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AutoCAD P&ID 2010 – Creating a multi-line valve tag

The standard "out-of-the-box" valve annotations in AutoCAD P&ID only include one line. To add a second line of information you can create a new data property (you could also use an existing property.) Then you create a new annotation containing the second line. Here's how:

- 1. Open the Project Setup (Command: **projectsetup**)
- 2. Add a new property for the "Hand Valves" class

For this example I'll use "CommodityCode", setting the type as a "String" because it will contain both numbers and letters.

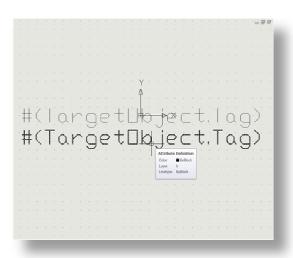
Add Property		8
Property name:		
CommodityCode		
Display name:		
Commodity Code		
Choose a type		
String		
Numeric		
🔘 Boolean		
Symbol List		
Selection List		
Acquisition		
	OK Cance	

3. Next, click "Add Annotation." Set the symbol name to "ValveCommodityCode" (leave the block name as the default for now) and click "OK"

A Syr	mbol Settings	
ę	Symbol Propert	ies 🔺
	Symbol Name	ValveCommodityCode
	Block	Valve Label_block
(General Style Pr	operties
_	Layer	Text
	Color	ByLayer
	Linetype	Use Current
	Linetype Scale	Use Current
	Plotstyle	ByColor
	Line weight	Use Current
(Other Propertie	s 🔺
_	Symbol Scal	1.0000
	Use target p	No
	Linked	Yes
	Auto insert?	Auto Insert
	Offset X	0.0250
	Offset Y	0.2500
		OK Cancel Help
-		

Note: If you click "Edit Annotation" you'll notice the software has updated and now there is a new block name ready to be edited.

- 4. Now you are ready to add the second line of text, so click "Edit Block"
- 5. From the block editor you will add a second line. To do this, selecting the existing line, right click and select "copy selection", click to set a point of displacement, and then click again in the location where you want the new line. I am adding this new line just below the first line.



6. <u>Make sure the second line of text is selected</u> and click the "Assign Annotation Format" button.

#(.)

7. Select the new property added to the Hand Valves class. In this case "Commodity Code"

Class:		Property: Class Name
Equipment Inline Assets Angle Ball Valves Angle Globe Valve Angle Valve Angle Valve Ball Valve Ball Valve Ball Valve Butterfly Valve Check Valve Continuously Operated Valve Diaphragm Valve Diaphragm Valve Diaphragm Valve Gate Valve Gate Valve Gate Valve Gobe Valve Giobe Valve Giob	E	Llass Name Description Manufacturer Model Number Supplier Comment Rlag Size Spec Tag Valve Code Normally Failure End Connections Number Code Commodity Code
Use Target Object's Property		OK Cancel Help

- 8. Click "Save Block" and then close the block editor.
- 9. Your Project Setup should look something like this:

General Settings Project Details	Class settings: Hand Symbol									
- Drawing Properties			•	Add Symbol						
Eports P&ID DWG Settings			-	Edit Symbol						
- End Connections				Remove Symbol						
- Line Settings - Export and Import Settings No preview avai		w available								
Paths Data Manager Configuratic										
P&ID Class Definitions			Ad	d to Tool Palette						
 Engineering Items Equipment 	Properties									
i⊒ Equipment ⊡ Inline Assets ⊡ Hand Valves	Property Name	Property Description	Display Name	Default Value	Property Type	Acquisition	Read Only	Visible	-	Add
Hand Valves Fiping Fillings	*ClassName	System property	Class Name	Hand Valves	String	None	∨	V		Edit
Piping Special International International	"Description	cyclein property	Description	Hand Valves	String	None				Remove
⊞ Reducers ≣ Instrumentation	*Manufacturer		Manufacturer		String	None				
	*ModelNumber		Model Number		String	None				
	*Supplier		Supplier		String	None				
- Pipe Line Group	*Comment		Comment		String	None				
Signal Line Group	*Size	System property	Size	Acquisition -	List	PipeLines.Size				
lant 3D DWG Settings	"Spec	System property	. Spec	Acquisition -	List	PipeLines.Spec		√		
	Tag	System property	Tag		String	None		V		
	ValveCode		Valve Code		String	None		V	Ξ	
	Normally	System property	Normally	NO -	Symbol List	None		V		
	Failure		Failure		String	None				
	EndConnections	System property	End Connections	Unspecified 🔻	List	None		V		
	Number		Number		String	None		V		
	Code		Code		String	None		v		
	CommodityCode		Commodity Code		String	None		V		
	Annotation Style			Valve Label 🔫	Annotation					
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	SupportedStand			3	Bitwise Flag					
	DisplayName			Hand Valves	String					
	GraphicalStyleN				Graphical				-	
				ř I	1					
	Taq format Hand Valve Taq [Code-Number]				Annotation		י			
	nanu vaive ray [O	odo Malinberj		New	ValveCommodityCode		Add Annotation			
				Modify	Modify			Edit Annotation		
				Delete	 4(TargetObject.Tag) 4(TargetObject.ConnodityCode) 		Remove	Annotation		
					#ClorgetObje	ct.lonnodityEade	-	Block		
							Edit	DIOCK		
4										
							Apply	OK Ca	ancel	Help

Figure 1 - Notice the new Commodity Code property and the new annotation.

10. Click "Apply", then click "OK" to save changes.

Here is an example of the new multi-line valve label:

CPPASSET	- 🖳 🔩 🞼							
eneral	,,		·					
Color	ByLayer							
Layer	Mechanical	· ·	•	•	•	•	•	·
Linetype	ByBlock							
Linetype scale	1.00	· ·						
Plot style	ByColor							
Lineweight	ByLayer							
Hyperlink		· ·	·	•	•	•		•
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Position X	3.38	· ·			1 2			-
Position Y	14.00			1	/	:		
Position Z	0.00							
Scale X	0.25							
Scale Y	0.25				۔ مرب ا			
Scale Z	0.25							
1isc	*					<u>.</u>		
Symbol Name	PIP GATE VALVE	· ·		. · ,		🔫	•	•
%ID	*			17.				
Class	Gate Valve					1.1.1		
ag	•		21	, ,-	- ,			
Tag	HV-101					` !>, `	2	
tyles	▲	· ·	ł	V./ V.	-	· · /	i.	·
Graphical style	Gate Valve Style							
ieneral	▲							
Description	Gate Valve							
Manufacturer								
Model Number		· ·		-	•	-	-	
Supplier								
Comment		· ·		-	·			
Size	3/4"							
Spec	CS150	Ϋ́						
Valve Code		A		-	•	-	-	
Normally	NO	<u>4</u> 44						
Failure			÷	-	÷	-		•
End Connections								
Number	101							
Code Commodity Code	HV		•	⊳ X				-