Interfacing Trane Simulations with GLD

The purpose of this document is to demonstrate how cooling and heating load data required by the GLD software can be derived from Trane energy simulation results.

Introduction

GLD considers many variables when calculating the geothermal heat exchangers. For example, in the design of a vertical loop system, GLD analyzes loads requirements, borehole depth, spacing, and quantity, along with piping lengths, soil thermal conductivity, and fluid properties. The role of Trane Trace is to generate the load that GLD uses to optimize the heat exchanger design. Both cumulative loads and peak loads for all months of the year are required to take advantage of GLD's full analysis capability.

GLD Load Requirements:

- 1. Total monthly cooling coil load (kBTU) (cumulative effects)
- 2. Maximum hourly cooling coil load (BTUH) (peak magnitude)
- 3. Total monthly heating coil load (kBTU)
- 4. Maximum hourly heating coil load (BTUH)

These four requirements automatically are output by Trane Trace in the form of GTH or GTXfiles. In turn, these GTH or GTXfiles can be imported into GLD for easy use.

How to Create a GTH File

Overview

When ground source heat pump equipment is included with a TRACE calculation, a GT report is generated. This file can be found in the same location as the main file and although it will have the same name as the original file, the extension will be GT1 for alternative 1, GT2 for alternative 2, etc. This file contains the monthly peak heating and cooling loads calculated by TRACE and can be imported into GLD for use in calculating the capacity of the loop.

Method

- 1 You must run Trane Trace v6 or later to output GTH/GTXfiles
- 2 On the cooling plant equipment side, select Water Source in Plant and then select Ground Source as can be seen in the image below:
- 3 When performing the calculations, check the energy selection
- 4 GTH/GTXfiles are created automatically and exported into the folder where outputs normally go
- 5 Transfer the GTH/GTXfiles into the Ground Loop Design/Zones folder
- 6 You can now import these files into GLD.

