Impact of disabled units on the Equipment List

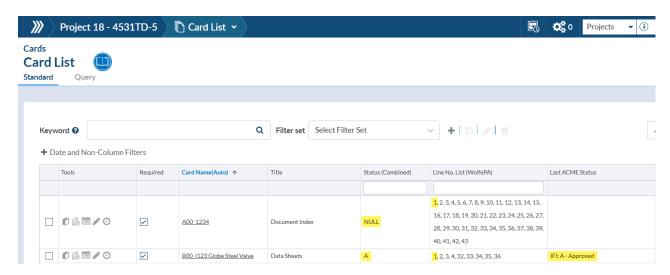
08/28/2025 7:36 am MDT

Overview

Sometimes equipment units need to be disabled and this affects the existing cards. Changes apply differently to cards linked to both active and disabled units, compared to cards linked only to disabled units.

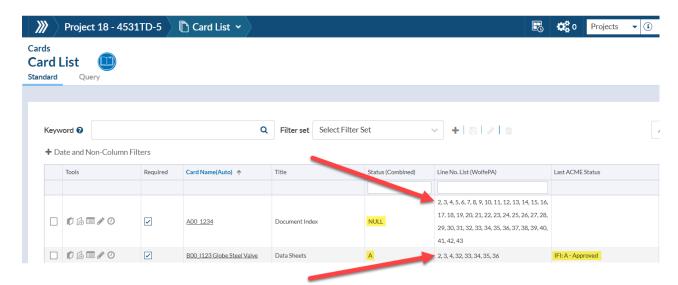
Let's see some examples:

How changes affect cards that are still connected to at least one active unit



In the example above, there are two cards: one with NULL status and one with completed (approved) status.

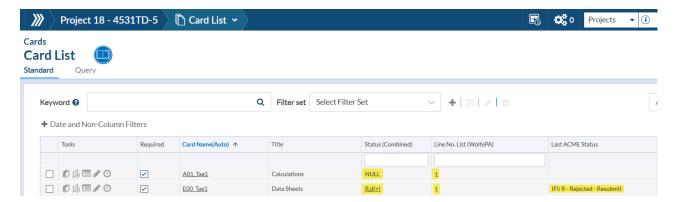
We will disable line 1 using the steps in the article Disable Equipment to see how the changes affect these cards.



In this case, regardless of the card status (NULL or processed, i.e., approved), the disabled unit is automatically

removed from the cards.

How changes affect cards that are connected only to disabled units



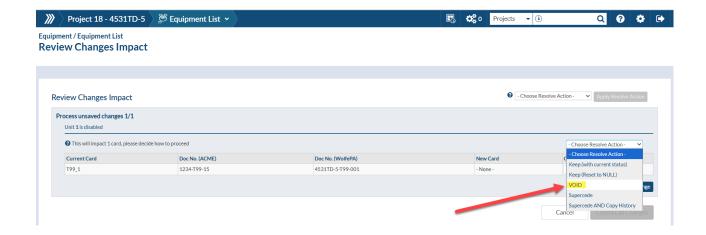
In the example above, there are two cards: one with NULL status and one with incomplete (rejected) status.

When all units linked to a card are disabled, the impact differs depending on whether the card is NULL or already processed.

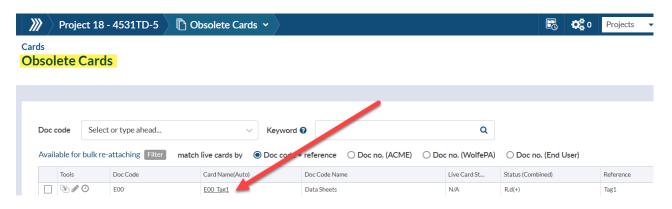
- NULL cards are automatically removed from the Card List.
- For cards that have been processed (status other than NULL), you must first review the impact of changes on the Equipment List before applying any updates.



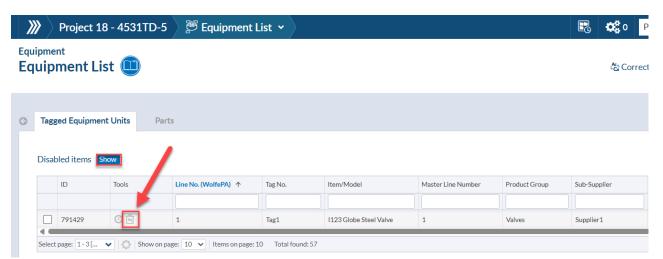
For these cards, the only available action will be 'Void,' since they no longer have any linked units.



Once the changes are saved, these cards will be moved from the Card List to Obsolete Cards.



How cards are affected if a previously disabled unit is re-enabled

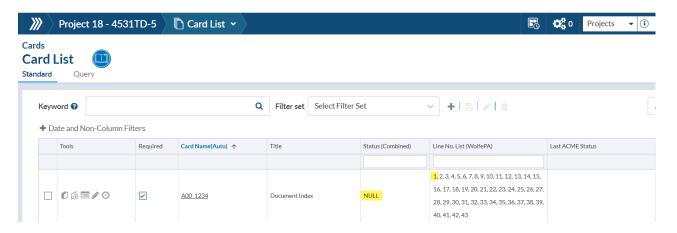


Disabled units can be re-enabled on the Equipment List > by clicking on the Disabled items Show button.

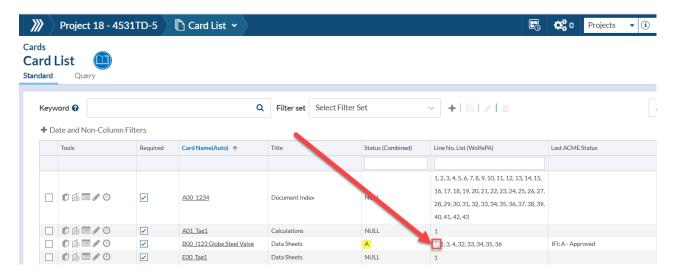
Once the unit is re-enabled, the changes affect NULL cards and processed cards (status other than NULL)

differently.

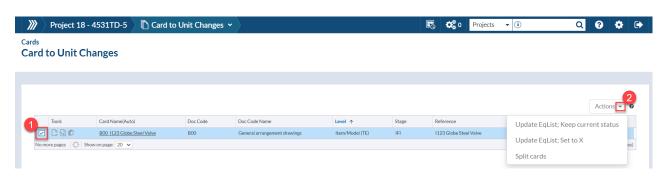
- The re-enabled unit will be automatically added to all NULL cards according to the selected level. For example, if order level is selected, the unit will be added to the existing card.



- If the card has already been processed (status other than NULL), the system will provisionally add the unit in grey to the line list on the Card List and this must be managed on the Card to Unit Changes page to confirm how to proceed.



Navigate to Project Menu > Card to Unit Changes



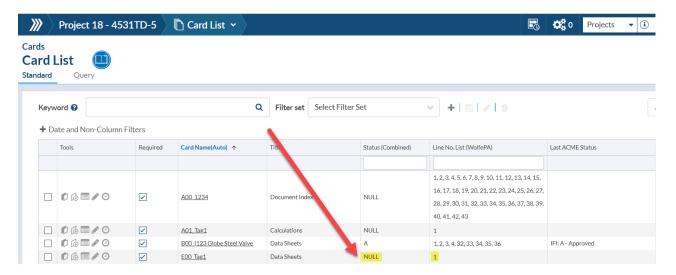
There will be the option to:

- Update EqList; Keep Current Status
- Update EqList; Set to X
- Split Cards

(Details are included in the article: Process Card to Unit Changes)

Note that the system treats the re-enabled unit as a new addition to the Equipment List. As a result, new NULL cards will be created if applicable based on the selected level.

In the examples above, the Data Sheet card linked to line 1 was moved to Obsolete because all its units were disabled. Now that unit 1 has been added back to the Equipment List, a new NULL card has been automatically generated.



If needed, the history and status of an obsolete card can be restored from the Obsolete Cards page by following the steps in the article: Obsolete Cards and How to Manage Them

