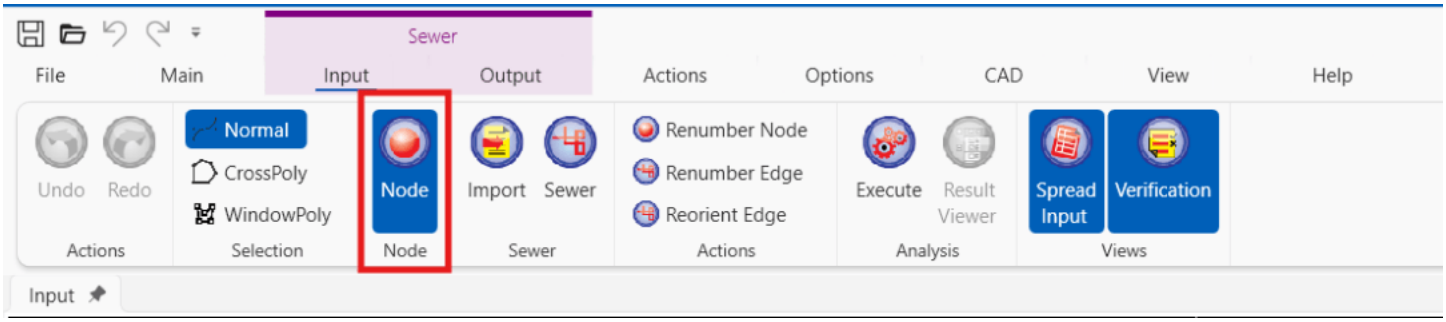
Creating Sewerage Network System

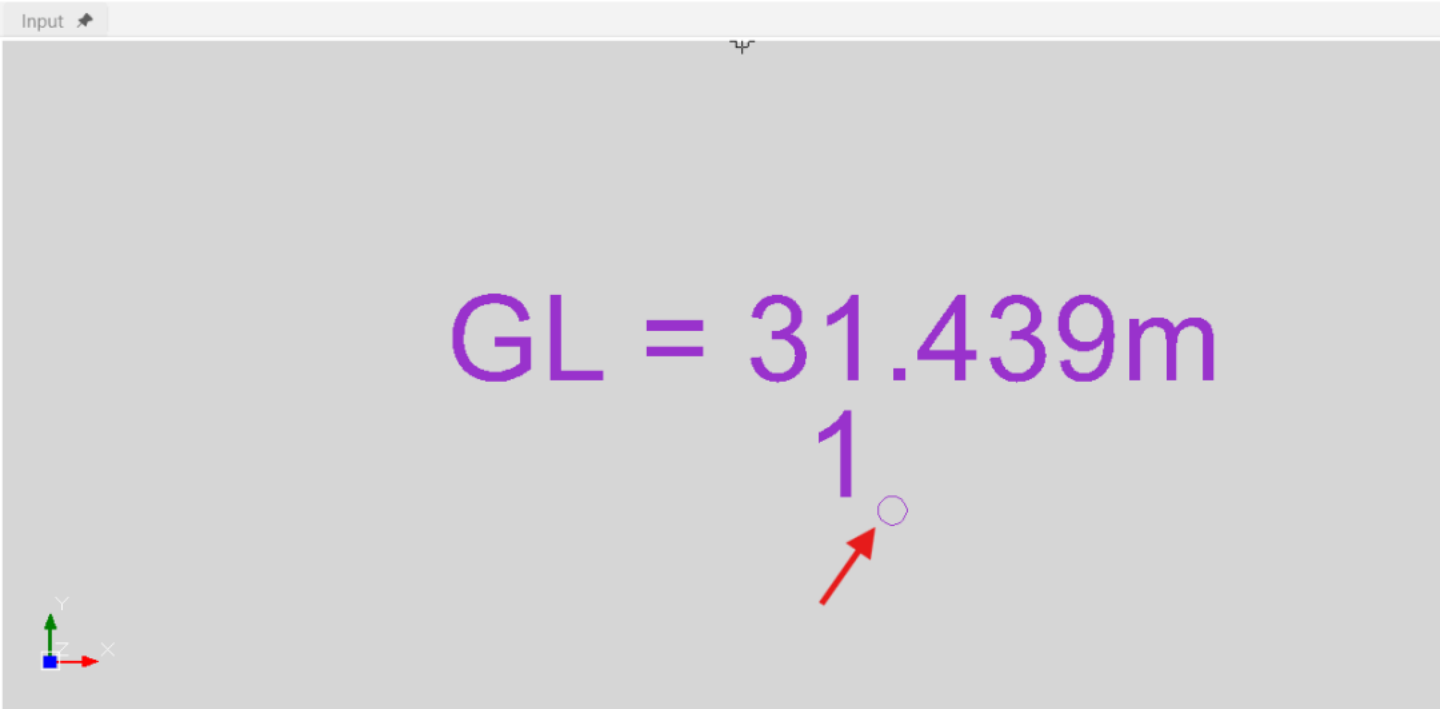
Node · https://mes100.com/docs/creating-sewerage-network-system/

With **Node** and **Sewer** button, a sewerage system can be easily be modeled in MiTS.

Node



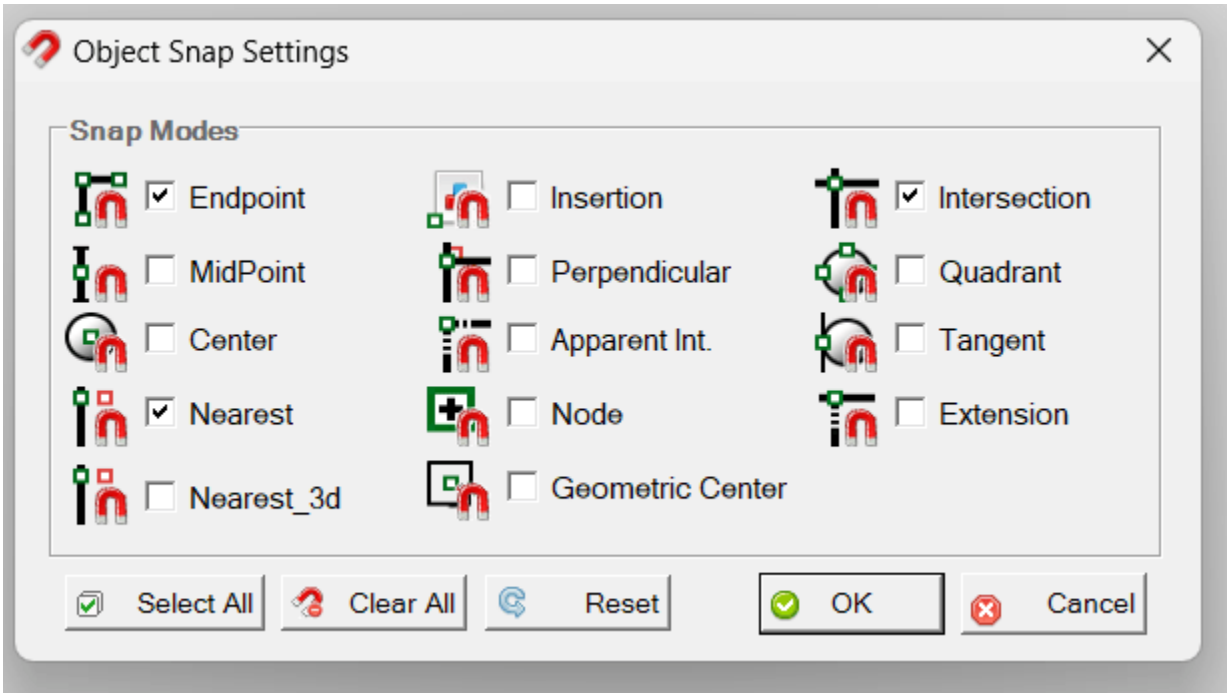
- Click on the "**Node**" button to input the manhole structure on the Input Screen
- Click once anywhere on the Input Screen to activate your cursor into input mode
- Then, users can start to locate the nodes on the Input Screen

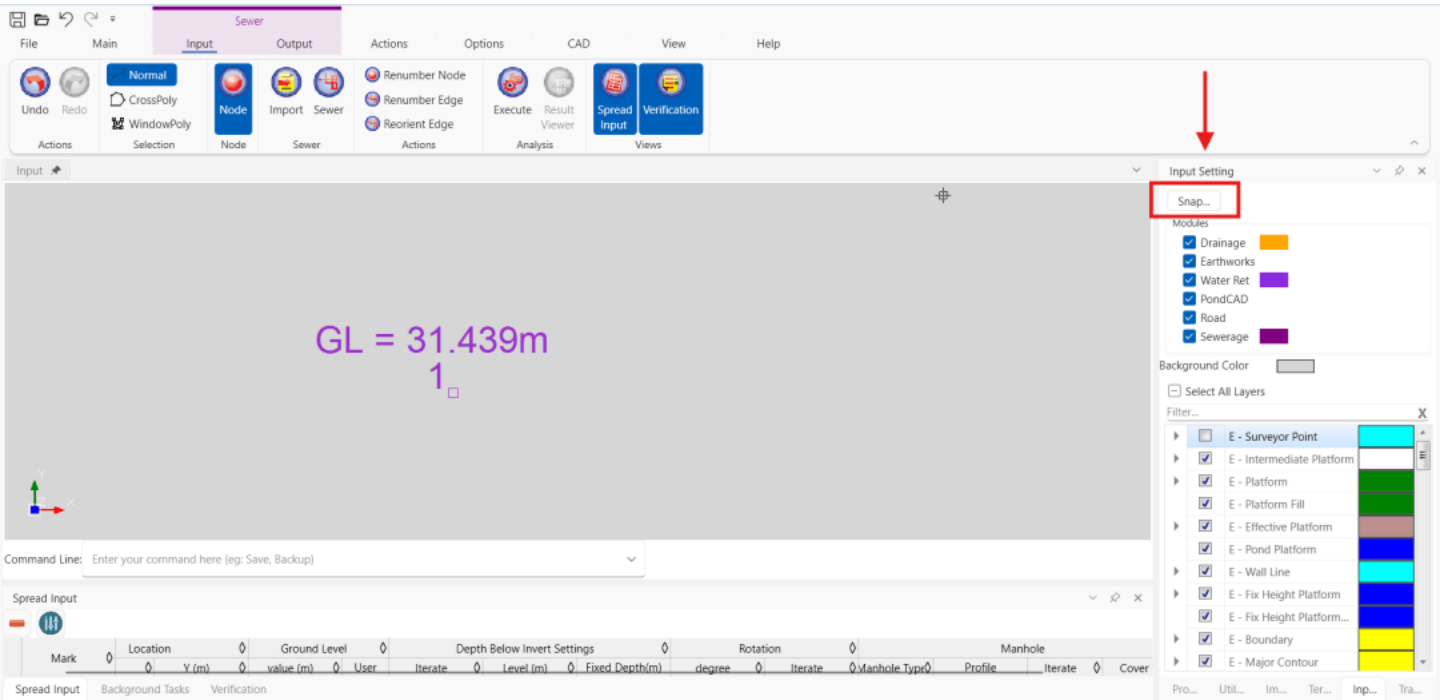


Example of how the Node will look *on the Input Screen*

Note: Object Snapping

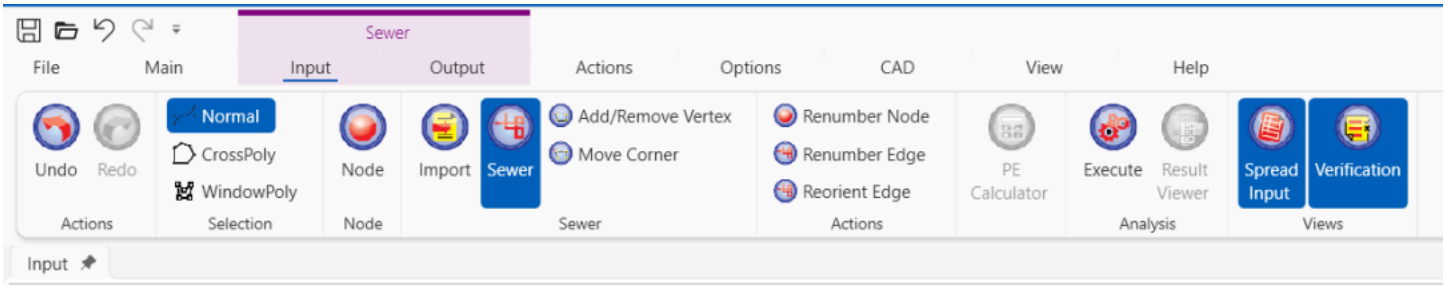
It can be called out either by Ctrl + right-mouse click, or clicking the "*Snap*" button. Users should ensure the necessary Snap Modes have been activated for a precise input.





The "Snap" button is located at the right-hand side Input Setting Grid

Sewer



1. Input the sewer on the Input Screen by clicking the "**Sewer**" button.
2. To input a sewer, users have to connect one node to another.

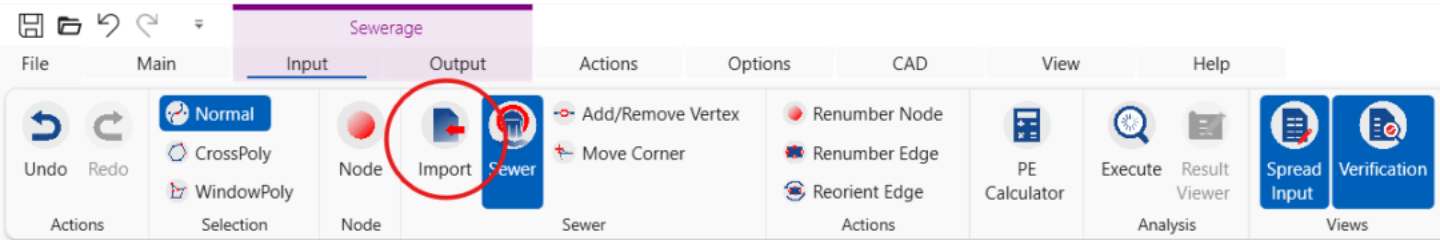
Embedded media:
https://www.youtube.com/embed/2k5I0cZScbQ?version=3&rel=1&showsearch=0&showinfo=1&iv_load_policy=1&fs=1&hl=en-US&autohide=2&wmode=transparent&enablejsapi=1

3. Users are also able to input the exact sewer pipe length by keying in the desired length.
    - Click once on the Input Screen to activate the cursor into input mode
    - Click the first node and key in the sewer length

Embedded media:
https://www.youtube.com/embed/rcP5JMaOnIk?version=3&rel=1&showsearch=0&showinfo=1&iv_load_policy=1&fs=1&hl=en-US&autohide=2&wmode=transparent&enablejsapi=1

Import Sewer Pipe from ACAD

Click Import, select the ACAD file, and tick only the layer that contains the pipe network from the ACAD drawing.

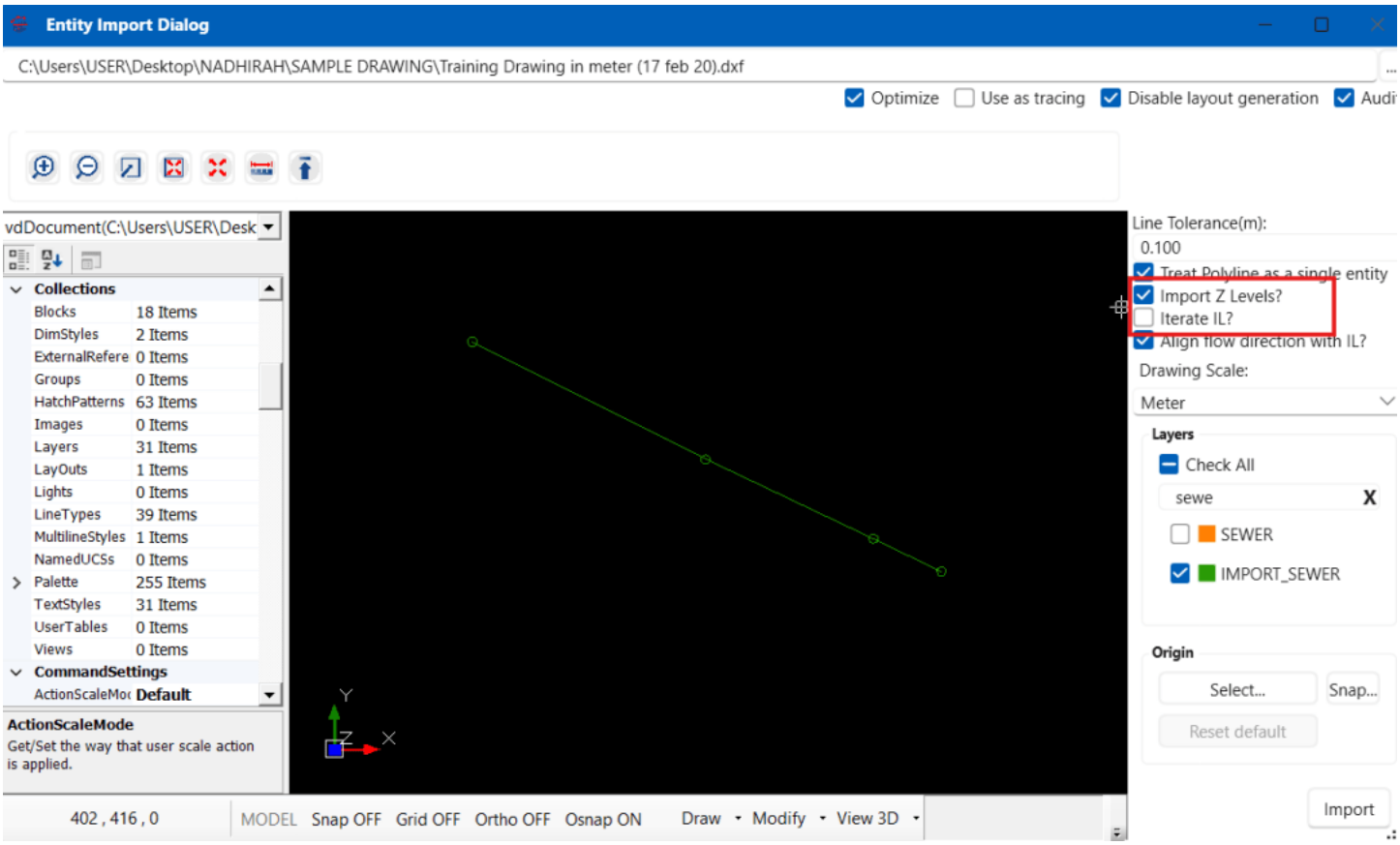




Import Drain with ‘z-values’

Z-level refers to the invert level of the pipe.

If the lines in the ACAD have internal Z values defined in the Properties, tick “Import Z Levels” checkbox to import the invert levels automatically.



Once layer and settings have been configured, click Import at the bottom right corner

Features of Sewer

Users can (1) break, (2) extend, (3) map node to sewer and (4) add parallel sewer line, by selecting the sewer, and then right-click on the selected sewer.

Break Sewer

Users can break sewer pipes from one to several pipes by having a node in between.

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https://www.youtube.com/embed/es8rPxCn9MM?version=3&rel=1&showsearch=0&showinfo=1&iv_load_policy=1&fs=1&hl=en-US&autohide=2&wmode=transparent&enablejsapi=1

Change Length

Users have the flexibility to change the existing sewer pipe length by shortening or lengthening the sewer pipe.

Embedded media:

https://www.youtube.com/embed/g2l4KxSpfSc?version=3&rel=1&showsearch=0&showinfo=1&iv_load_policy=1&fs=1&hl=en-US&autohide=2&wmode=transparent&enablejsapi=1

Map Node to Sewers

Users can map a node to a created sewer network by clicking "**Map Node to Sewers**".

Embedded media:

https://www.youtube.com/embed/jIfws9JDt_w?version=3&rel=1&showsearch=0&showinfo=1&iv_load_policy=1&fs=1&hl=en-US&autohide=2&wmode=transparent&enablejsapi=1

Create Offset Sewers

Users can offset parallel sewer pipes by inserting distance intervals.

Embedded media:

https://www.youtube.com/embed/rtXdxmiL0EA?version=3&rel=1&showsearch=0&showinfo=1&iv_load_policy=1&fs=1&hl=en-US&autohide=2&wmode=transparent&enablejsapi=1

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