Modeling techniques

The two primary CSiPlant modeling techniques are the use of Insert commands and Draw commands, both of which automatically add elbows, tees and reducers. Although both sets of commands can be accessed using the menu, it's almost always faster to access Draw commands using icons on the left side of the screen. For Insert commands, it's usually faster to to type the letter I keyboard shortcut for quick access.

Draw commands snap to joints (aka points or nodes), grid intersections, and global axes in both + and - directions. Move the mouse along a length of existing piping or snap to a global axis, then on your keyboard type a length. As soon as you start typing, a box will appear on the screen displaying your length input. Default length input is in current units, but users can append their input to use desired units. For example, even if you are in lb/in units, typing 5.5m will result in a length of 5.5 meters converted into current units. Draw commands can be used to add pipe supports, pipe and pipe points, and components.

CSiPlant allows for different areas of the model to be independent and unconnected as long as they are adequately supported. Independent areas of the model will automatically be assigned labels starting with a different unique alpha character.

Type i or I on your keyboard to display Insert commands to insert elements, supports or components to or from multiple selected parts of the model with one command. If a pipe support or component is inserted into an area where there is no existing piping, both piping and support or component are inserted /added with that command.

Graphically select, or use one of the Select menu options to select objects, then press the f or F key on your keyboard or use the Assign menu to assign loads, modify properties, insert pipe supports, or insert piping to the entire selection set with a single command.

If the model utilizes grids, split-screen windows display enables users to work with plan, elevation, and 3D views all at the same time.