Attributes Rules

<u>Attribute rules</u> are provided to enhance the editing experience. It is recommended to review these rules to understand the automatic database behavior. These rules may need to be adjusted or enabled to match your implementation.

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Attribute Adjustment

EdgeObject - NetworkLevel From Container

- **Description:** Populates Network Level field of strand with value from containing feature if ASSOCIATIONSTATUS changes
- Is Enabled: True
- Trigger: Update
- Batch rule: False

EdgeObject - Require Calculation

- Description: Require a batch calculation on the parent Cable when a Strand is updated.
- Is Enabled: True
- Trigger: Update, Delete
- Batch rule: False

JunctionObject - Create Chassis Content

- Description: Generates content of Chassis based on asset type and object count attributes.
- Is Enabled: True
- Trigger: Insert
- Batch rule: False

Line - Batch Strand Status

- **Description:** When calculation is required, update strand status fields of Cable based on attributes of content of Cable.
- Is Enabled: True
- Trigger: False
- Batch rule: True

Line - MeasuredLength From Shape

- **Description:** Calculate length of line in specified units
- Is Enabled: True
- **Trigger:** Insert, Update
- Batch rule: False

StructureLine - MeasuredLength From Shape

- **Description:** Calculate length of line in specified units
- Is Enabled: True
- **Trigger:** Insert, Update
- Batch rule: False

Line - NetworkLevel For Content

- **Description:** Populates Network Level field of any content features. Meant to operate on any Cable.
- Is Enabled: True
- Trigger: Insert, Update
- Batch rule: False

StructureEdgeObject - Ductavailable From Content

- **Description:** Update ductavailable attribute when association status changes. Also updates capacity attributes on any Container (duct bank).
- Is Enabled: False
- Trigger: Update
- Batch rule: False

Create/modify new feature or attribute

Line - Connection Point At Vertex

- **Description:** Create connection points at vertex. Generates connection points at a vertex when within a distance of a structure junction.
- Is Enabled: True
- Trigger: Insert
- Batch rule: False

Line - Create Strands in Cable

- **Description:** Generates strands inside a cable based on the strand count field. Must be snapped to a Cable Terminator, Splice Enclosure, or Splitter Enclosure. Will create Connectors and connect strands.
- Is Enabled: True
- Trigger: Insert
- Batch rule: False

Line - Contain Communications Line In Structure Line

- **Description:** Rule searches for structure line containers within a certain distance to contain the cable in it.
- Is Enabled: True
- Trigger: Insert
- Batch rule: False

StructureLine - Create Ducts In Duct Bank

- Description: Generates ducts inside duct banks based on the ductshigh and ductswide fields
- Is Enabled: True
- Trigger: Insert
- Batch rule: False

StructureLine - Contain Structure Line in Structure Line

- **Description:** Rule searches for structure line containers within a certain distance to contain the structure in it. This supports adding a conduit or duct bank in a trench or tunnel and a lashing guy in an Aerial Span.
- Is Enabled: True
- Trigger: Insert
- Batch rule: False

Validation

StructureLine - Distance From Container

- Description: Validates that the feature is within a specified distance from its container feature
- Is Enabled: False
- Trigger: Insert, Update
- Batch rule: False