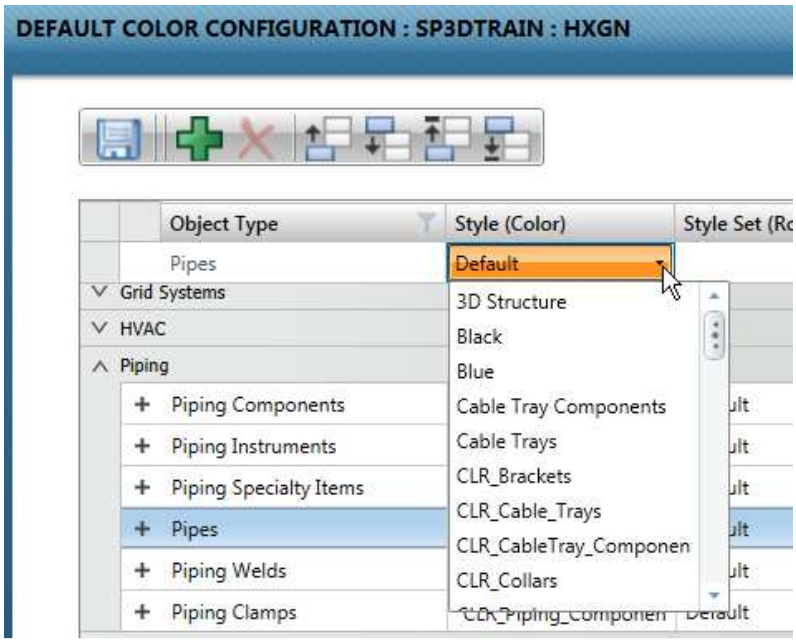


5. Select the **green plus** button to create a new row

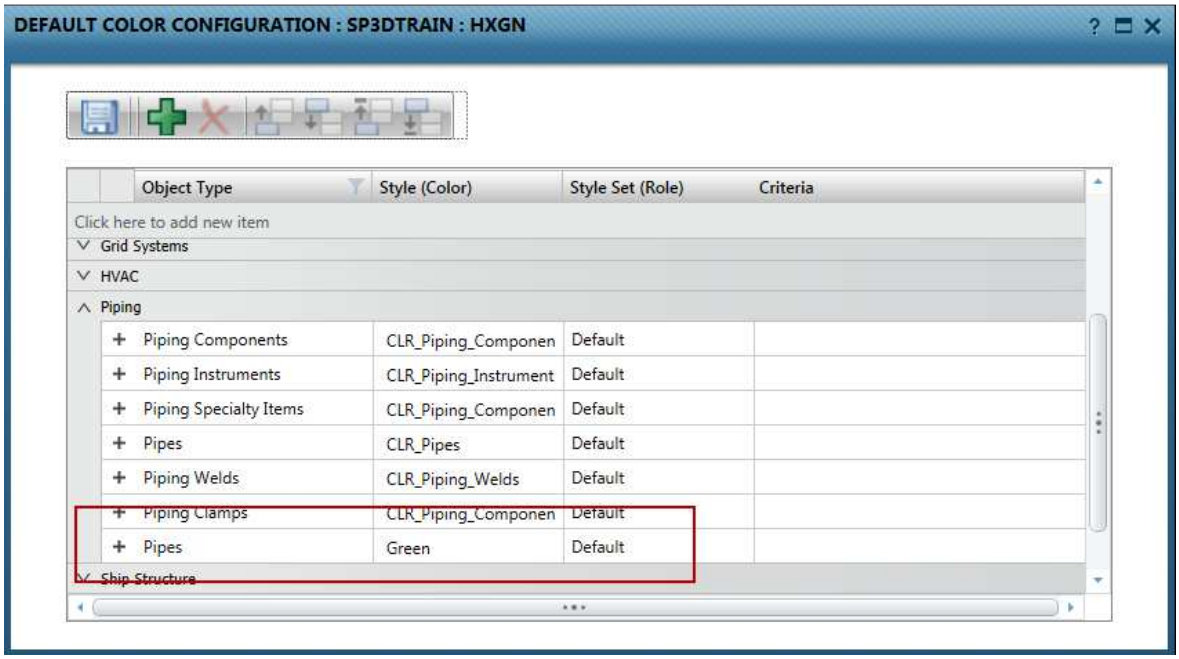
6. Click the **Object Type** field to obtain access to the object types hierarchy



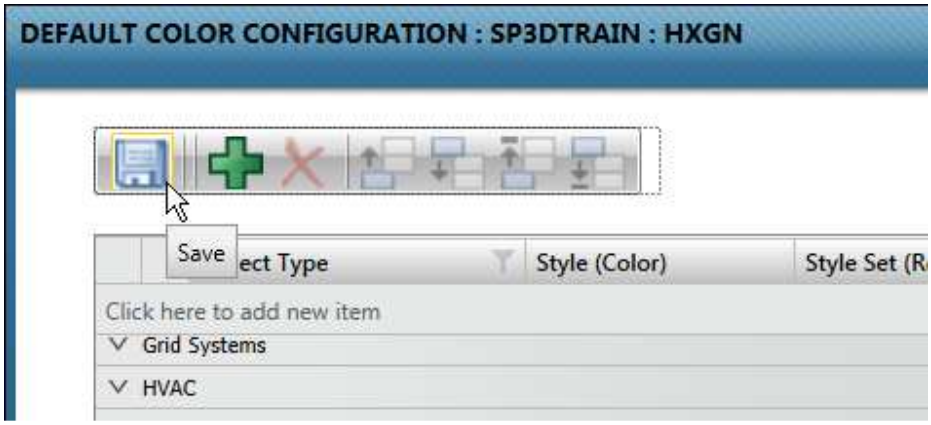
7. In the **Select Object Type** dialog, navigate to **Piping > Piping Parts > Pipes**, click **OK**
8. Click the **Style** field then choose the **Green** style



9. Hit the **Enter** key to finish the creation of the new rule



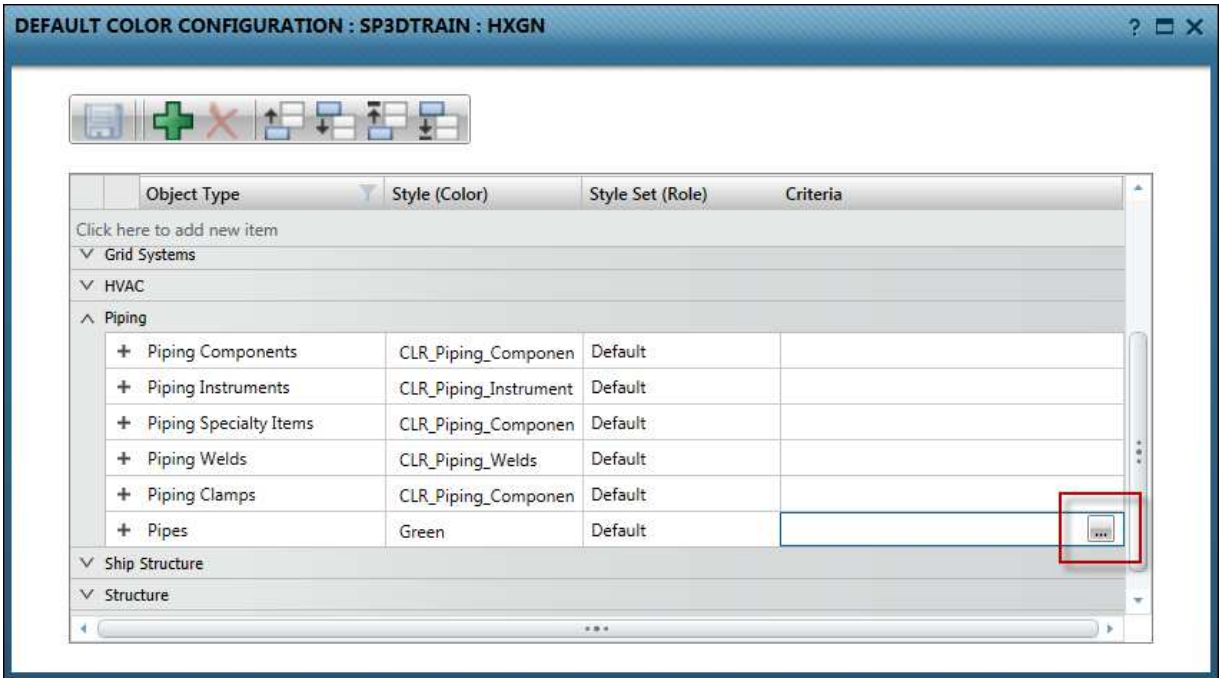
10. **Save** the new rule by using the option from the toolbar at the top



11. Open a new session and define a workspace with objects from filter **Training Filters > U04**
12. What is the color for the piping objects?
13. Model new pipes and notice the color assigned to new pipes. Modify some of the existing pipes (change permission group), notice what happens to the color of the pipes.
14. **Save** the session file into the desktop as **Session_1.ses**

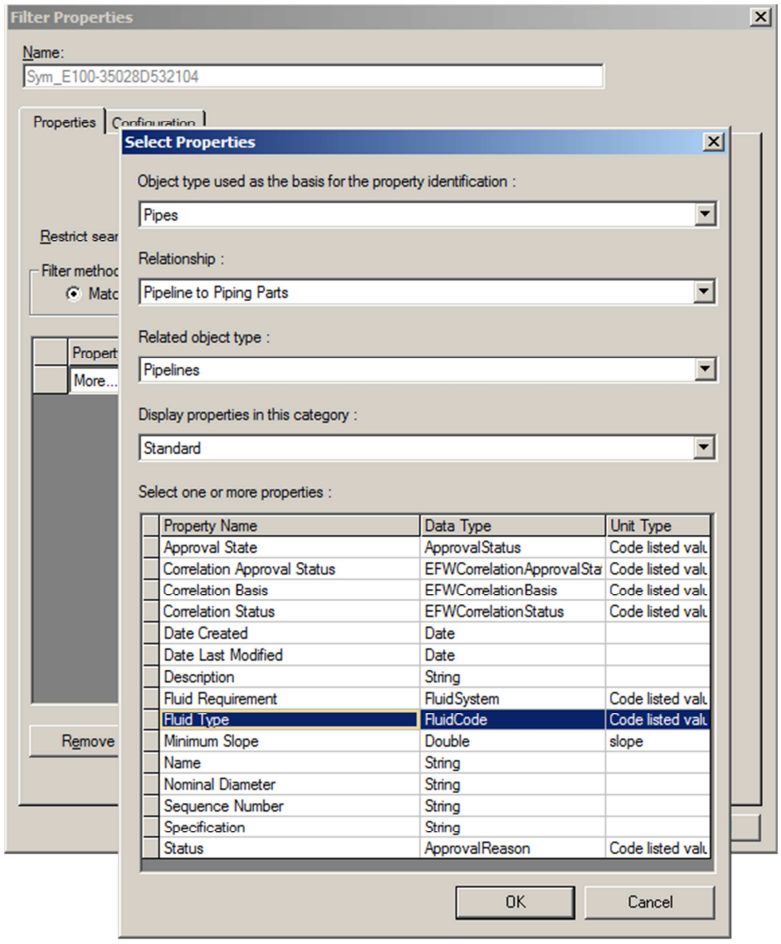
Modify existing Piping rule to include Fluid Type

15. In **Project Management**, click on the **Criteria** field next to the **Pipes** rule to define the criteria for Fluid Code.

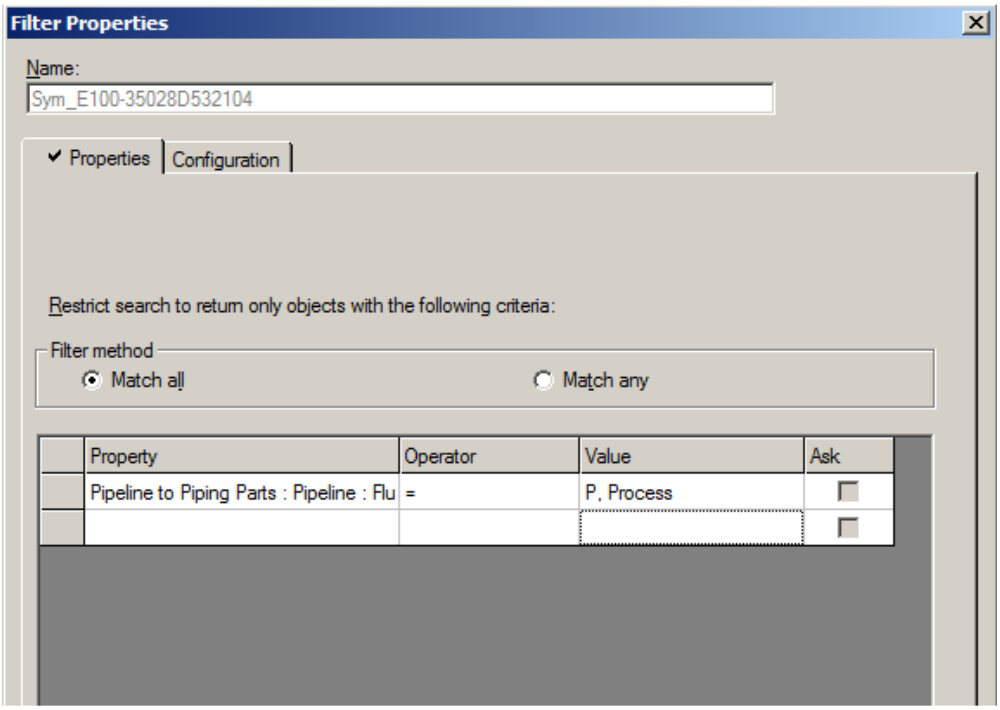


16. Use the following criteria as guidance to define the property filter:

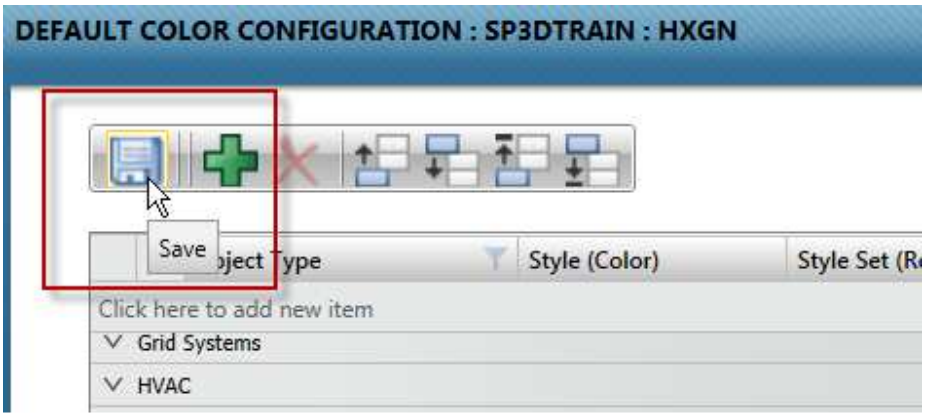
    a. Object Type used as the basis for property identification = **Piping > Piping Parts > Pipes**
    b. Relationship = **Pipeline to Piping Parts**
    c. Related object type = **Systems > Pipelines**
    d. Display properties in this category = **Standard**
    e. **Fluid Type**



17. Click **OK,** select the **=** operator and **P, Process** as the value, click OK



18. **Save** the changes in the **Default Color Configuration** window



19. Switch to the session and **model** two new **pipelines**, one with **Process** Fluid Type and one with **Water** Fluid Type. What color are they represented with?

LAB 2: Set Default Color Configuration for a specific Role

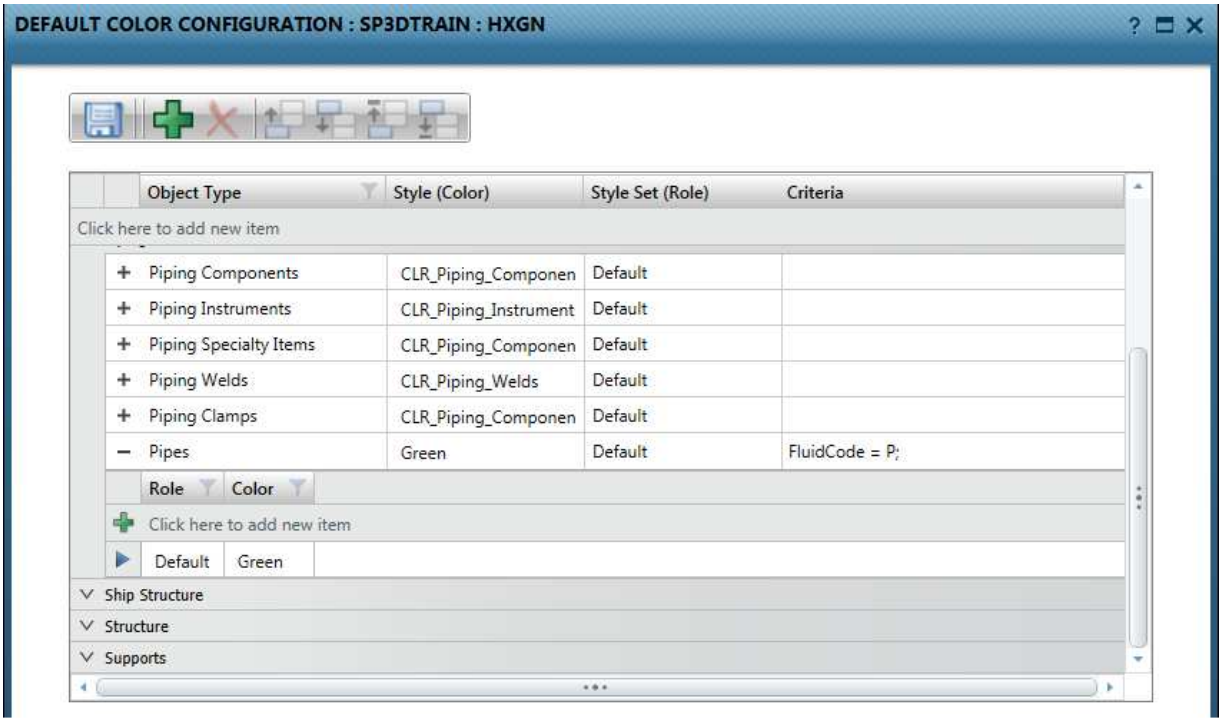
Objectives

After completing this lab, you will be able to:

- Set Default Color Configuration for Pipe objects based on a role

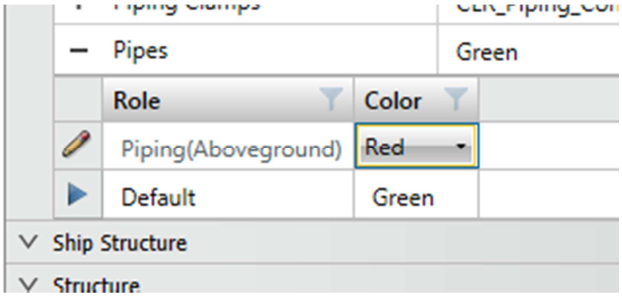
Note: This practice requires the Optimization for Role feature to be enabled for the plant. To enable the feature, rename the file **OptimizationForRole - Plant Sample.xml** to **OptimizationForRole.xml** that is located in the …\SharedContent\XML folder of the plant.

1. Open **Project Management**
2. Go to **Tools > Project Settings > Configure Default Colors**
3. Expand the **Piping** discipline, then expand the **Pipes** rule

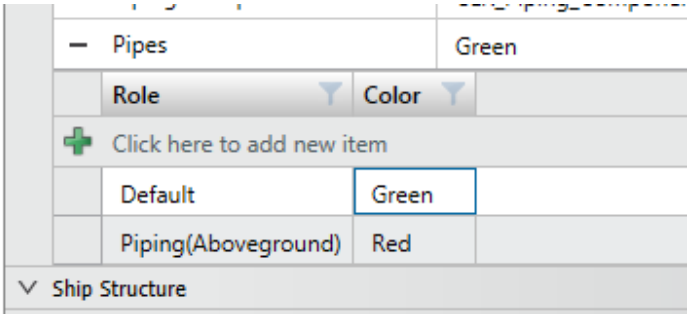


4. Select the option **Click here to add new item**

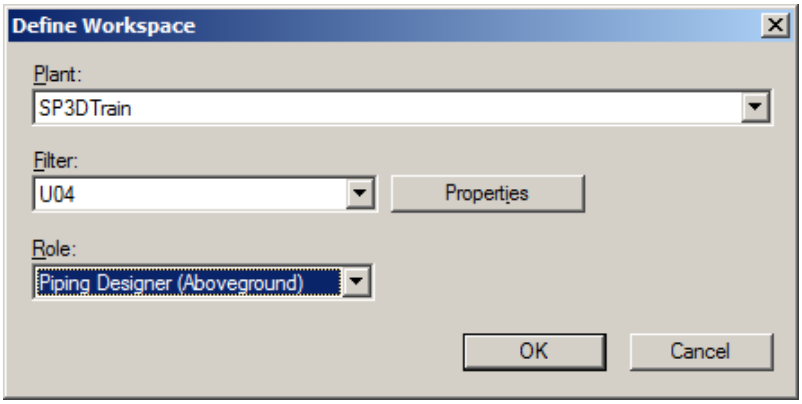
5. From the dropdown list, choose **Piping (aboveground)** and color **Red**



6. Click on the next field or hit the **Enter** key to finish creating the Role assignment

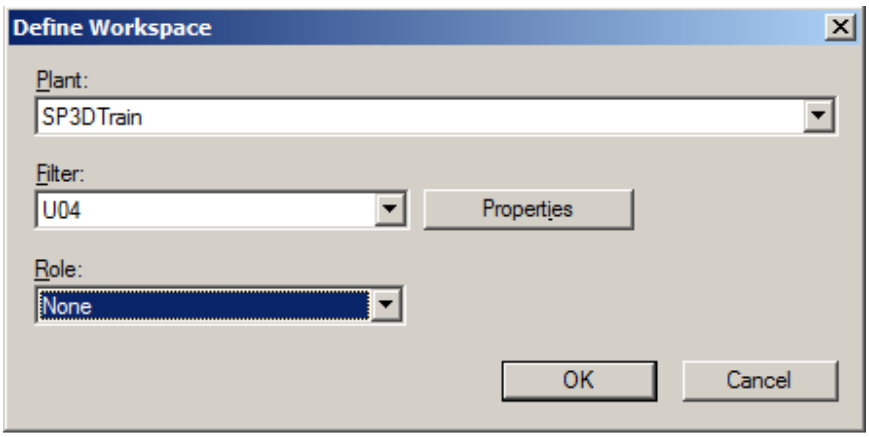


7. Open a **new session**, use the filter from **Training Filters > U04** and role as **Piping Designer (Above Ground)**



8. Model new pipes under both Water and Process pipelines (Created on previous lab). What color are they represented as?

9. On the same session, go to **File > Define Workspace** and change the role to **None** then click **OK**.



10. Repeat the exercise of modeling new pipes under both Water and Process pipelines (Created on previous lab). What color are they represented as?

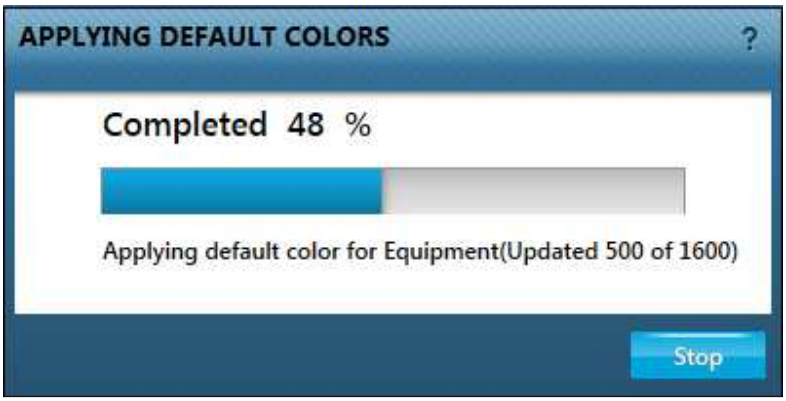
LAB 3: Apply Default Color Configuration settings

Objectives

After completing this lab, you will be able to:

- Apply the current Default Color Configuration settings to all objects in a plant

1. Open **Project Management** if not already done
2. Go to **Tools > Project Settings > Apply Default Colors**
3. A dialog box will display presenting the progress of the command



4. When finished, open a new session file and review the results according to rules previously set.

Note: Depending on the number of objects in the plant, this command can take a substantial amount of time to finish. All modifications and customizations to Default Color Configuration rules should be performed at the beginning of a project and then left unmodified or with minimum changes during the life of the project.

LAB 4: Export and Import Default Configuration Color rules

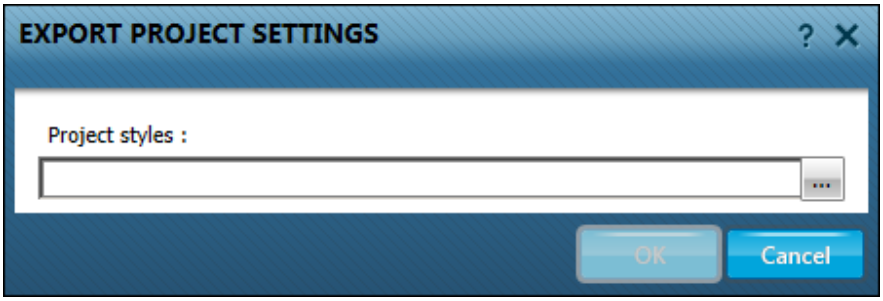
Objectives

After completing this lab, you will be able to:

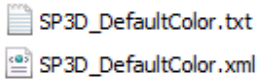
- Export and Import the Color Configuration settings for a given plant

Export Default Configuration Color settings

1. Open **Project Management** if not already done
2. Go to **Tools > Project Settings > Export**



3. Provide a path and name for the output of the files, then click **OK**
4. The generated files are comprised of a text and an XML file. Both files are required during the import operation.



Note: The software expects the files to be on the same directory chosen as the input folder during the Import operation.

Import Default Configuration Color Settings

5. Open **Project Management** if not already done
6. Go to **Tools > Project Settings > Import**

7. Select the files previously exported as the source.

Note: The command is expecting the text and XML file to be present at the same path.

8. Review imported rules under the Configure Default Colors section.