



Stirring/Fan



To specify stirring or fan shapes, right-click the shape. To add text, select the shape, then type. To move the text, drag the control handle . To connect the shape to other shapes, glue its endpoints to connection points

 or endpoints on the other shapes.


Crossings

To specify a crossing junction type, right-click the shape. To move a vertical crossing, drag a control handle ■. To connect the crossing to other shapes, glue its endpoints to connection points ☒ or endpoints on the other shapes.


Junctions

To change the number of junctions, right-click the shape. To change the vertical location of a junction, drag a control handle . To connect the junction to other shapes, glue its endpoints to connection points  or endpoints on the other shapes.

Cross

To specify a cross style, right-click the shape. To connect the cross to other shapes, glue its endpoints to connection points  or endpoints on the other shapes.

Heated/Cooled Pipe


To change pipe length, drag an endpoint. To connect the pipe to other shapes, glue its endpoints to connection points  or endpoints on the other shapes.

Jacketed/Lagged/Sleeved Pipe


To move the body of the shape along its line, drag the control handle ■. To connect the pipe to other shapes, glue its endpoints to connection points

⊠ or endpoints on the other shapes.


Support Shape


To specify variations on a shape, right-click the shape. To connect the shape to other shapes, glue its endpoints to connection points  or endpoints on the other shapes.

Elbows

To change the direction of the bend, select a pipe, then choose Flip Horizontal or Flip Vertical from the Shape menu. To connect a pipe to other shapes, glue the endpoints on a connector shape to connection points  on the pipe.

Devices

To add text, select the shape, then type. To move text on most device shapes, drag the control handle . Control handles provide other shape actions. To see what a control handle on a selected shape does, pause the pointer over the handle. To connect the shape to other shapes, glue its endpoints to connection points


 or endpoints on the other shapes.


Rotary Motion

To change the curve, drag the selection handle. To add text, select the shape, then type. To move the text, drag the control handle ■. To connect the shape to other shapes, glue its endpoints to connection points

⊠ or endpoints on the other shapes.

Access and Flow Restriction Shapes



To specify variations on a shape, right-click the shape. (Note that not all access and restriction shapes have variations.) Control handles provide other shape actions. To see what a control handle  on a selected shape does, pause the pointer over the handle. To connect the shape to other shapes, glue its endpoints to connection points

 or endpoints on the other shapes.

Flexibility Shape

To move the flexibility indicator on the line, drag the control handle ■ associated with the indicator. To add text, select the shape, then type. To move the text, drag the control handle associated with the text. To connect the shape to other shapes, glue its endpoints to connection points ☒ or endpoints on the other shapes.

Indication of Flow

Use this shape to indicate flow direction. To move the arrow on the line, drag the control handle . To connect the flow indicator to other shapes, glue its endpoints to connection points  or endpoints on the other shapes.

Support Shape


To move the symbol on the line, drag the control handle ■. To resize the shape, drag a selection handle.

To connect the shape to other shapes, glue its endpoints to connection points
⊠ or endpoints on the other shapes.


Weight Device

To resize the weight device proportionally, drag a selection handle. To connect the weight device to another shape, drag its control handle ■ to a connection point on the other shape. To add text, select the shape, then type. To move the text, drag the control handle associated with the text.


Pipelines

Represents a type of pipeline. To change pipeline length, drag an endpoint. To connect other shapes, glue an endpoint on this shape to a connection point  on the other shapes.


Double Branch


Represents a double-branched pipeline. To change pipeline length, drag an endpoint. Connect endpoints on other pipe shapes to the connection points  at the ends of this shape's branches. To connect other shapes, glue an endpoint of this shape to a connection point on the other shapes.

Mechanical Linkage


To change shape length, drag an endpoint. As the shape resizes, its pattern repeats. To connect the shape to other shapes, glue its endpoints to connection points  or endpoints on the other shapes.


Y Strainer

To connect this shape to other shapes, glue an endpoint on a 1-D shape to a connection point  on this shape. To change the length or width, drag a side selection handle.



To resize the strainer, or change its angle, drag the bottom control handle . To add text, select the shape, then type. To move the text, drag its control handle.

Pipeline Features


To move the shape on the line, drag the control handle . To connect other shapes, glue an endpoint on this shape to a connection point

 on the other shapes. To add text, select the shape, then type. To move the text, drag the control handle associated with the text.

Pipeline Features

To connect this shape to other shapes, glue feature endpoints to connection points  or endpoints on other shapes. To add text, select the shape, then type. To move the text, drag the control handle  associated with the text.

Liquid Seal



To specify a liquid seal variation, right-click the shape. To connect this shape to other shapes, glue an endpoint on a 1-D shape to a connection point  on this shape. To add text, select the shape, then type. To move the text, drag its control handle

 .

Exhaust Head

To add text to an exhaust head, select the shape, then type. To move the text, drag the control handle ■ associated with the text. To connect an exhaust head to another shape, glue the exhaust head's endpoints to connection points ☒ or endpoints on other shapes.


Joint

To move the joint along the line, drag the control handle . To resize the joint, drag the selection handles. To add text to a joint, select the joint, then type. To move the text, drag the control handle associated with the text. To connect a joint to another shape, glue joint endpoints to connection points  or endpoints on other shapes.

Pipeline Features

To move the feature shape along the line, drag the control handle ■. To add text, select the shape, then type. To move the text, drag the control handle associated with the text. To connect a feature to another shape, glue feature endpoints to connection points ☒ or endpoints on other shapes.

End-Cap Types


To specify an end cap variation, right-click the shape. To connect an end cap to another shape, glue endcap endpoints to connection points  or endpoints on other shapes.

Joint with Options


To specify a joint variation, right-click the joint. To move the joint along the line, drag the control handle ■. To resize a joint, drag the selection handles. To add text to a joint, select the joint, then type. To move the text, drag the control handle associated with the text. To connect a joint to another shape, glue joint endpoints to connection points

☒ or endpoints on other shapes.


Valve

To specify valve type, right-click the shape. To connect this shape to other valves or piping components, glue an endpoint on a 1-D shape to a connection point  on this shape.


Valve

To connect this shape to other valves or piping components, glue a connector shape to a connection point  on this shape.


Plug

To specify plug type, right-click the shape. To connect this shape to other plugs, valves, or piping components, glue an endpoint on a 1-D shape to a connection point  on this shape.


Actuating Method

Use this shape to show how a valve is operated. To connect an actuating method to a valve, glue the actuating method's endpoints to two connection points  on the valve.


Connecting Units

Represents automatic control and the type of power used to activate a valve. To set power type, right-click the shape, then choose Set Power. In the dialog box, choose a letter for the type of power you want (P=Pneumatic, M=Electric Motor, F=Hydraulic, S=Electromagnetic, and H=Manual). To choose the type of control, right-click the shape. To connect the connecting units shape to a valve, glue the shape's endpoints to two connection points  on the valve.

Actuating Method

Use this shape to show how a valve is operated. To specify a method type or standard, right-click the shape. To connect an actuating method to a valve, glue the actuating method's endpoints to two connection points  on the valve.

Motor Elements

Represents a motor attached to a valve and the state the motor is in. To specify a motor state, right-click the shape. To connect a motor elements shape to a valve, glue the shape's endpoints to two connection points  on the valve.

