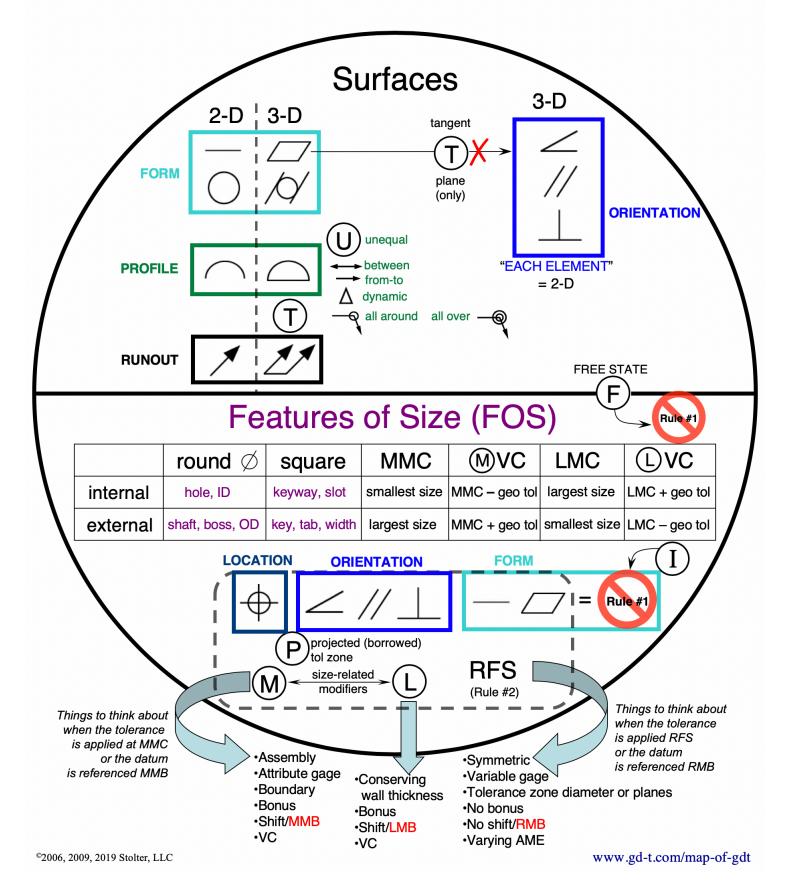
Map of the GD&T World

Based on ASME Y14.5-2018



ASME Y14.5-2018 Control Category	Control Name	Control Symbol	Tolerance Zone Description	Control References Datum(s)?	Control applies to a surface?	Control applies to a FOS? Modifiers?	
FORM	Straightness	_	2 parallel lines or a single cylinder	never	yes (cross sections)	yes (L)	
	Flatness		2 parallel planes	never	yes	yes (L)	
	Circularity		2 coaxial circles	never	yes (cross sections)	no	
	Cylindicity	/\/	2 coaxial cylinders	never	yes	no	
PROFILE	Profile of a Line		2 offset line (shape) elements	optional	yes* (cross sections)	no	
	Profile of a Surface		2 offset surfaces	optional	yes*⊕	no	
ORIENTATION	Angularity		2 parallel lines, 2 parallel planes, or a single cylinder	always	yes 🗇	yes (L)	
	Parallelism	//	2 parallel lines, 2 parallel planes, or a single cylinder	always	yes⊕	yes (L)	
	Perpendicularit	у	2 parallel lines, 2 parallel planes, or a single cylinder	always	yes⊕	yes ① P	
LOCATION	Position	+	2 parallel planes, a cylinder, sphere, or other shapes	(almost) always	no	yes (L)	
RUNOUT	Circular Runou	t 🖊	2 coaxial circles (same plane or parallel planes)	always	yes	no	
	Total Runout	21	2 coaxial cylinders, or 2 parallel planes	always	yes⊕	no	
Acror	nyms	Toleranc	e Zone Modifiers	Datum Rela	ted Other	Symbols	
AME actual mating envelope BSC basic (true profile) FCF feature control frame FOS feature of size IB/OB inner/outer boundary ID/OD inner/outer diameter INT/EXT internal/external (FOS) LMB least material boundary LMC least material condition MMB maximum material boundary		M = tolerance tolerance representation f = tangent pl f = free state (exception f = independe (rule #1 n f = unequally	= tangent plane (only) = free state (only) = (exception to general restraint note)		→ = dep		
RFS regardless of RMB regardless of TP/TPR true position TZ tolerance zone	feature size — mat'l boundary _ on/true profile X◀—	= profile* tolerance goes all around = profile* tolerance goes all over y = profile* tolerance goes between X & Y y = profile* tolerance goes from X to Y					