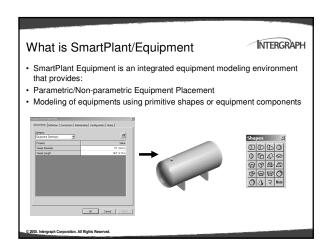
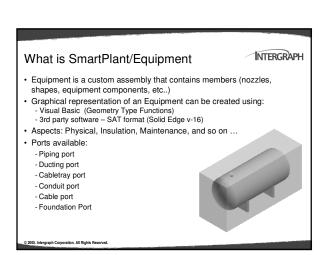
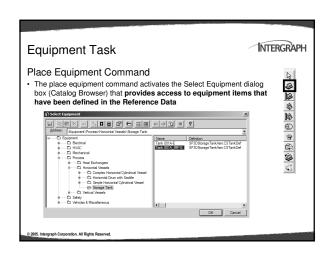
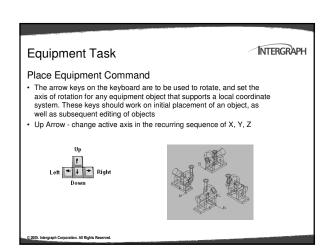
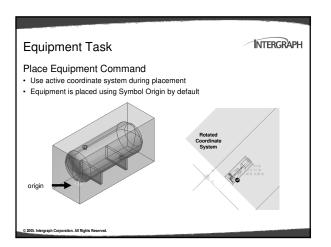
Process, Power and Marine Division Equipment Task

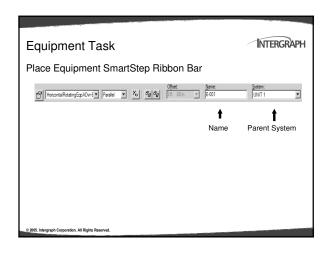


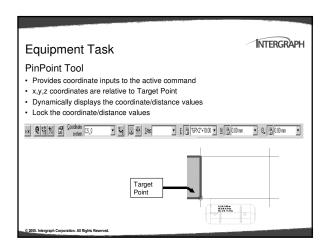


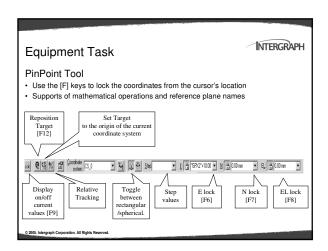


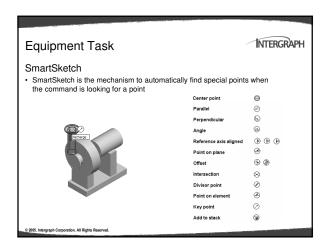


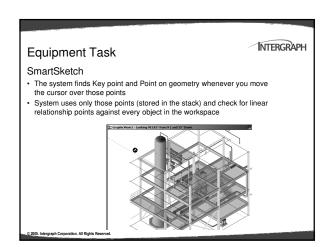


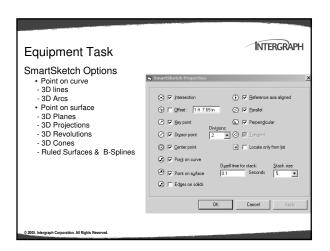


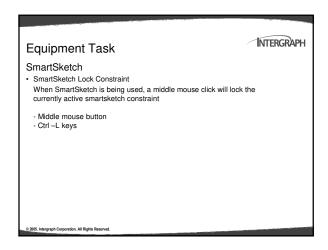


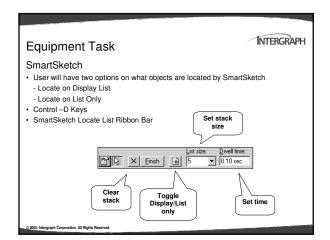


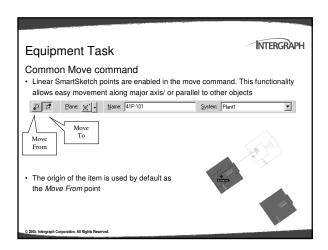


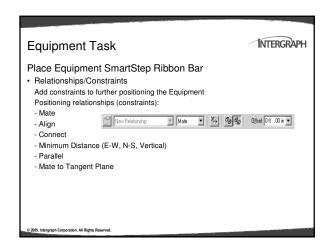


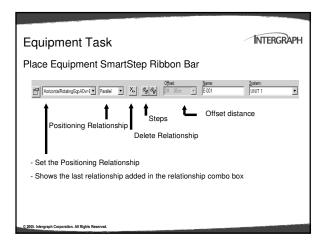


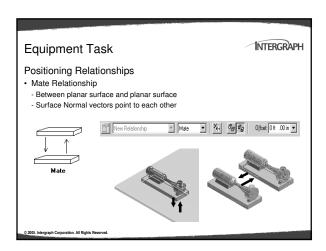


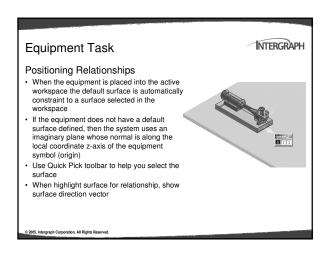


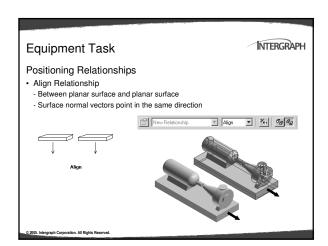


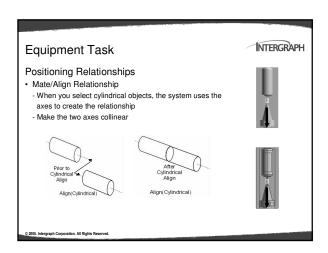


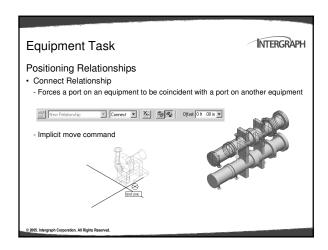


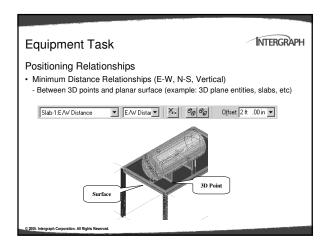


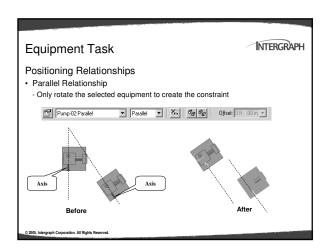


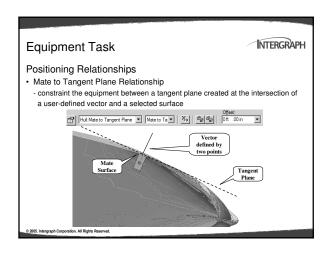


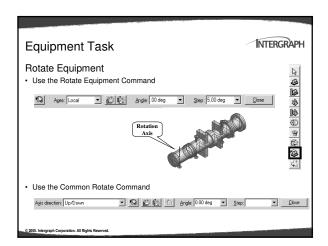


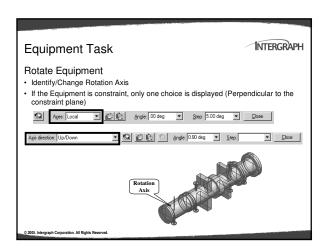


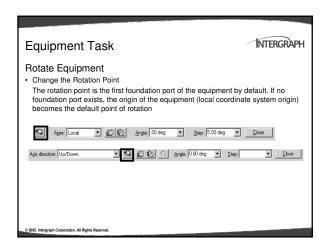


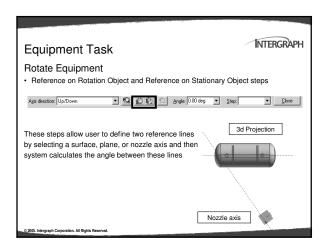


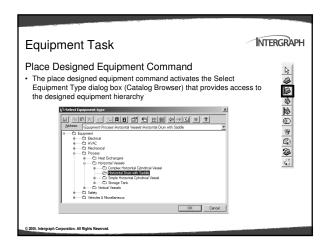


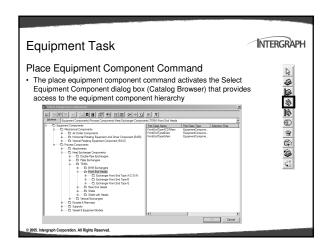


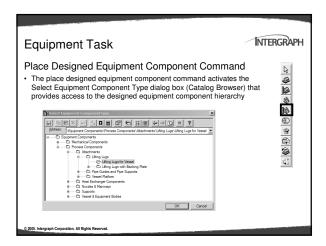


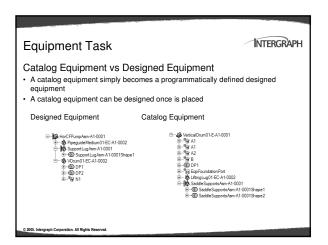


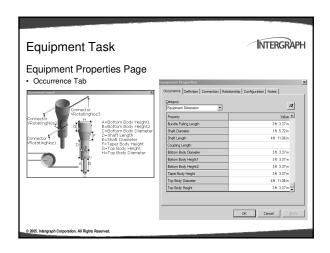


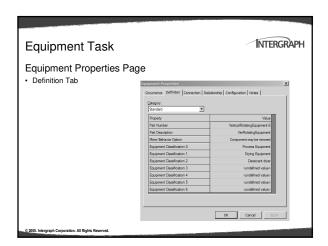


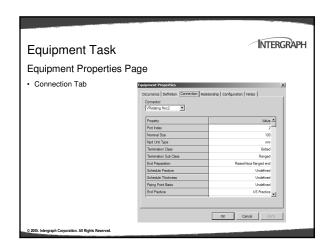


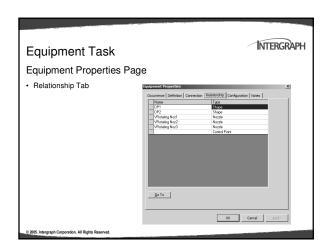


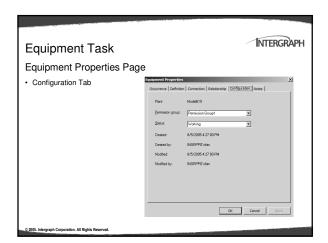


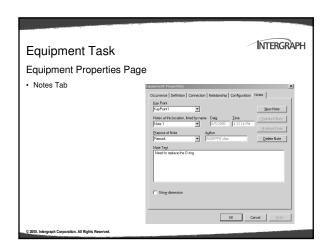


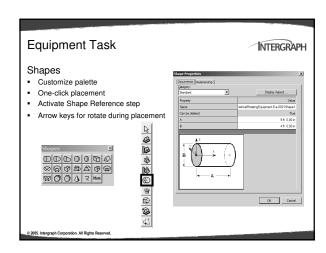


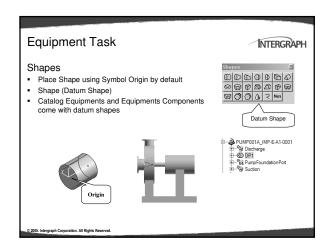


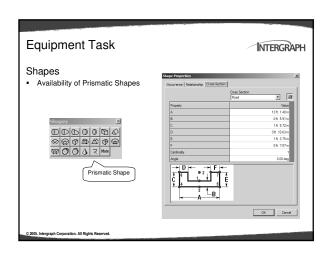


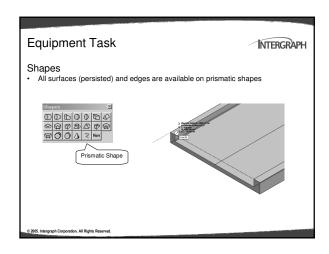


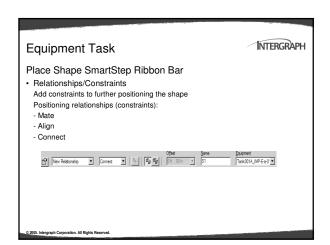


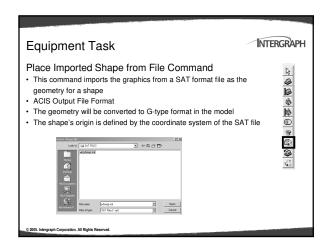


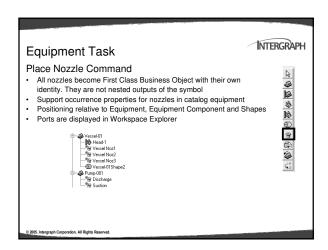


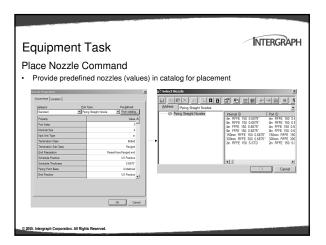


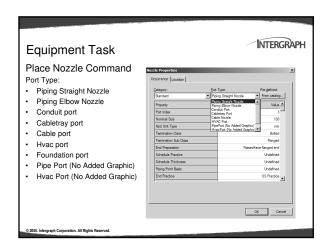


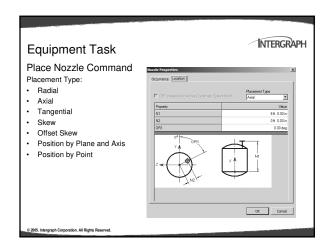


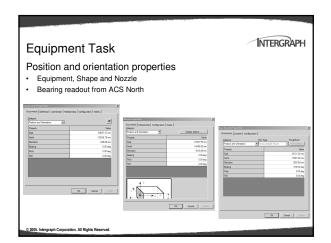


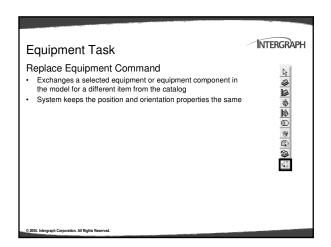












INTERGRAPH **Equipment Task** Manipulation Commands Equipment Entities Manipulation - Select Command - Delete Command - Undo Command - Move Command - Rotate Command - Open the properties page - Copy/Paste Command - Mirror Copy command - Paste and Restore command INTERGRAPH **Equipment Task** Summary - Modeling Catalog Equipments and Designed Equipments have the same structure and the same persistence Catalog Equipments can have optional members (managed by the CAD API) Catalog Equipments can have interactively added shapes, nozzles, Equipment components etc... just like Designed Equipments Designed Equipments have a symbol reduced to a single control point. Their parts are defined in the model Designed Equipments require a placement point at creation time Nozzles are filterable (but show/hide and style rules are not applicable) INTERGRAPH **Equipment Task** Summary - Modeling Equipment Components follow the same logic as Equipments Equipment Components cannot be placed standalone, they must have an Equipment as parent Equipment Components are Assemblies Equipment Components cannot have children Equipment Components Equipments cannot have children Equipments Constraint system works on homogeneous object types: Equipment to Equipment Shape to Shape (for siblings of an Equipment or Equipment component) Equipment Component to Equipment Component (for siblings of an Equipment)