

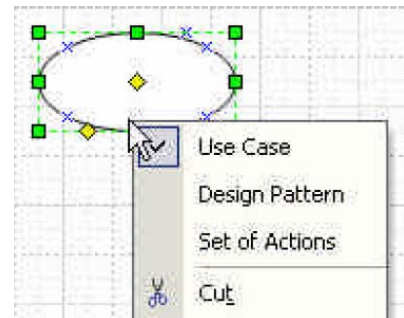
# Tips for SysML™ 1.0 Template for Visio®

Version of this document: 28 September 2006

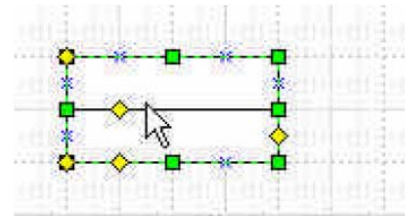
This document contains tips, and suggestions for the stencils and templates available at <http://phruby.com>. These tips are useful especially for those who are new to Visio. Please read this document before asking me questions.

The **stencils and template do not contain macros**. If Visio asks you whether you want to enable or disable macros, disable them.

When you **right-click** most of the shapes, a useful menu appears.



You can **open additional compartments** of a class, object, package, part, component, node, state, and use case. To do so, click the yellow control on the bottom line of the shape and drag it up.

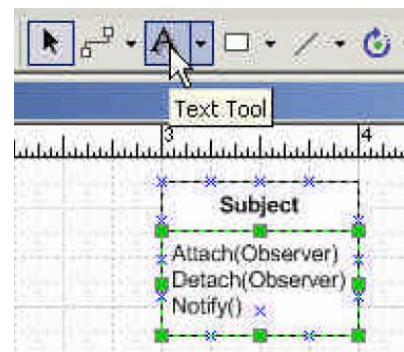


You can edit text in the additional compartments.

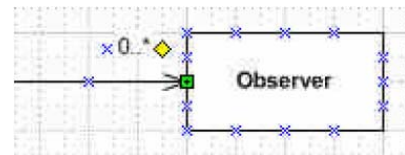
To **insert new text**, select the shape and click once on the additional compartment. It changes its corners to light green symbols that look like (x). Then, type in the text.

To **edit existing text**, select the additional compartment and either

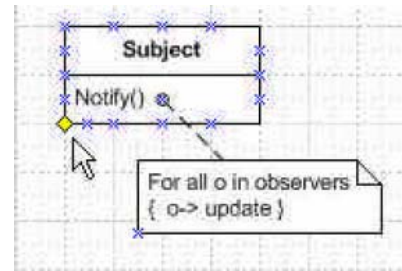
- press F2, or
- select the text tool (click icon "A" on the menu bar).



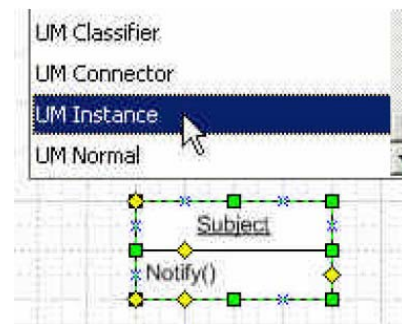
Text of the **Label** shape can be moved to the right or left side of the yellow control. Select the Label shape, and Click Align Right button on Formatting Toolbar to move text to the left side of the control. Align Left moves text right, and Align center moves the control to the middle of the text.



In the bottom-left corner of most shapes there is a **pool of connection points** that you can move around using yellow controls. For example, you can move them near to class operations and attributes and then connect Relationships or Notes to them.

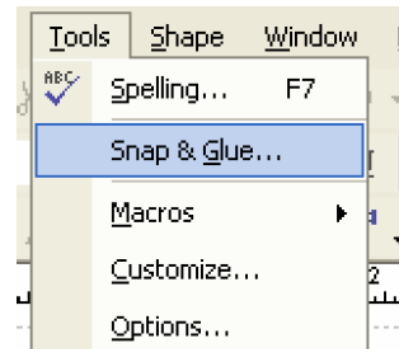


You can easily change a **classifier to an instance**, and vice versa, by changing its text style from "UM Classifier" to "UM Instance".



I recommend starting by opening the template "SysML 1.0"; the stencils will be opened automatically from the template. However, **you might open first another template**, for example, a UML template, and then open one or more SysML stencils from the other template.

In this case, click Tools, Snap & Glue and place check marks in the *Glue* and *Shape Vertices* check boxes. With these settings will Visio automatically create connection points on Lifelines in sequence diagrams, when you connect Messages, Fragments, or Interaction Occurrences to Lifelines.



In addition in Visio 2000, in Tools, Options, Advanced tab, place set checkmarks in the *Enable Microsoft Basic for Applications*, *Load Visual Basic for Applications From Text*, and *Enable Automation Events* check boxes.

## Advanced Tips and Information

The controls used for text positioning ensure that a constant distance is kept between the text and the closest line end, or the text and the closest side or sides of a two-dimensional shape. Likewise, if the text is positioned in the middle of the shape, it will remain in the middle regardless of how you change the shape size.

The stencil and template contain the following styles:

- UM Normal: based on style Normal, with Arial 8 pt. regular font, and Line weight 1.
- UM Connector (text style): based on UM Normal, but text is aligned left
- UM Classifier (text style): based on UM Normal, but text is bold, no text background
- UM Instance (text style): based on UM Normal, but text is underlined, no text background