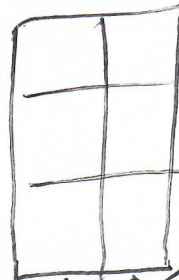
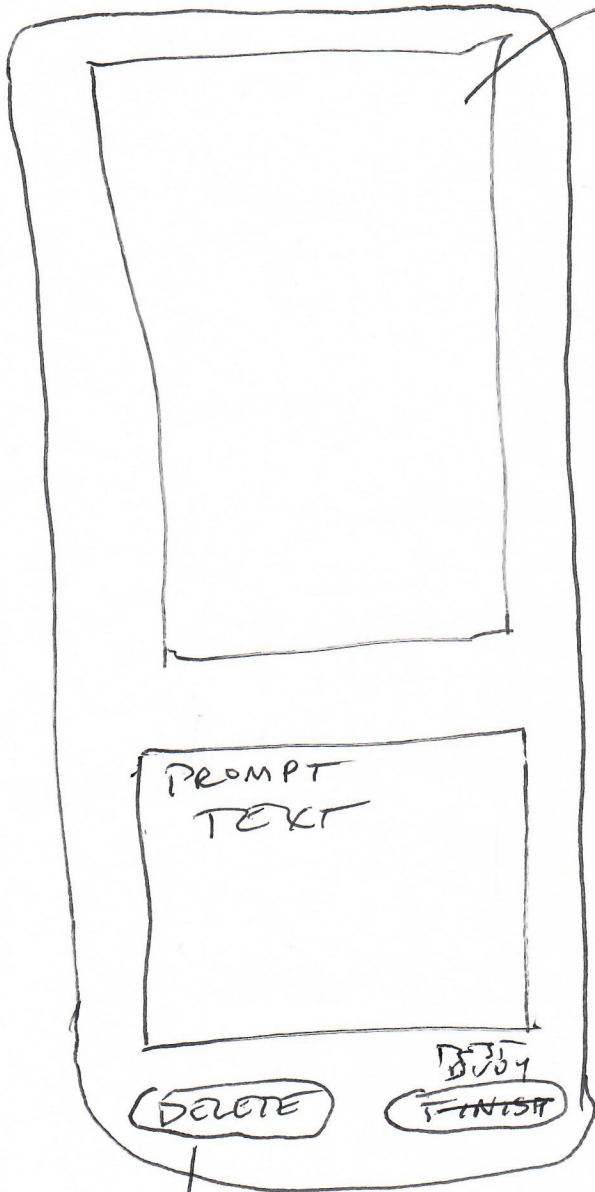


BUILDER PALETTE



PART PALLETTE

(NAME)
PVC PIPE
REMAINS

HOUSING OVER * PART NAMES NAME APPEAR HERE

PIPE LENGTH:

CM



45°



(OR 180°)

BUTTONS SHOW WHEN CONNECTION POINTS ARE ACTIVE, GREY WHEN ROTATING/CHOOSING (OR TURN INTO CANCEL)

UNDO LAST PIECE

DELETE

RESTART

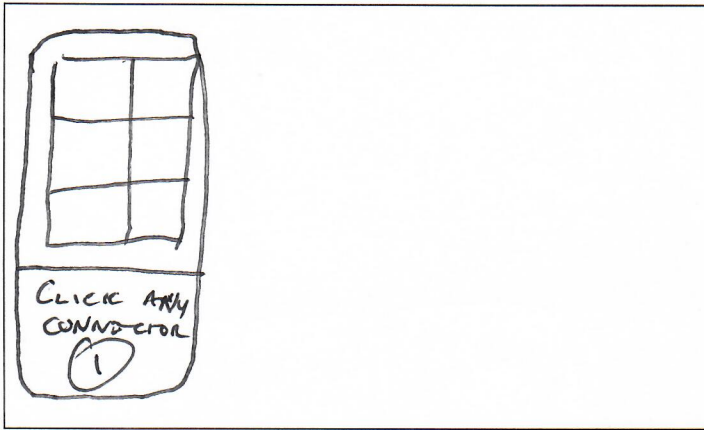
SCREEN I

ARE YOU SURE?

CANCEL

RESTART

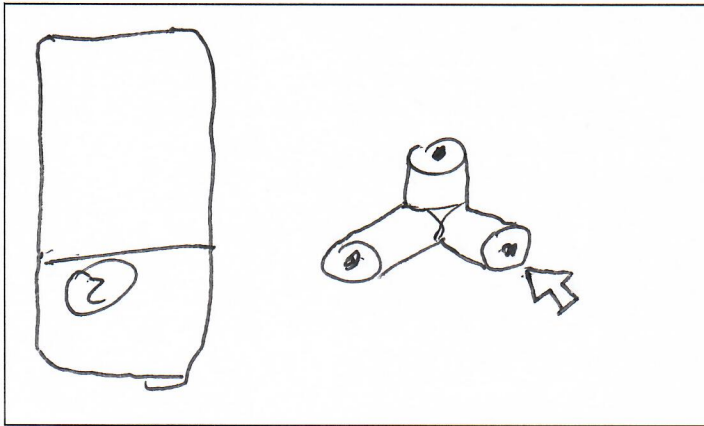
A



① TEXT: CLICK ANY CONNECTOR TO PLACE IT AND BEGIN

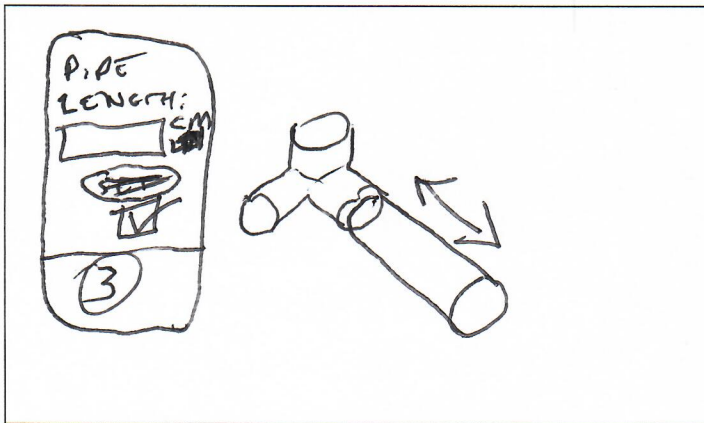
HOVER OVER PIECES FOR NAME

B



② TEXT: CLICK ANY ORANGE CONNECTION POINT TO ADD A PIPE

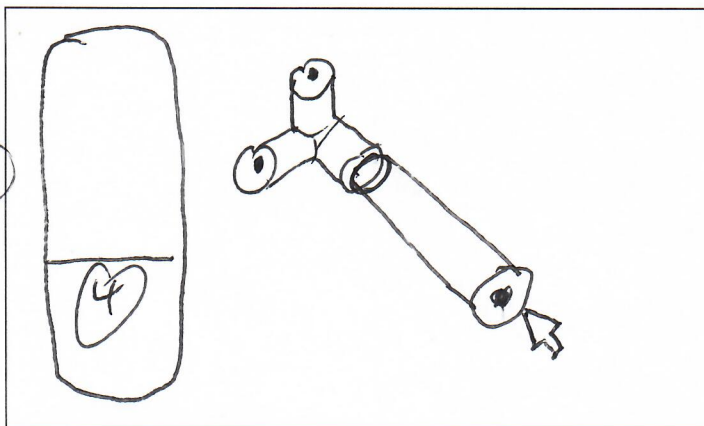
C



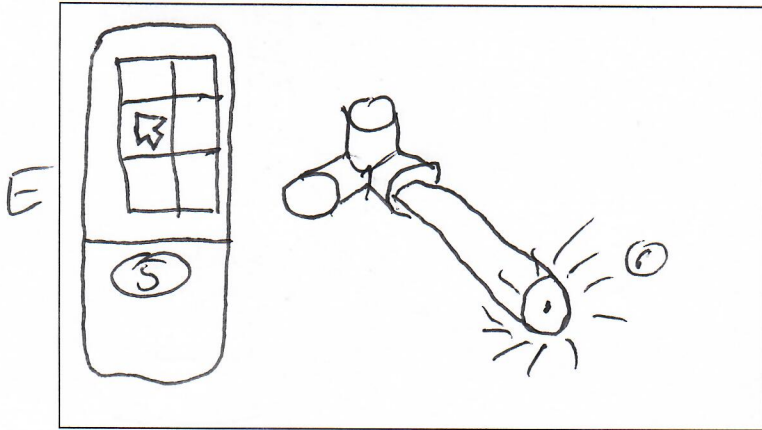
③ ENTER A PIPE LENGTH ABOVE

NUMERIC ENTRY FIELD SET BUTTON
↳ CHECK BUTTON

D

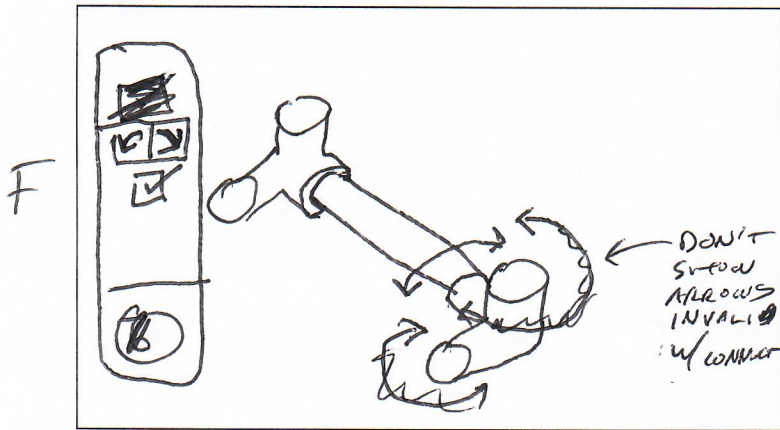


④ TEXT: CLICK AN ORANGE CONNECTION POINT TO ADD A PIPE OR TEXT CONNECTION POINT TO ADD A CONNECTOR



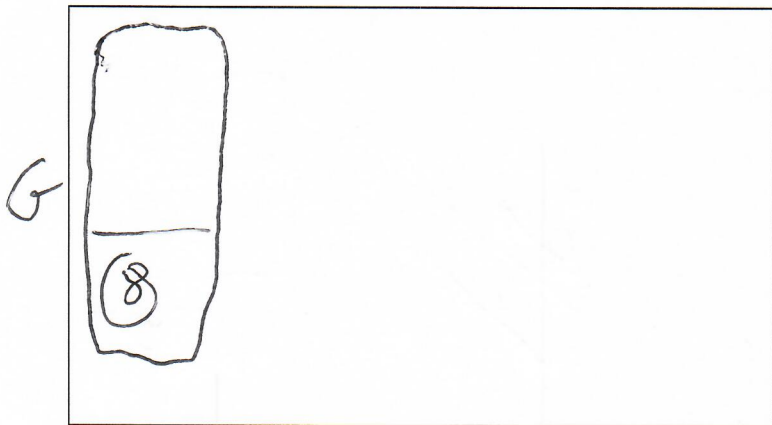
5) TEXT: CHOOSE A
CONNECTOR FROM THE
PALETTE ABOVE

6) CONNECTION POINT BLINKS



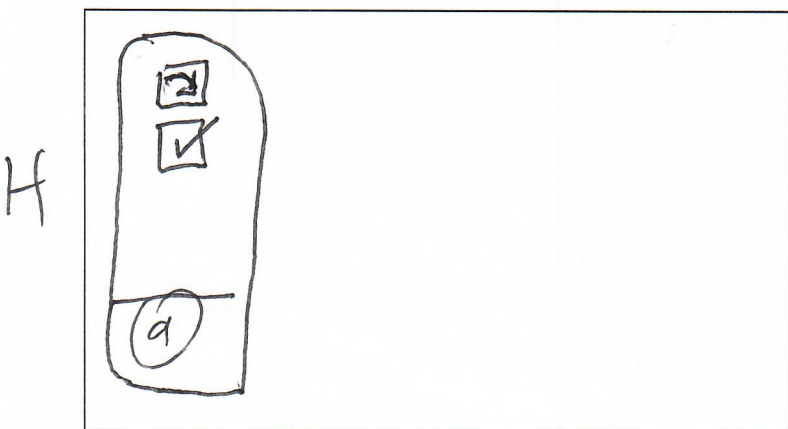
7) CLICK AN ARROW TO
ROTATE THE CONNECTOR
OR THE CHECK MARK
TO FINALIZE PLACEMENT

- 2 SWAP ARROWS - 45° EACH
DIRECTION -
- THEN BACK TO D
FOR CONNECTOR OR PIPE -



- THIS PROMPT INSTEAD
OF D WHEN THERE'S
A MOTOR/CAMERA CONNECTOR -

8) CLICK A CONNECTION POINT:
ORANGE: ADD ^{PIPE} CONNECTOR
TEXT: ADD CONNECTOR
YELLOW: ADD MOTOR OR
CAMERA
YELLOW CONN POINT →
MOTOR/CAMERA:



9) CLICK ARROW TO FLIP
180° OR CHECK MARK
TO FINALIZE PLACEMENT

(FIRST CHOOSE MOTOR
VS CAMERA)

