

# Inventor Tube & Pipe Design

2-day class

- **Introduction to Tube & Pipe**
  - About Tube and Pipe Designs
  - Tube and Pipe Environment
- **Setup for Routes and Runs**
  - Tube and Pipe Files
  - Creating Tube and Pipe Assembly
  - Tube and Pipe Styles
  - Activating a Style
  - Tube and Pipe Content
  - Placing Library Fittings
  - Placing Authored Fittings
  - Connecting Fittings During Placement
  - Connecting Existing Fittings
  - Editing Fitting Connections
- **Routes and Runs**
  - Creating Rigid Routes
  - Route Start Point
  - Sketching Route Segments
  - Autoroute Regions
  - Creating Derived Routes
  - Defining Gravity for a Self-Draining Route
  - 3D Orthogonal Route Tool
  - Placing Points Along an Axis
  - Creating Bends in Routes
  - Adding a Custom Bend Radius
  - Snapping to Points and Rotations
  - Aligning the Axes
  - Construction Lines
  - Editing Rigid Routes
  - Editing Sketched Routes
  - Editing Autoroute Regions
  - Editing Derived Routes
  - Trimming or Extending Segments
  - Controlling Tube and Pipe Updates
  - Editing Route Fittings and Styles
  - Adding Fittings to a Route
  - Changing a Fitting
  - Applying a New Style
- **Deleting Routes and Runs**
  - Creating Flexible Hose Routes
  - Inserting Nodes
  - Editing Hose Route Nodes
  - Editing Hose Length
  - Edits for Hose Fittings
  - Check Minimum Bend Radius
  - Reuse of Routes and Runs
  - Managing Tube and Pipe Components in iAssemblies
- **Fittings and Components**
  - About Content Center
  - Installation Options
  - Adding a Custom Library
  - Configuring the Content Center File Path
  - Copying Content to a Custom Library
  - Transferring Library Content
  - Creating Custom Content
  - Authoring Tube and Pipe Content
  - Publishing Tube and Pipe Content
  - Document Settings for Published Parts
  - Adding and Editing Family Column Values
  - Adding a Custom Display Name
  - Creating a New Style
  - Configuring a Self-Draining Style
  - Configuring Styles in Templates
- **Documenting Tube and Pipe Assemblies**
  - About Representations
  - About Level of Detail Representations
  - Creating, Saving, and Activating Level of Detail Representations
  - Creating a Substitute Level of Detail
  - Creating Drawing Views
  - Including Route Centerlines
  - Customizing a Parts List
  - Creating Bending Machine Files
  - Exporting ISOGEN Files