

# Pipeline Crossings Solutions for Oil & Gas Engineering Excellence

## What Pipeline Crossings Workflow Does:

- Integrates with the Pipeline HUB\*, PLTB\*, Hierarchy Panel, and ArcGIS
- Any combination of Wheel Load, Track Load, API-1102, Uncased Crossing Design calculations simultaneously
- Cuts analysis time by 50-75%
- Enables more engineering time to make data-driven decisions
- Improves consistency and collaboration across the engineering organization

## Pipeline Crossings Workflow Benefits:

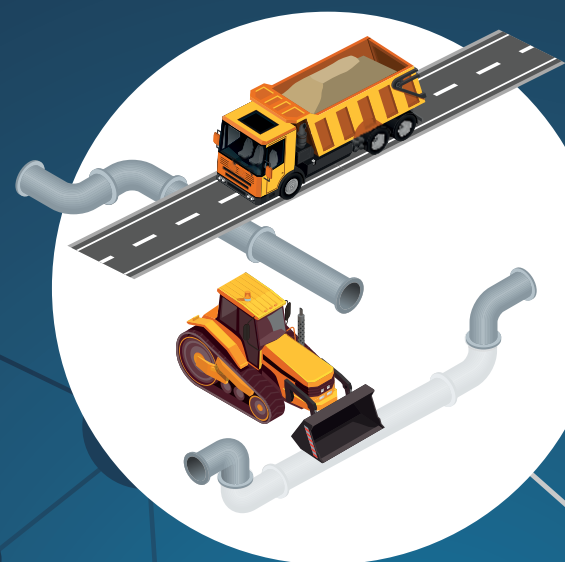
- Improves ROI on software investment
- Improves ROI on pipeline infrastructure
- Reduces CapEx, OpEx, and risk exposure

## How The Pipeline Crossings Workflow Module Does It:

- Minimizes simplifying-assumptions and manual input errors
- Integrates with your asset database(s) to autopopulate inputs
- Automation of iterations to analyze multiple scenarios simultaneously
- Consolidates reports/results and stores analysis history
- Encourages a collaborative environment that delivers more eyes on the same analysis and reduction in the duplication of effort by allowing users to view cases and calculations made by others, regardless of geography

## Enhance Your Experience with The Pipeline HUB (HUB<sup>PL</sup>) Capabilities:

- Integrate with GIS data to bring context; a picture is worth a thousand words
- Puts asset data and analysis history at your fingertips
- Shares data with other modules via an intuitive Hierarchy panel and ESRI map integration
- Automates multiple scenarios iteratively through PLTB on the HUB<sup>PL</sup>
- Perform ad-hoc analyses on asset data and histories of calculation results



**Stress Analysis**  
Multiple Pipes, Vehicles  
and Roads



**GIS Integration**  
Leverage Your Asset  
Database



**PLTB Crossings  
Solution**  
Analyze Results



**Plan Next Step**  
Reroute, Upgrade,  
or Cross

\*Required Software: HUB<sup>PL</sup> and Pipeline Toolbox

**TECHNICAL  
TOOLBOXES**

Toll Free: (866) 866-6766  
info@technicaltoolboxes.com  
www.technicaltoolboxes.com