

HOW TO MAKE USE OF THE LANDSCAPE/TURF DESIGN FEATURE IN IRRIMAKER

Background

We have recently added a new tool into Model Maker which will allow the user to place nodes and pipes rapidly during turf layout design. The function was created with landscaping or turf designers in mind. One of the key features is when you place emitters or sprinklers on the downstream side of a valve, the program will automatically calculate the theoretical combined flow enabling the user to do better zone and flow estimates. The function is specifically designed to give users quicker access to predefined emitter and pipe shortlists without the conventional irrigation menu.

To Start we need to activate the function by resetting the irrigation shortcut toolbar as follows:

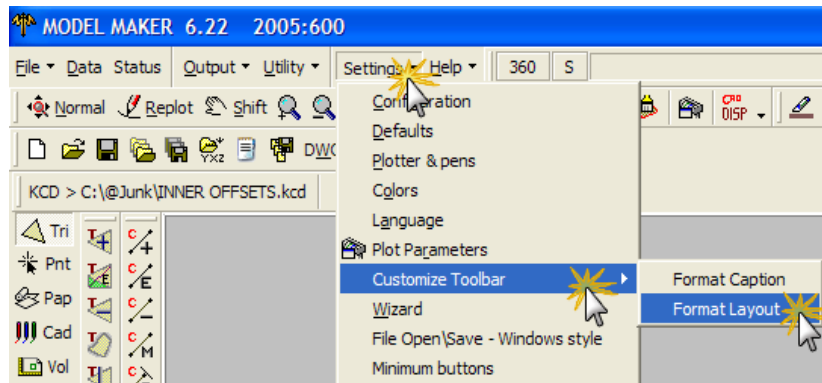
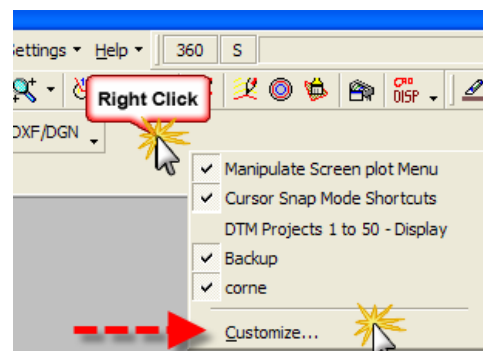
Step 1:

To reset your irrigation menu there are three options, choose the one best suited to you as follows

Option 1: Click on Settings > Customize Toolbar > Format Layout

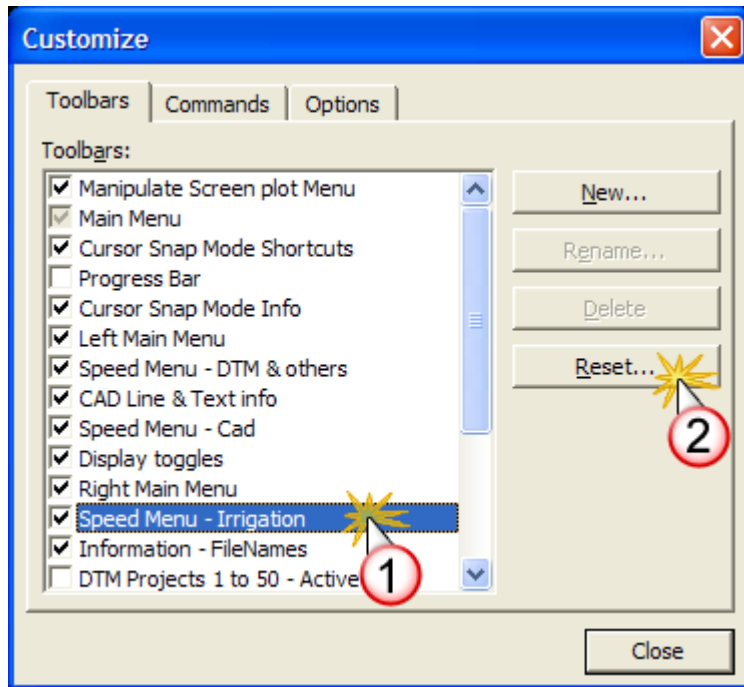
Option 2: If the Layout button is not available on the Main Menu toolbar, simply right click on any toolbar and click Customize.

Option 3: See the "About the MMS screen toolbars and menus" section on page 4.



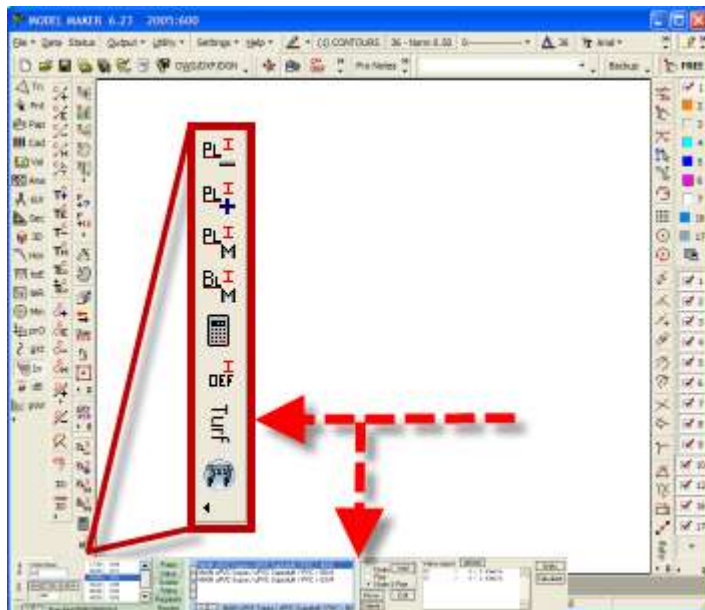
Step 2:

Click on "Speed menu - Irrigation" to select it then click reset then OK, then Close

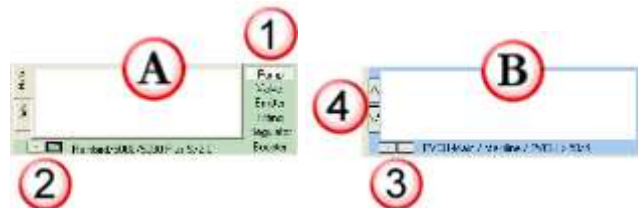
**Step 3:**

You should see the irrigation toolbar appear somewhere on the LEFT main toolbar. Look for the button with TURF written on it, then click on the TURF button.

This should bring up the TURF speedbar at the bottom of the screen.

**Step 4:**

Before you can use the function you have to create a shortlist of **Nodes** **A** for each node type **1** using the "+" button to add nodes and the "-" button **2** to delete nodes from the list. Then you will create a short list of **Pipes** **B** with the "+" & "-" buttons **3**. Use the up and down arrows **4** to change the listed pipe order.



Step 5:

Now simply select a relevant node and pipe size from the short lists and **Add** either a Node or a Pipe or a node and pipe combination using the **Add** button **C**.

Tip: A start node must exist before you can place a pipe and node combination, and two nodes must exist before you can place a pipe segment.

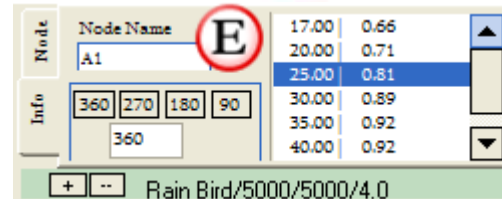
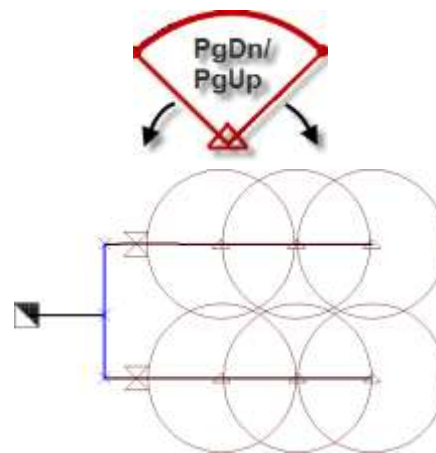
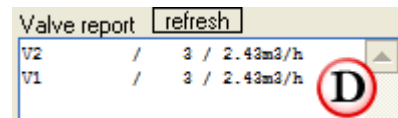
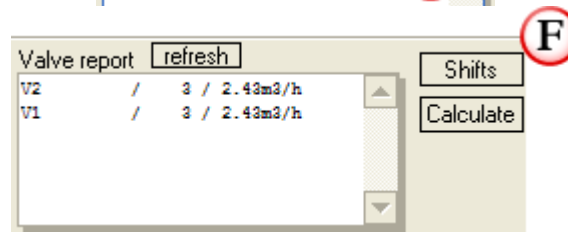
Tip: When placing sprinklers (or any other node for that matter) when you double click the selected node in the short list the program displays the node information like operating pressure, node name (which **should** be edited) and required spray angle in the Info page **E**.

Tip: When placing sprinklers, the spray area can be easily rotated using the PgUp and PgDn keys on your keyboard.

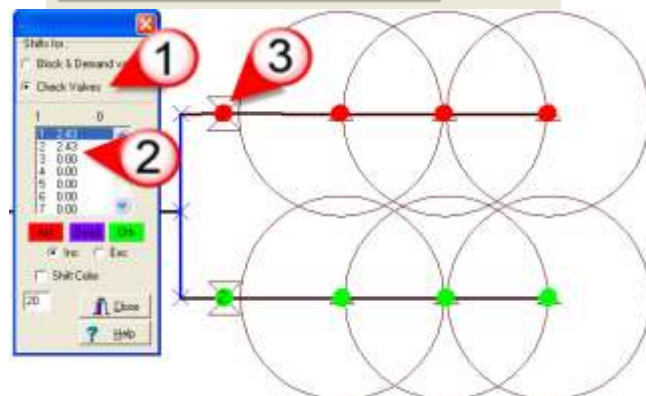
Step 6:

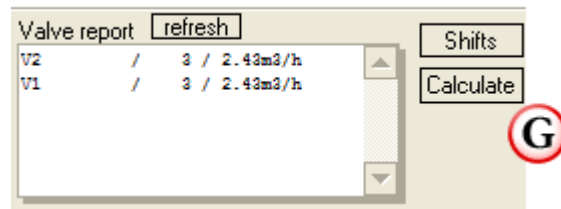
Notice how the flow is accumulated downstream from the valves in the Valve report **D**.

Remember: The pipe diameters are still theoretical and will be sized at a later stage.

**Step 7:**

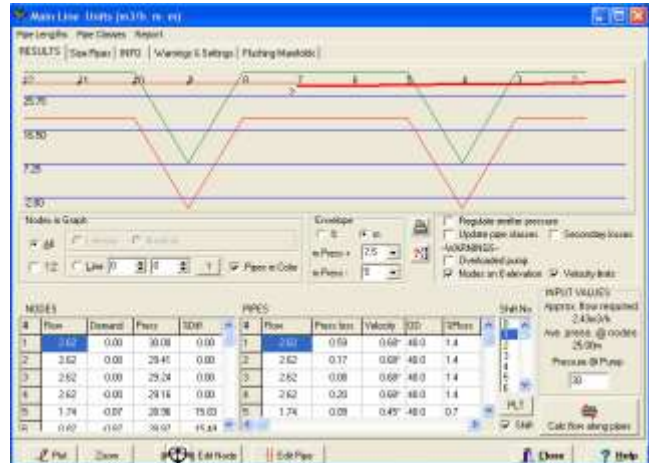
Now we will assign shifts to the valves using the Shifts button **F**. Here you should select Check Valves **1**, select the shift number **2** and click on the valve **3** to assign it to the selected shift.





Step 8: Finally we will design and calculate the mainline as usual by clicking on the Calculate button.

Remember to size the pipes as you would normally for a main line.



Conclusion:

If you have been using Model Maker mostly for block irrigation design you will agree with me that the TURF function is a great addition to the existing irrigation design tools. If you need more info on how to operate the TURF feature you are welcome to contact me at corne AT modelmaker.co.za with any questions.