# **Device Symbols**

To specify a 2-D or 3-D version of the symbol, right-click the shape, then choose Set 3-D Effect. To turn the 3-D effect on or off for the page, make sure no shapes are selected, right-click the page, then choose Properties. To replace existing text, select the shape, then type. Control handles provide other shape actions. To see what a control handle (\*\*) on a selected shape does, pause the pointer over the handle.

#### Connection

Use this shape to connect distant lines in a diagram. To replace existing text, select the shape, then type.

To connect this shape to other shapes, glue an endpoint on a 1-D shape to a connection point  $(\times)$  on this shape.

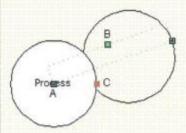
### Class with Attributes

Represents a class with or without data or operation attributes. To create an attached page for describing class details, right-click the shape, then choose Link To Page. To link the shape to another drawing or document, right-click the shape, then choose Link To Document.

To resize a cell, drag the control handle (w). To connect this shape to other shapes, glue an endpoint on a 1-D shape to a connection point (x) on this shape. To replace existing text, select the shape, then type.

# Loop-on-Center Connector Shape

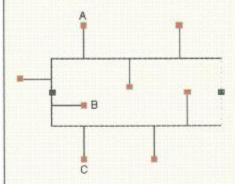
To add text, select a connector, then type. To change the line ends, right-click the shape. Glue an endpoint to a connection point (x) on a process shape.



- A Glue to connection point at center of process or state shape.
- B Drag to change arc size.
- C Drag to change arc position.

# **Bus Topology**

To specify a three-sided or straight bus, right-click the shape. To enter configuration details, right-click the shape, then choose Properties.



- A Drag to glue connectors to other shapes.
- B To control when interior connectors snap to the top or bottom when stretched, right-click the shape, choose Properties, then change the value.
- C Drag to the dashed line on the shape to delete the connectors.