STATUS_ and FLAG Database Columns

Note 1: These columns are a "bitwise" number that represent several settings for a CADWorx component. The value stored in the database is a summation of settings used. For example: A value of 5 specifies that a setting of 1 and a setting of 4 is used for the component. Note 2: STATUS_ column is stored as character text in CADWorx P&ID database

| CADWorx P&ID (STATUS_ database column) | |
|--|---|
| Value | Setting |
| 1 | If bit is on, process line or instrument line breaking priority 1 is set (A priority 2 line will break when intersecting a priority 1 line – and so on) |
| 2 | If bit is on, process line or instrument line breaking priority 2 is set |
| 4 | If bit is on, process line or instrument line breaking priority 3 is set |
| 8 | If bit is on, process line or instrument line breaking priority 4 is set |
| 16 | If bit is on, process line or instrument line breaking priority 5 is set |
| 32 | If bit is on, process line or instrument line breaking priority 6 is set (this bit is not used) |
| | If bit is on, process line or instrument line breaking priority 7 is set (this bit is not used) |
| | If bit is on, update block attributes (On by default) |
| 256 | If bit is on, this is a FROM link arrow. If this bit is off, this is a TO link arrow |
| 512 | If bit is on, underline tag attribute for mechanical and vessel components (On by default) |
| 1024 | If bit is on, this is an embedded instrument (No graphic in drawing file – only a row in the database) |
| 2048 | If bit is on, this row will update multiple graphics entities in drawing (Used with Matched IDs) |
| 4096 | If bit is on, do not update process information for process lines |
| 8192 | If bit is on, manual update loop or line number or manual update size or spec. |
| 16384 | Not used |

| CADWorx Plant (FLAG database column) | |
|--------------------------------------|---|
| Value | Setting |
| 1 | If bit is on, this is a valid CADWorx component. If bit is off, ignore this component. |
| 2 | If bit is on, world points from XDATA are used. If bit is off, real points from XDATA are used. |
| 4 | If bit is on, this is an existing component. |
| 8 | If bit is on, this component has CAESAR II data or Insulation data |
| 16 | If bit is on, this is other half of component created with Break Pipe command. |
| 32 | If bit is on, this is an open spectacle blind. If bit is off, this is a closed spectacle blind. |
| 64 | If bit is on, bent component is based on pipe data file. If bit is off, bent component is based on elbow data file (Scaled Component up to V3.2). |
| 128 | If bit is on, this component has CAESAR II Material data. |
| 256 | If bit is on, this component is a Butt-weld Valves. If bit is off, this component is a flanged valve. |
| 512 | If bit is on, addition CADWorx information is available |
| 1024 | If bit is on, this component was an Optional Component from the spec. |
| 2048 | If bit is on, this is an "Erection" item for BOM purposes. (If all three bits (2048, 4096, 8192) are off, this is a "Fabrication" item for BOM purposes). |
| 4096 | If bit is on, this is an "Offshore" item for BOM purposes. |
| 8192 | If bit is on, this is an "Other" item for BOM purposes. (Not Used With ISOGEN). |
| 16384 | Not used |