

The Outfitting Course:
Core Classes Training Syllabus



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Pipe Modeling

Introduction

1. Creating a Pipe Model Drawing
2. What Can be Modeled in a Pipe Model Drawing?
3. Interface Settings
4. Optional Configuration Options
5. The Pipe Ribbon
6. Model Drawing Interface and Options
7. ShipConstructor Drawing Options
8. Pipe Drawing Options: The NavAid and Behaviour Settings
9. Visual Styles

System Manager

1. System Management
2. The Spec Level
3. The System Level
4. The Branch Level
5. Strategies of System Modeling

Placing Straight Pipe Elements

1. Inserting a Straight Pipe Element
2. Connections

Creating Bent Pipe Elements

1. Inserting Bent Pipe Elements
2. Mitered Bent Pipes
3. Dynamic Routing Options
4. Routing Along a Polyline
5. Offset Routing

Creating Elbow Elements

1. Inserting Elbow Elements
2. Intersection Mode
3. PartView Advantages

Creating Valves

1. Inserting a Valve
2. Connections and Accessory Packages
3. Accessory Package Overview
4. Valves and the Product Hierarchy
5. Product Hierarchy Review
6. User Defined Attributes Overview
7. Spoolable and un-Spoolable Elements
8. Inserting a Valve using Inline Mode

Creating Cross and Lateral Elements

1. Inserting Cross and Lateral Elements
2. Using the In-line mode
3. Using Intersection Mode

Creating Saddles

1. Add a Saddle to Existing Pipes
2. Add a Saddle with Stock other than Pipe
3. Add a Saddle to Stock other than Pipe

Applying Finishes and Insulation to Pipe Elements

1. Managing Finishes and Insulations

Auto-part Routing

1. Routing with Auto-part Mode ON

The Pipe-UCS Intersection Command

1. Using Pipe-UCS Intersection Command

Stock Constraints

1. Working with Stock Constraints
2. Cutting Pipe to Maximum Length
3. Bender Constraints
4. Switching Transform Mode between Single-part and Multi-part
5. Extract Centerline

Modifying Pipe Routing

1. Anchoring vs. Locking a Part
2. Connecting and Disconnecting Parts
3. Breaking a Pipe at Point
4. Merging Pipe Elements to Bent Pipe

Finding and Replacing Stocks

1. Learn to Find and Replace Stocks

Spooling a System

1. What are Spools?
2. The Lifecycle of a Spool
3. Adding and Removing Spool Breaks
4. The Spool Manager

Pipe Utilities

1. Checking Local Interferences
2. Transferring Parts to another Model Drawing
3. Connecting Parts from Different Drawings

Equipment Catalog and Modeling

Equipment Library

1. Library Interface
2. Creating Equipment Stock
3. Editing Equipment Stock
4. Creating and Editing Standard Drawings

Equipment Model Drawing

1. Creating an Equipment Model Drawing
2. Equipment Model Drawing Options

Inserting Equipment into the Model

1. Modifying Equipment

Project Equipment List (PEL)

1. Managing PEL
2. Creating a New PEL Part
3. Assigning Equipment Stock to PEL Parts
4. Associating/ Disassociating Equipment to/from PEL Items
5. Creating PEL Items from Inserted Equipment
6. Inserting Equipment from PEL

Production Documentation Essentials

What is a Production Drawing?

1. Production Objects
2. What is a BOM?

OUTPUT DRAWING CREATION

1. What are Output Drawings
2. Creation Wizard

BOMS

1. Creating BOM Definitions
2. BOM Field Options
3. Collector Options
4. Inserting a BOM Table
5. Table Options

LABELING

1. Label Styles
2. Label Style Options
3. Automatic and Manual Labeling
4. Option 1: Auto Label All
5. Option 2: Label Viewports
6. Option 3: Viewport Options
7. Option 4: Auto Label Parts
8. Option 5: Manual Label
9. Leader Distribution Lines
10. Creating Leader Distribution Lines
11. Redistributing Leaders on Distribution Lines
12. Inserting New Leaders
13. Property Labels

DRAWING DETAILS

1. Keywords
2. Viewport Options
3. Global Dimension to Point
4. Quality Matrix Label Options
5. Quality Matrix Matrix Options
6. Quality Matrix Dimension Points

UPDATING DRAWINGS

1. Show Out-of-Date
2. Updating drawings

BOM REVISIONS

1. Adding Revision
2. Keywords
3. Viewing Revisions
4. Deleting Revisions

Reports

REPORT BASICS

1. Configure Project Details for Report
2. General Overview of the Part of the Reports Window
3. A Typical Workflow
4. Report Menu Functionality
5. The Menu Bar - File
6. The Menu Bar - Reports
7. The Menu Bar - Window
8. Report Definitions and the Sources Tabs
9. The Tree View Pane
10. The Properties Pane
11. The Generate Report Button

GENERATING REPORTS

1. An Example of Generating a Product Hierarchy Report
2. Viewing Reports
3. Creating and Editing Report Definitions
4. Stock Report Types
5. Product Hierarchy Report Types
6. Distributed Systems Report Types
7. Model Drawings Report Types
8. Other Report Types

CREATING A NEW REPORT DEFINITION

1. The Report Definition Window
2. Set Contents for New Reports
3. Report Actions
4. Editing an Existing Report Definition
5. Changes in the Edit Report Definition Window

6. Changes in the Edit Report Menu

USING REGULAR EXPRESSIONS (REGEX) TO FILTER REPORTS

1. Benefits of Report Filtering
2. Regular Expression Examples
3. Useful Regular Expression Examples