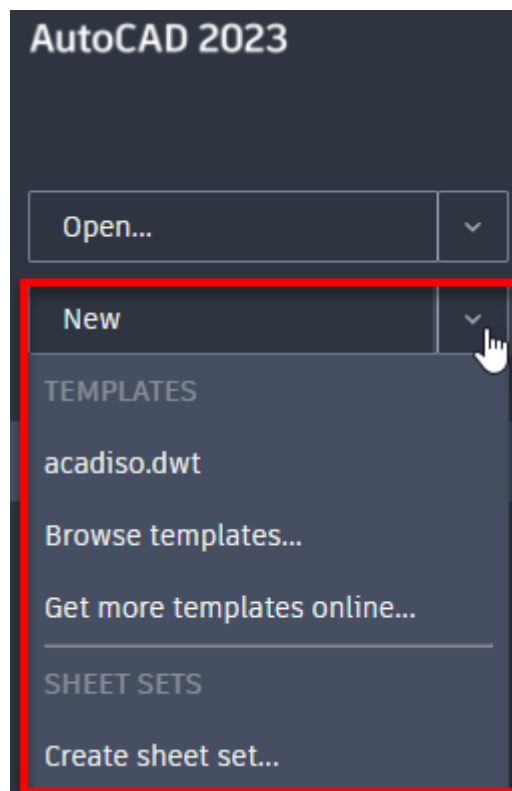
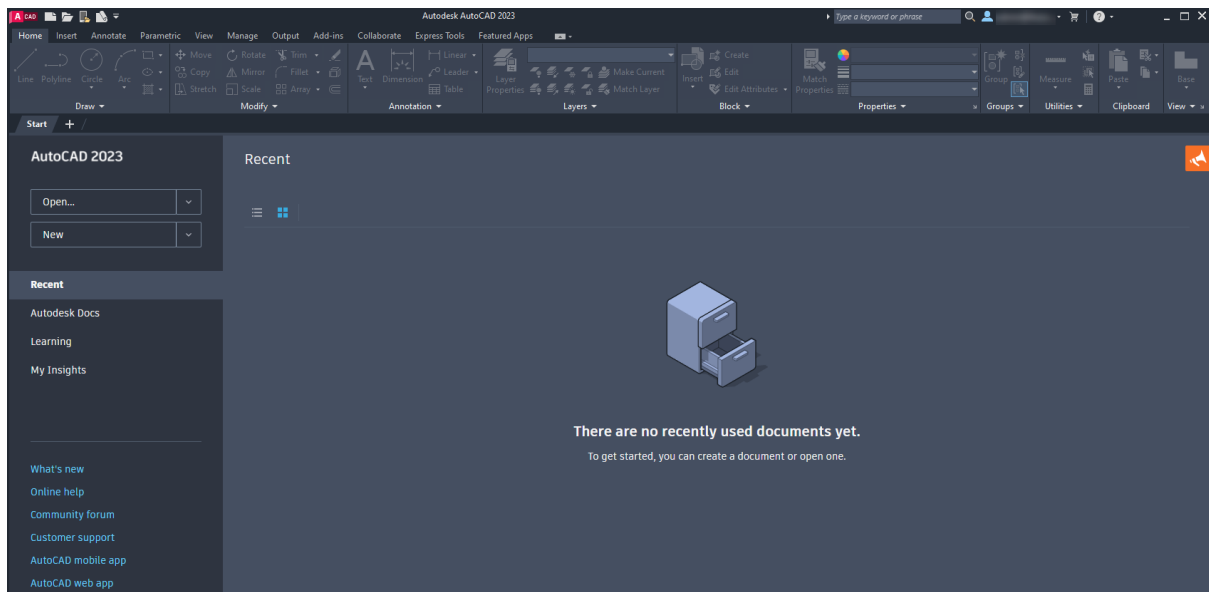
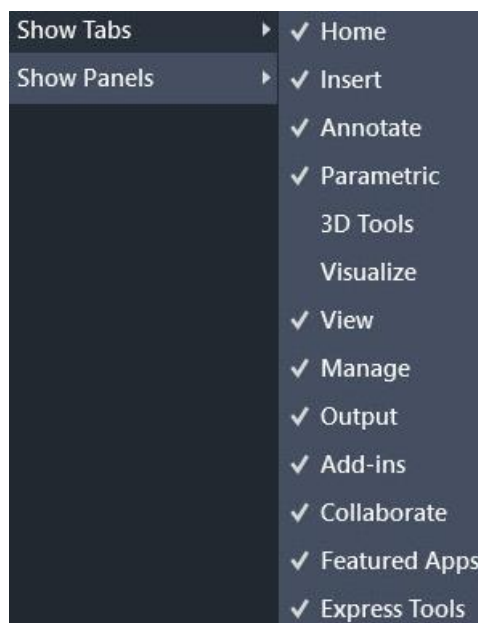
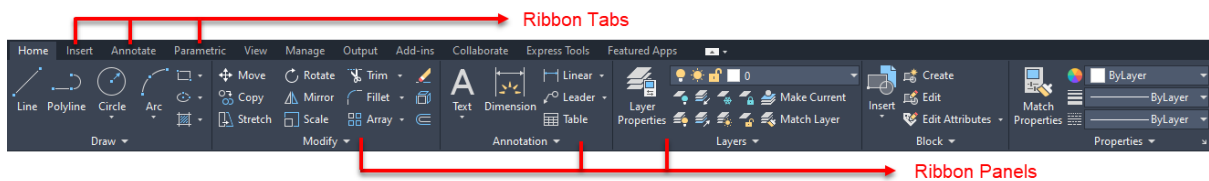
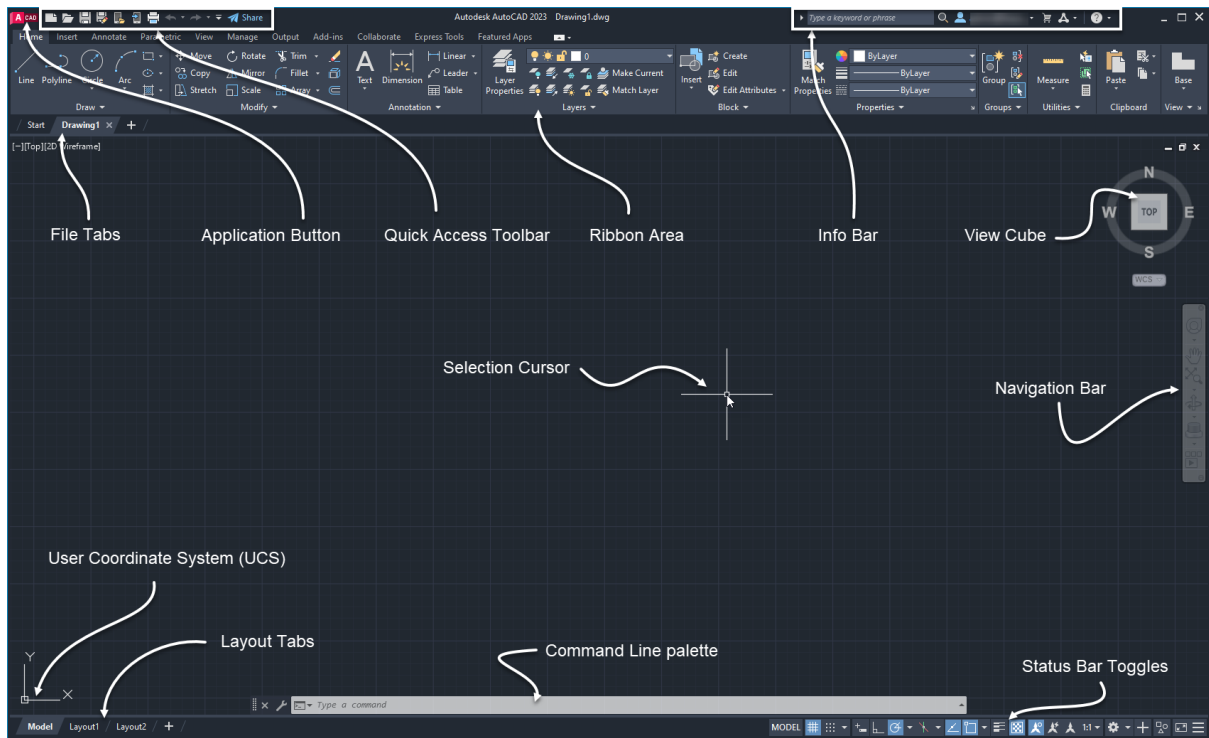
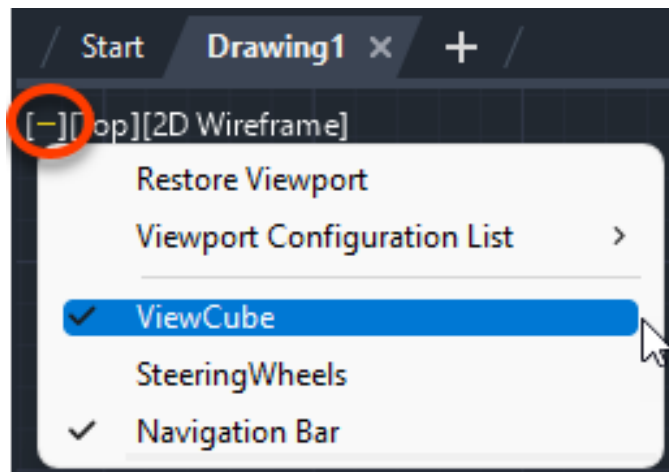


Chapter 01: An Introduction to AutoCAD



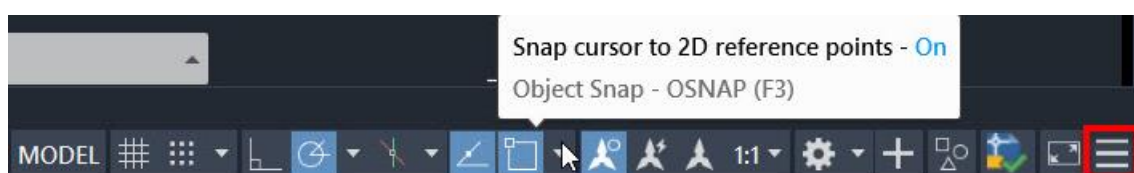
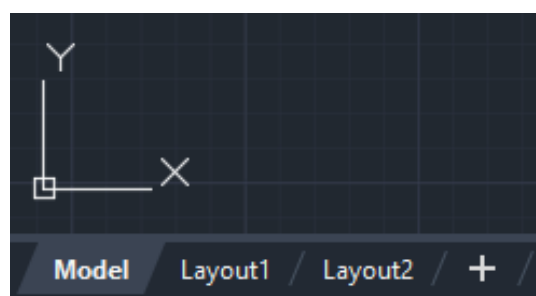


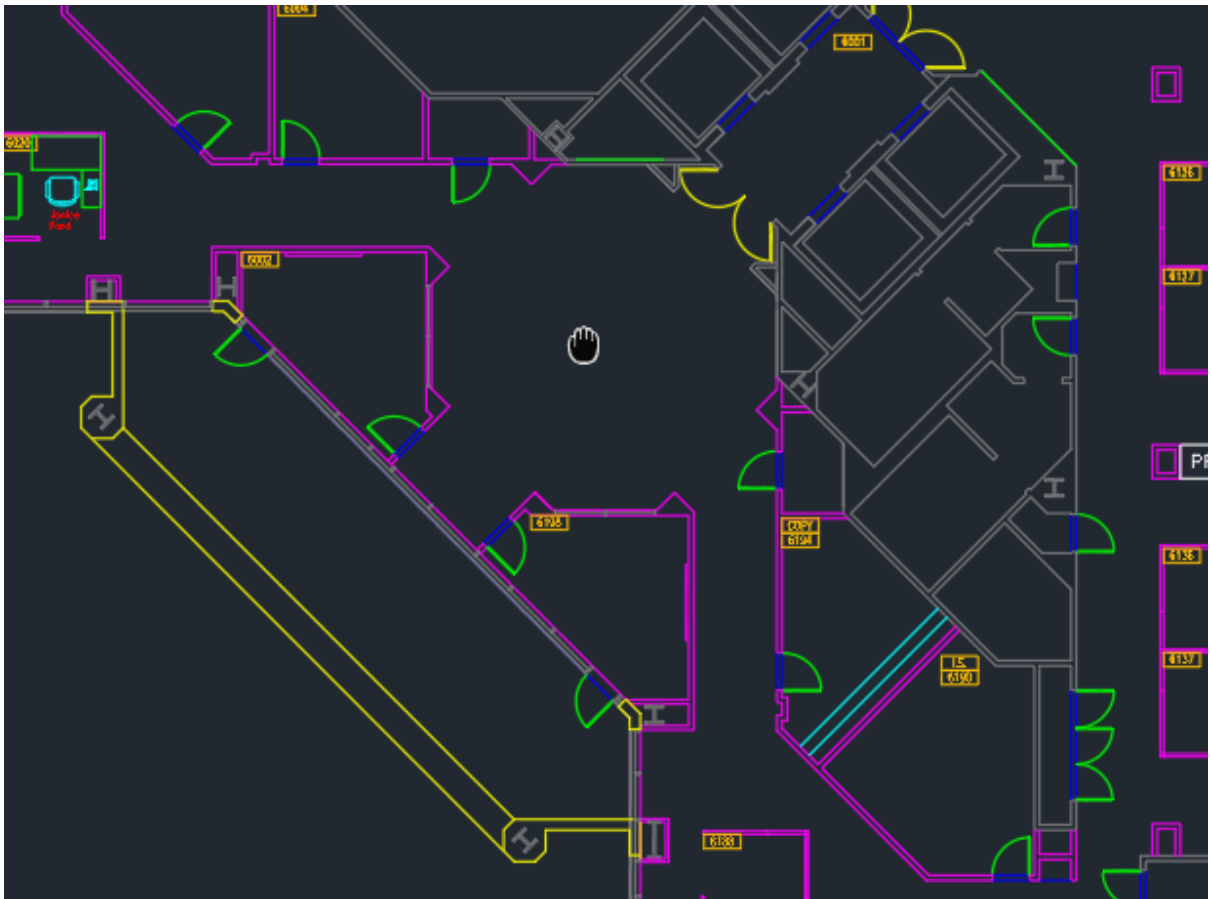
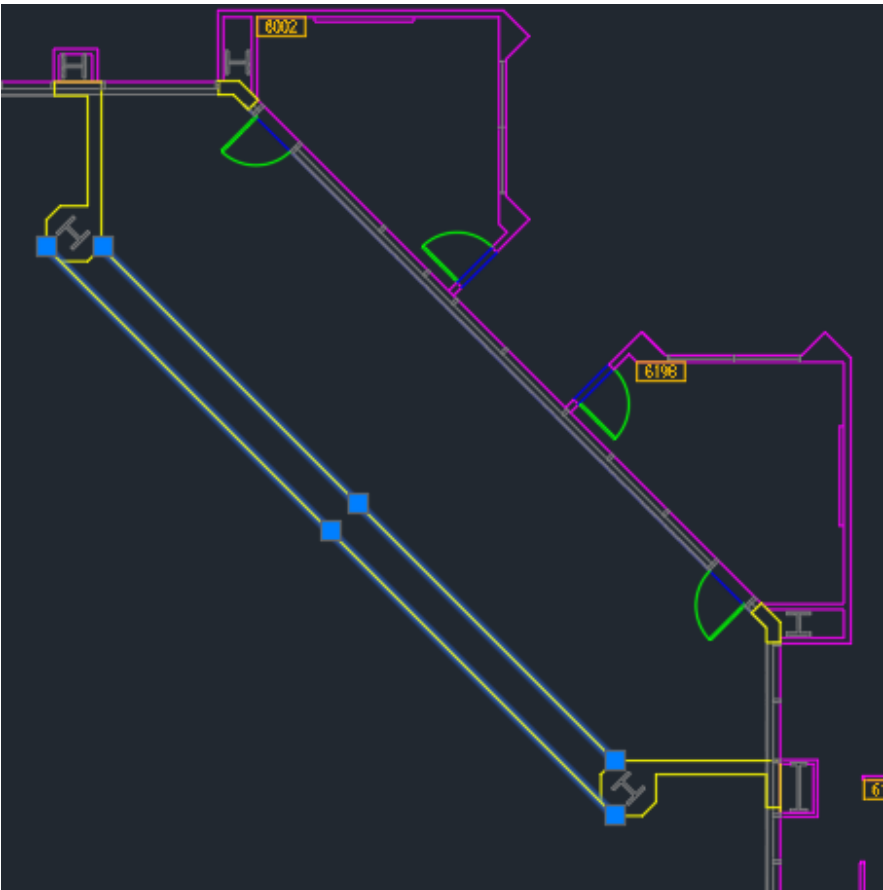


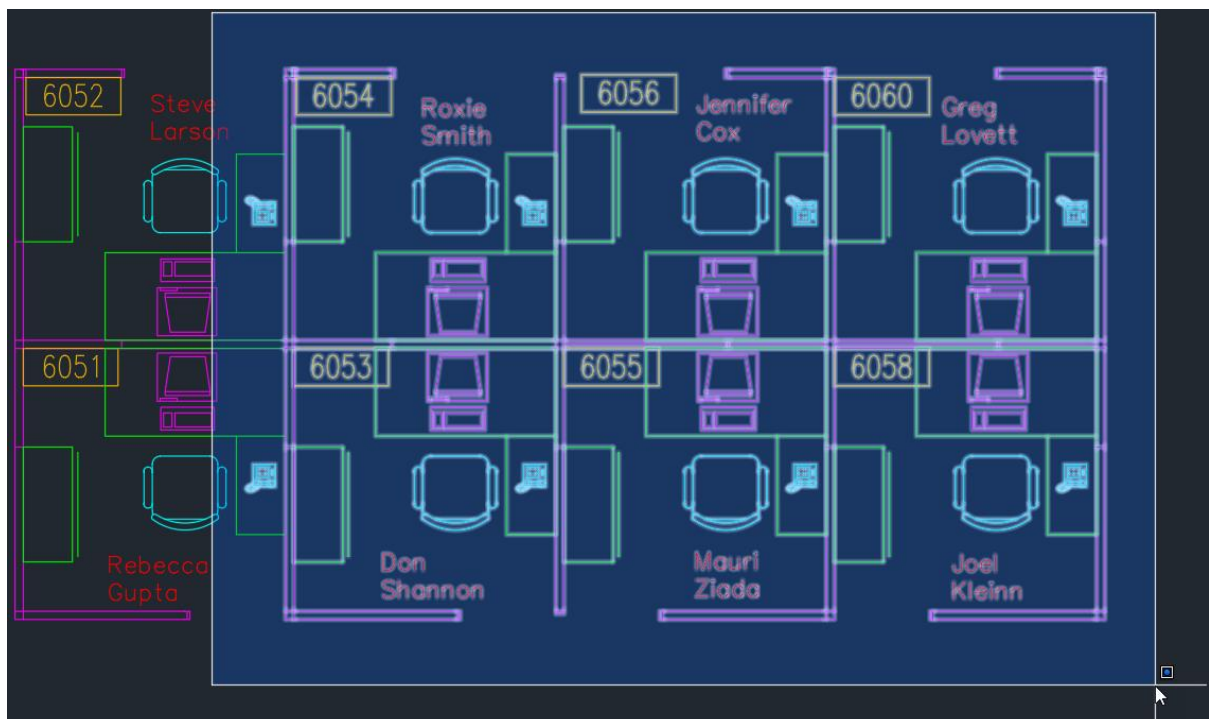
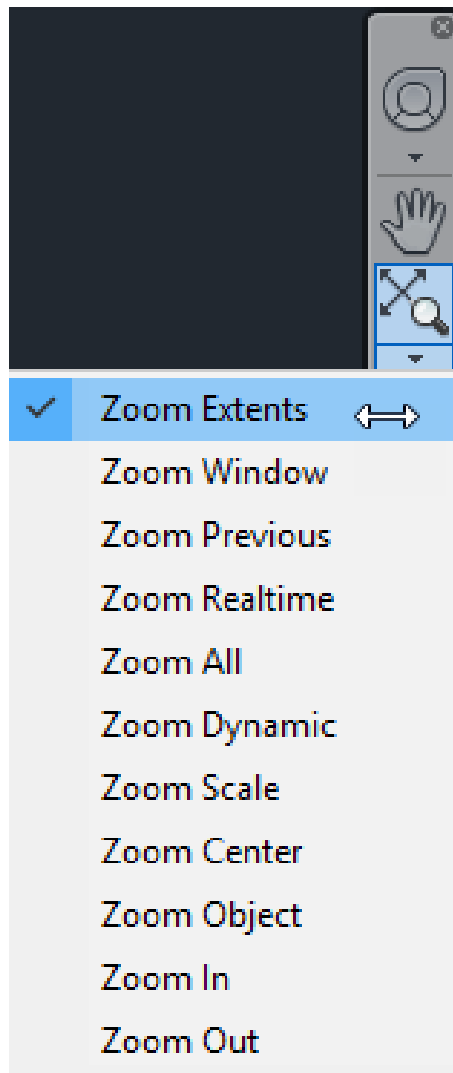
Default state of the command line

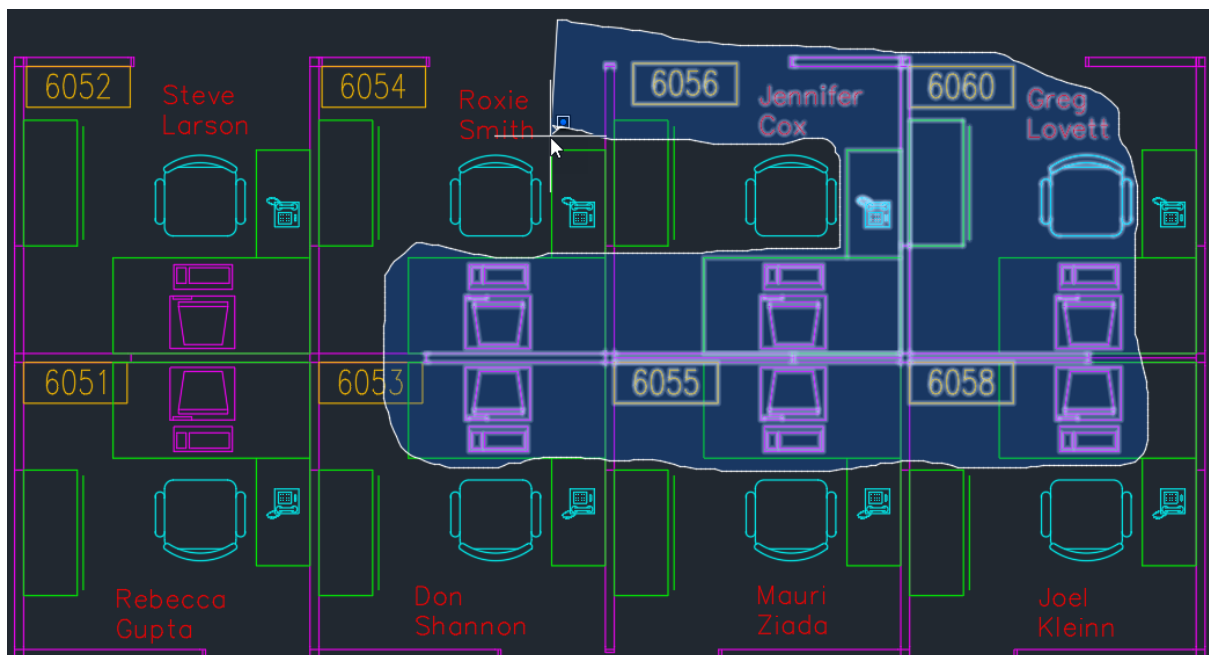
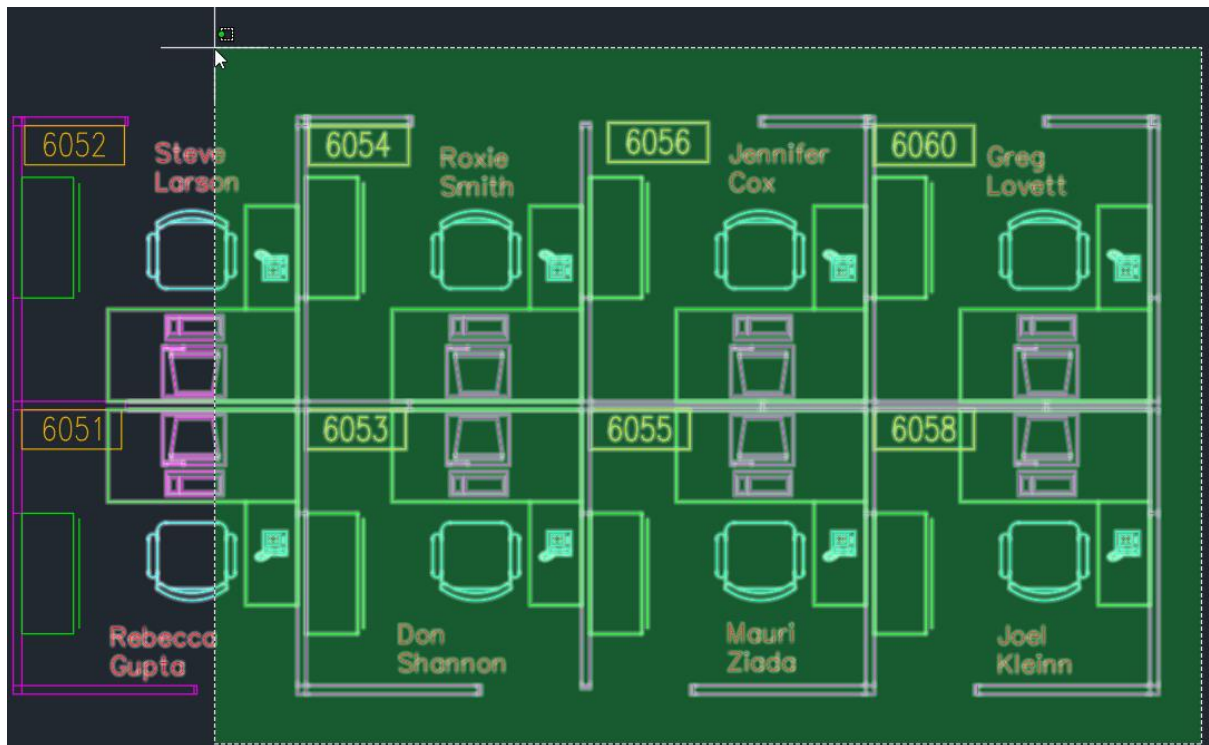


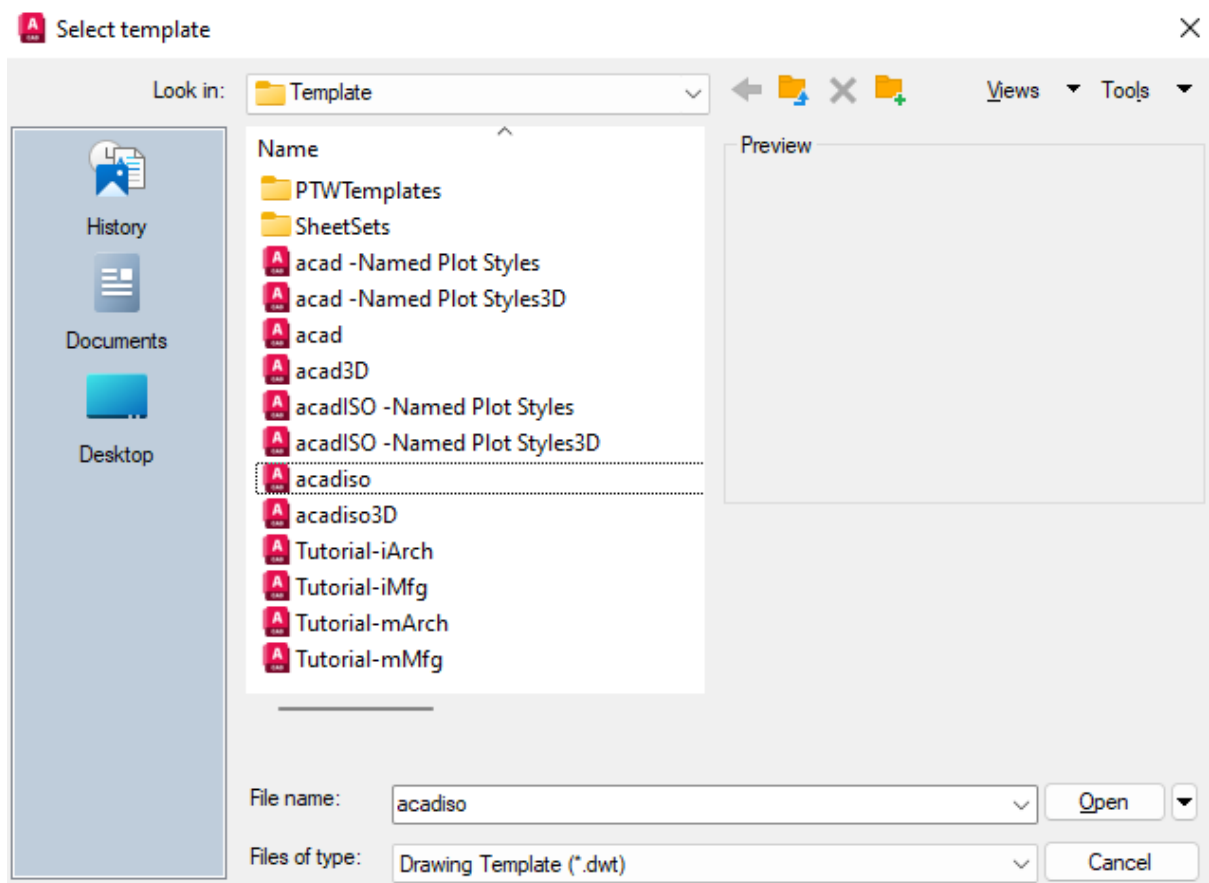
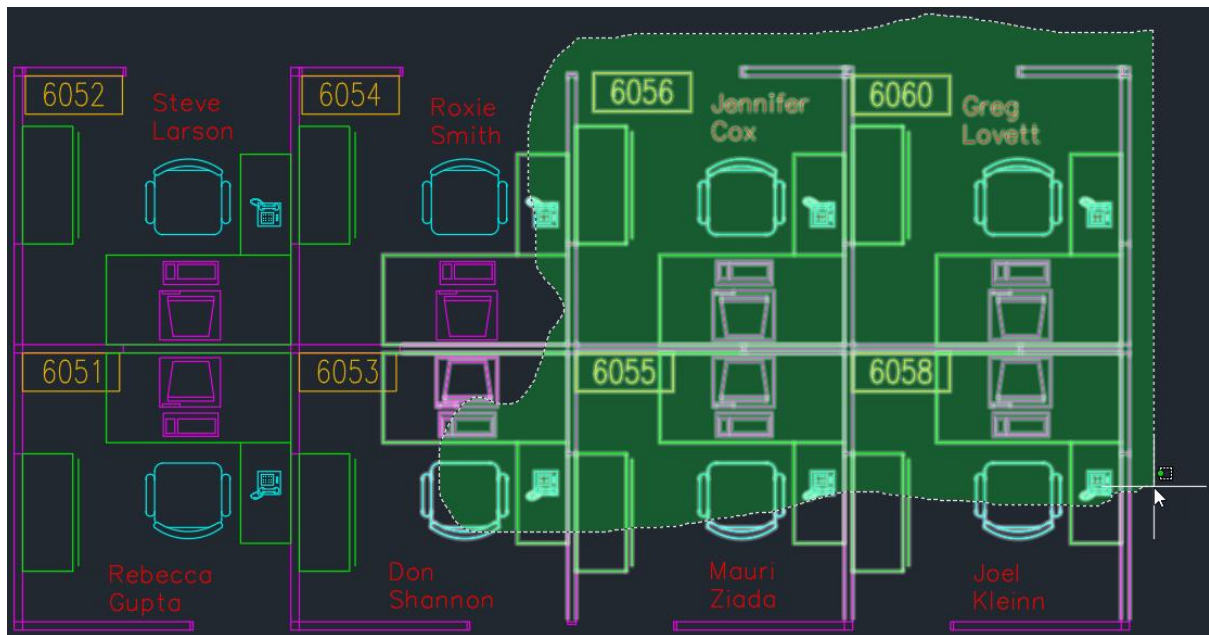
Command line with active LINE command

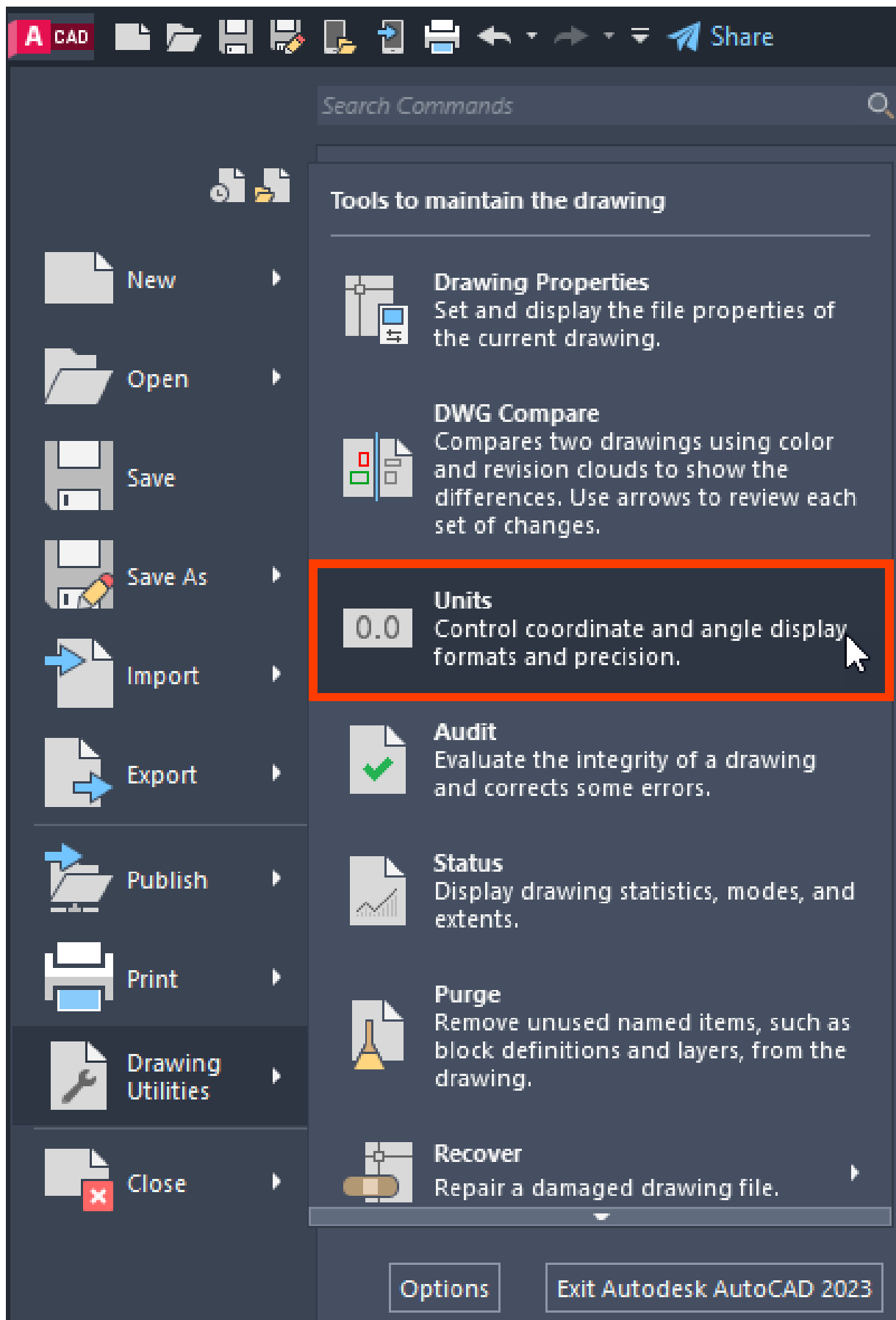














 Drawing Units



Length

Type:

Decimal

Precision:

0.0000

Angle

Type:

Decimal Degrees

Precision:

0

☐ Clockwise

Insertion scale

Units to scale inserted content:

Millimeters

Sample Output

1.5,2.0039,0
3<45,0

Lighting

Units for specifying the intensity of lighting:

International

OK

Cancel

Direction...

Help

Angle





Type:

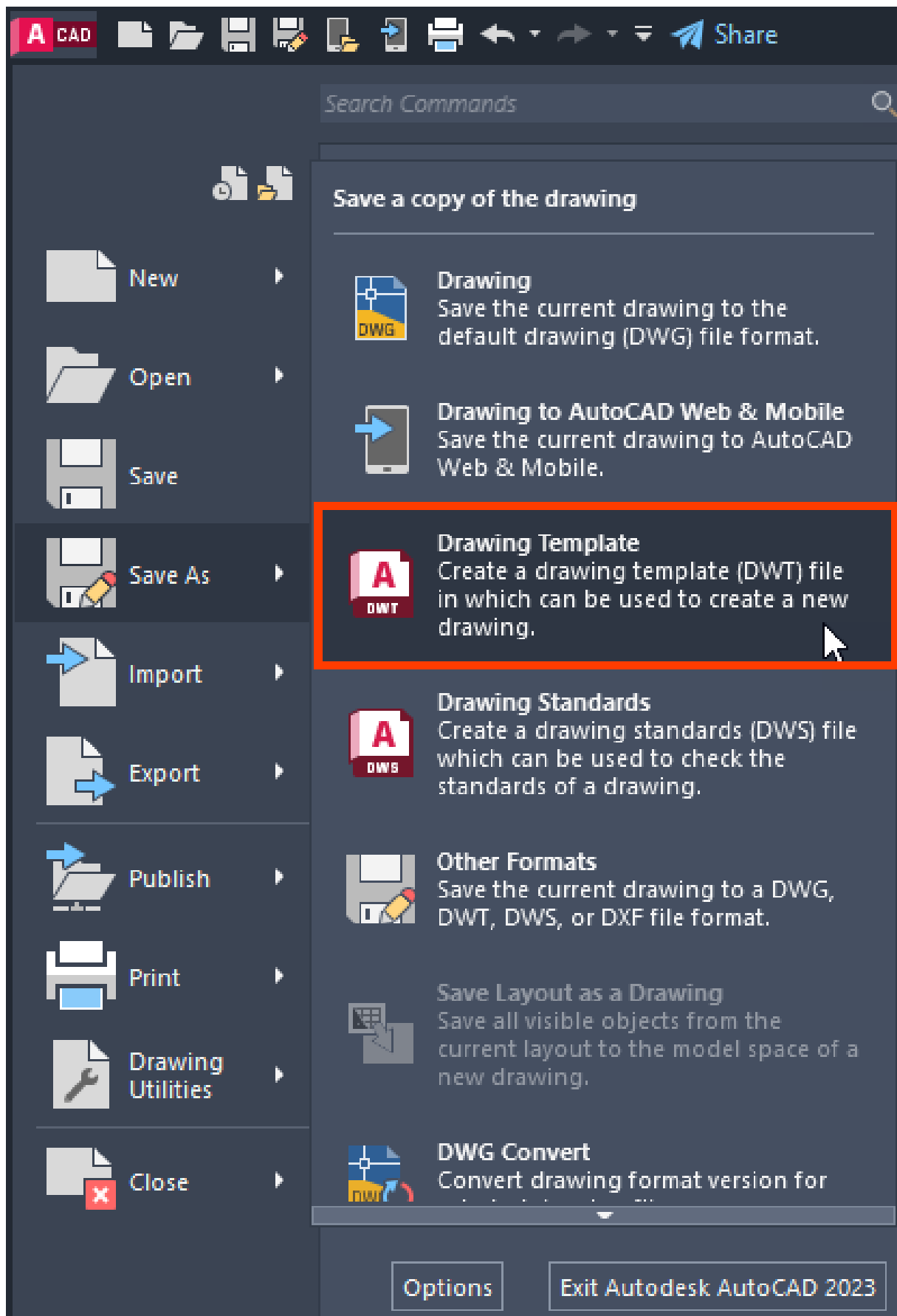
Decimal Degrees

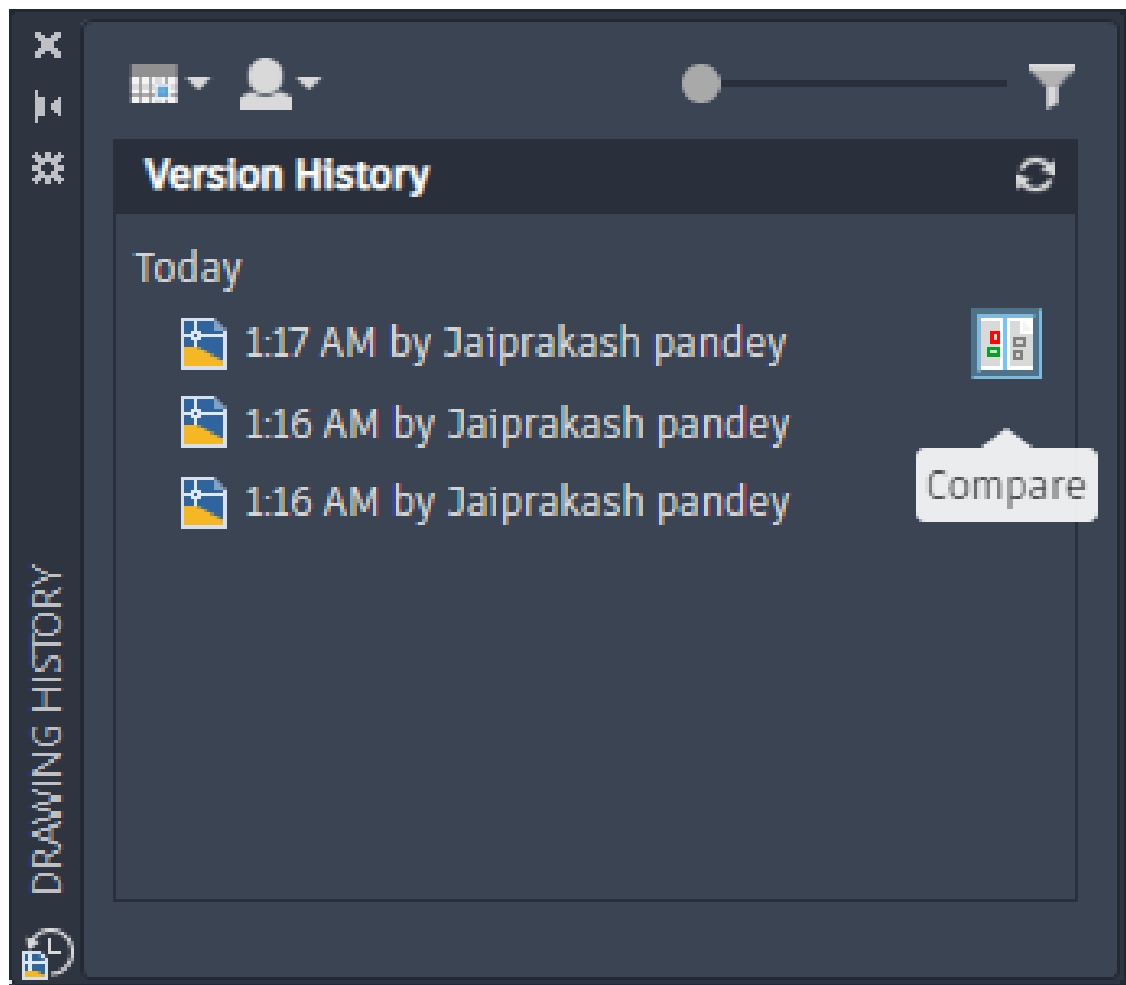
Precision:

0

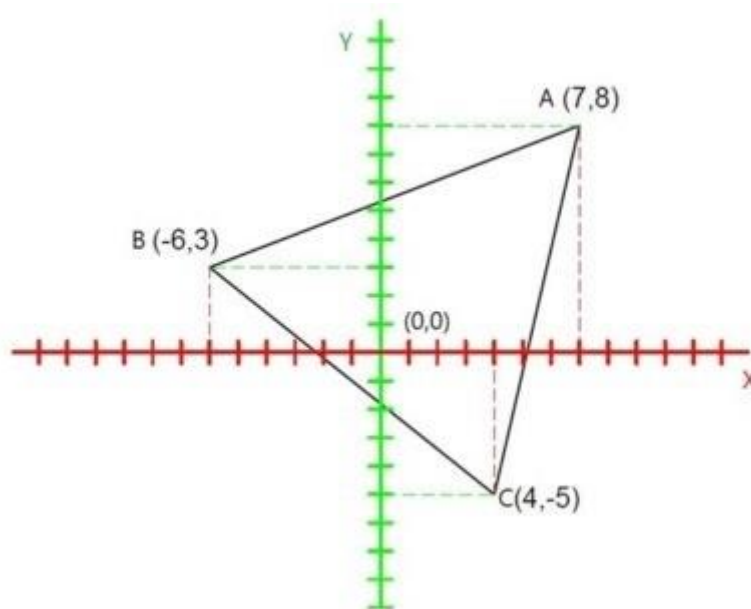
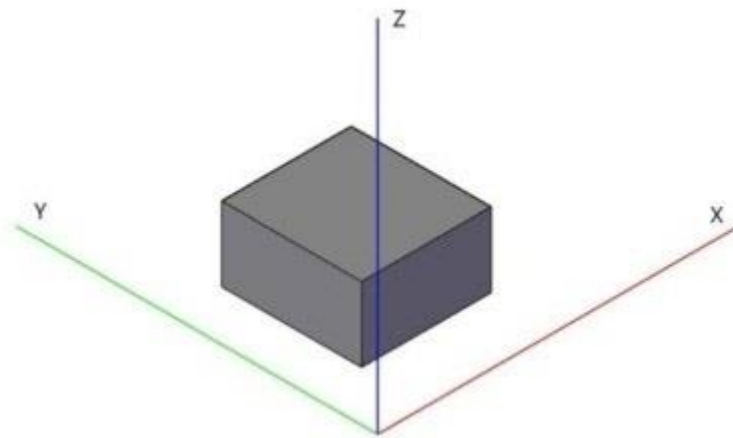
☐ Clockwise

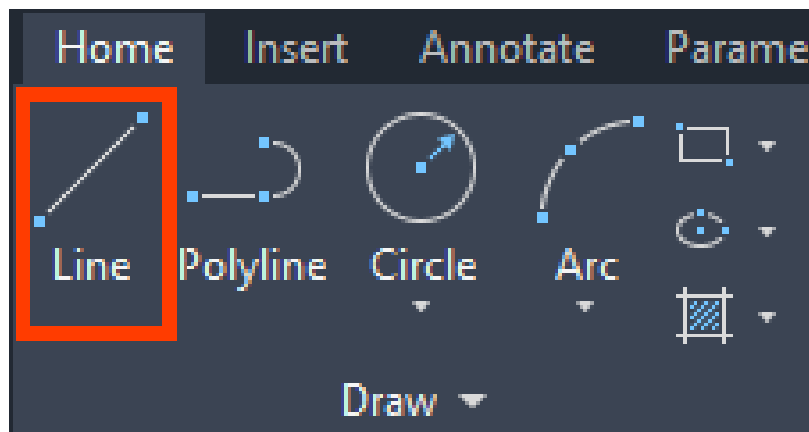
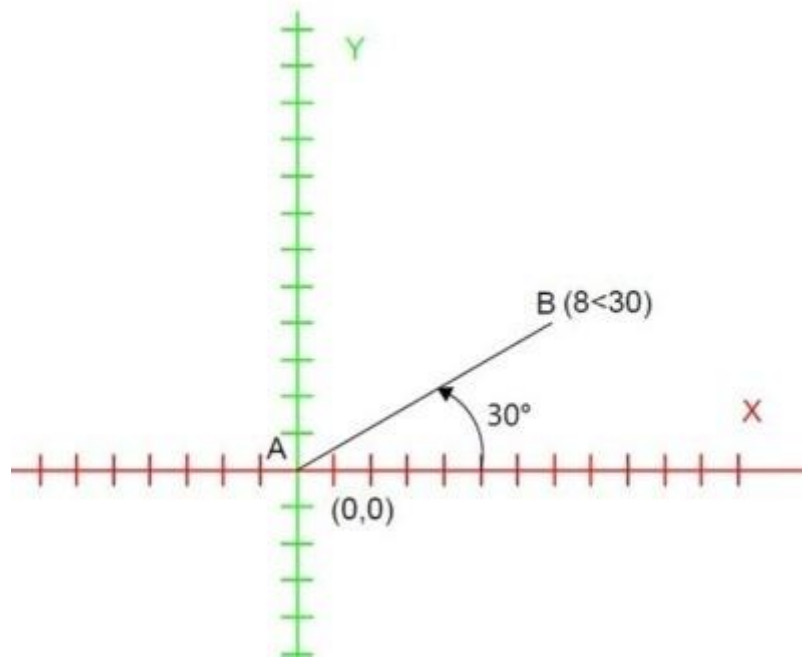
   LIMITS Specify upper right corner <12.0000,9.0000>: 



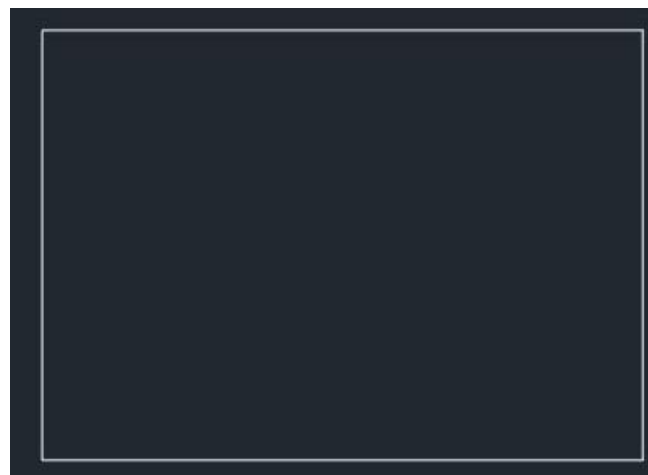


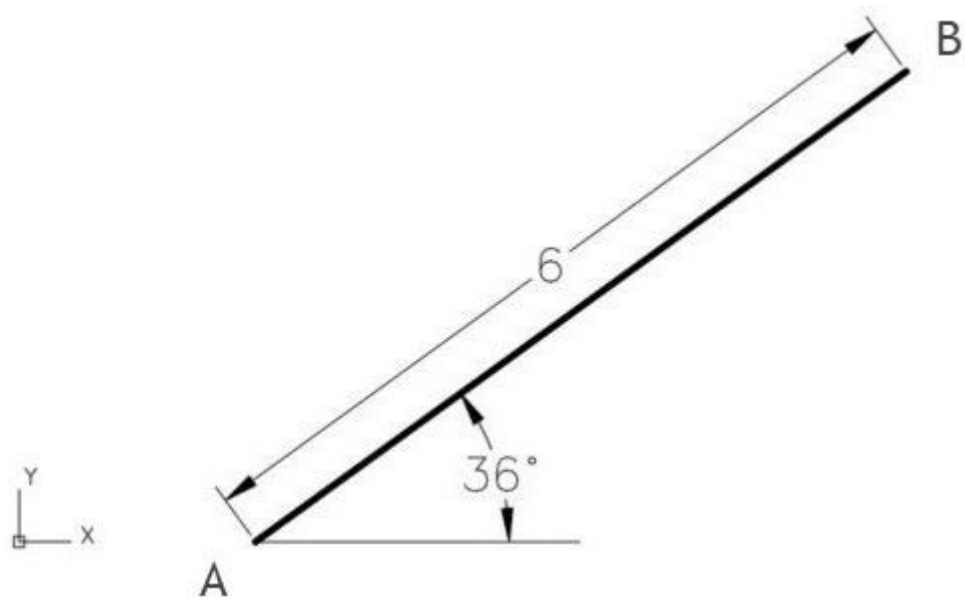
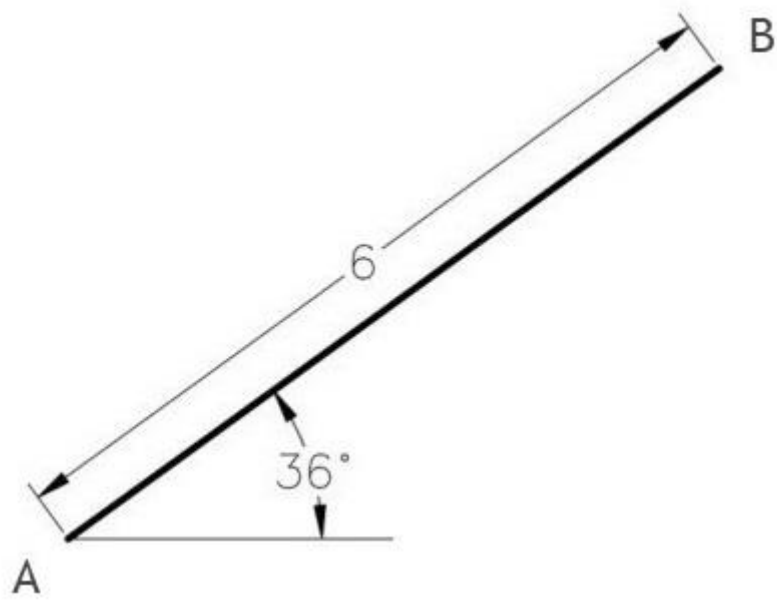
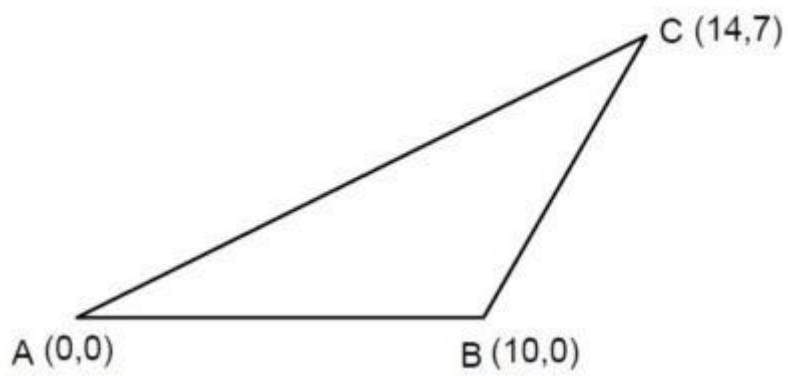
Chapter 02: Basic Drawing Tools and Commands

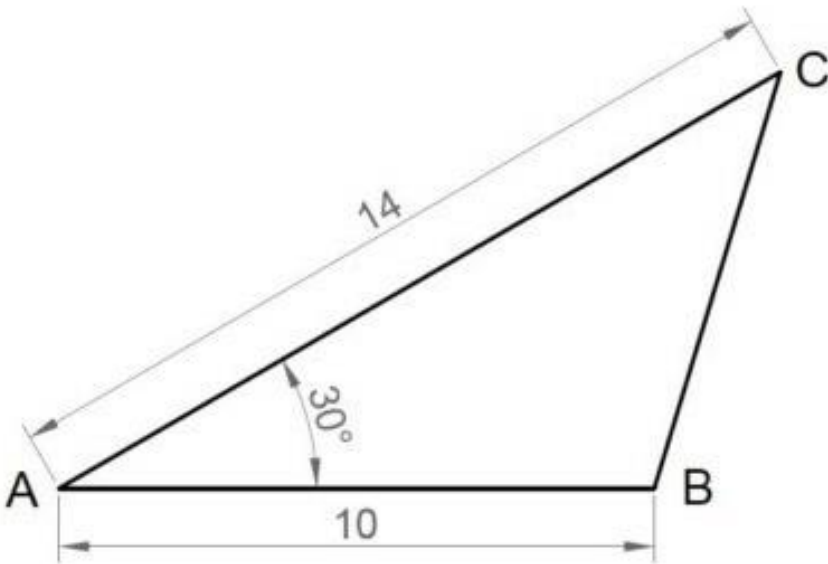


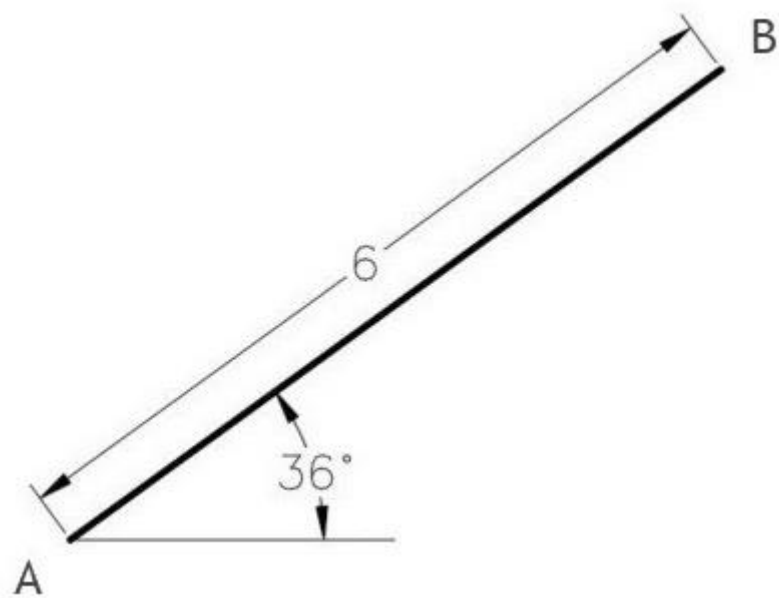
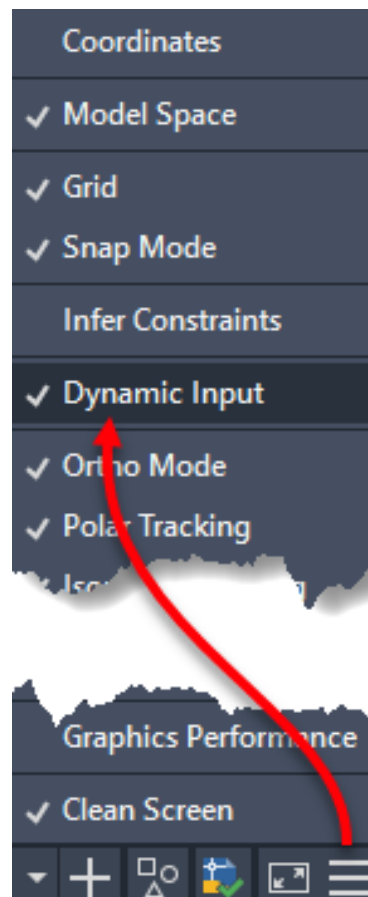


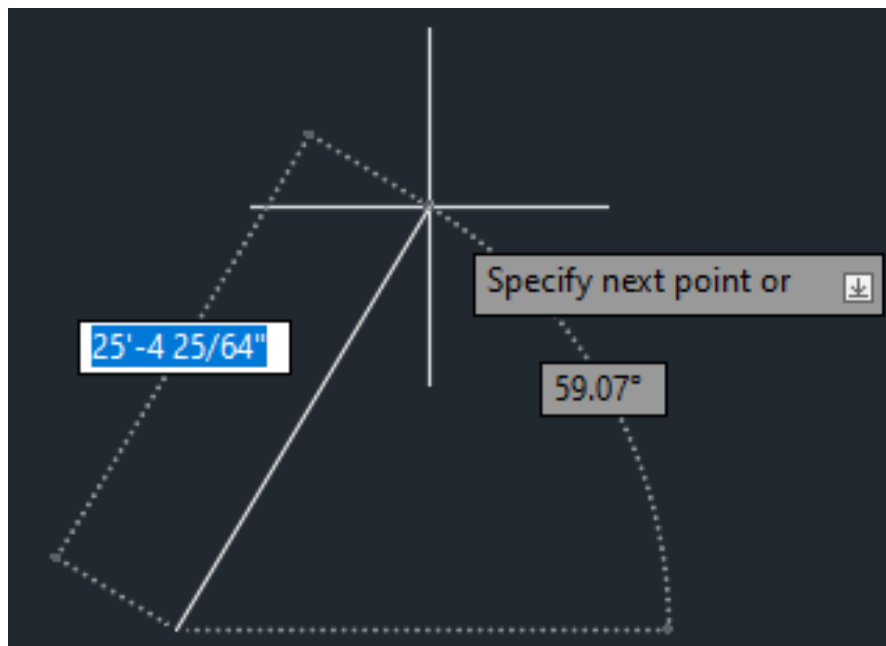
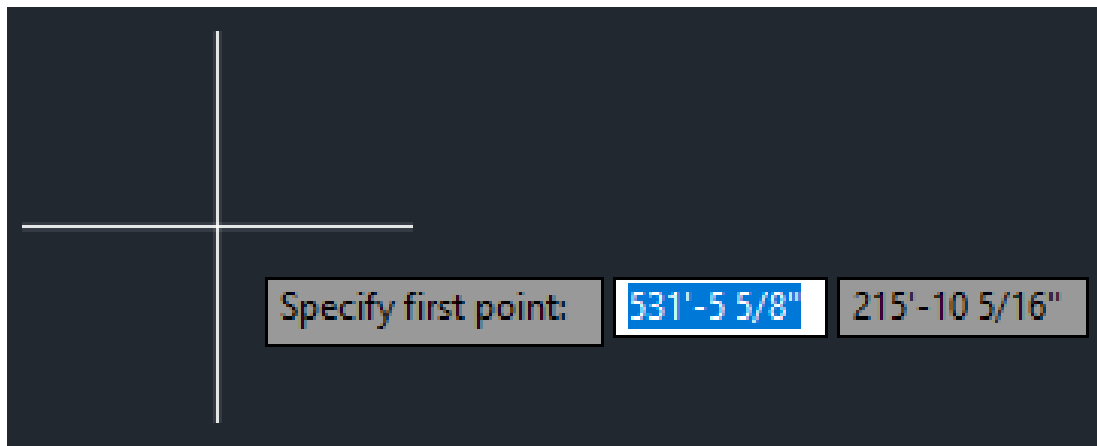
LINE Specify first point:

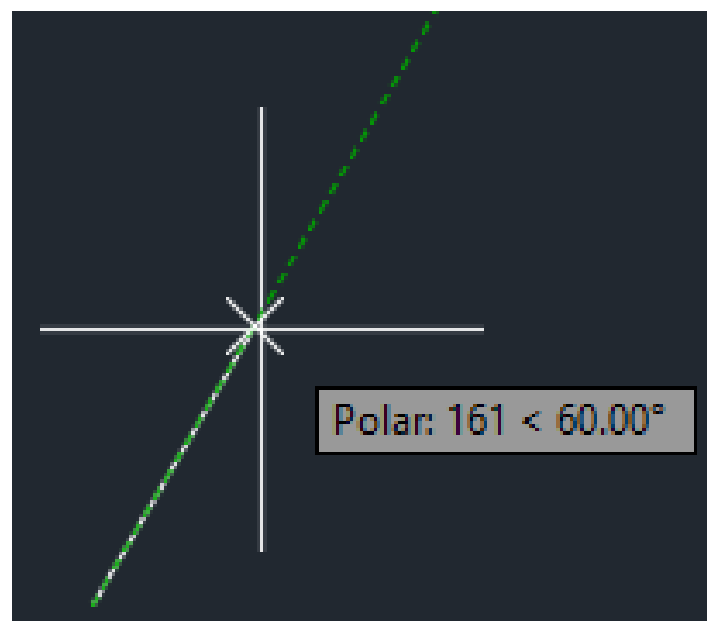
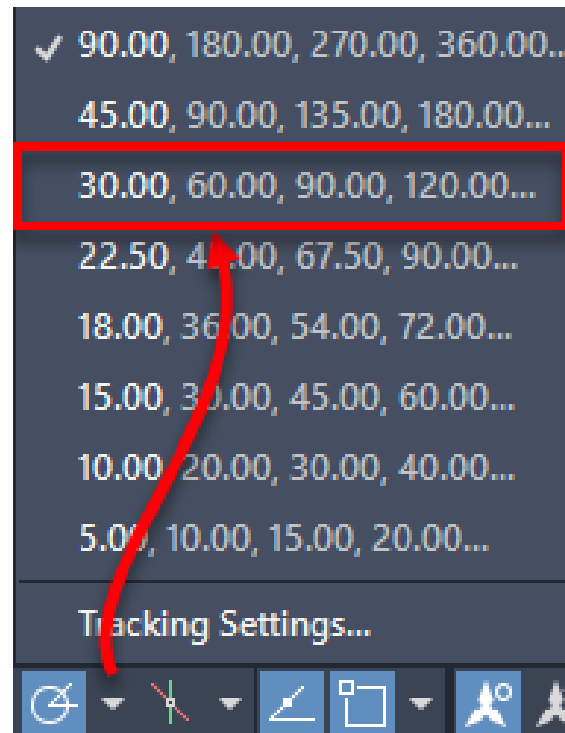
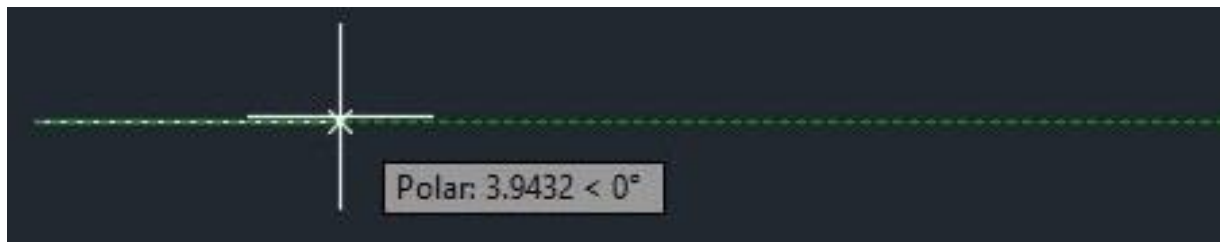


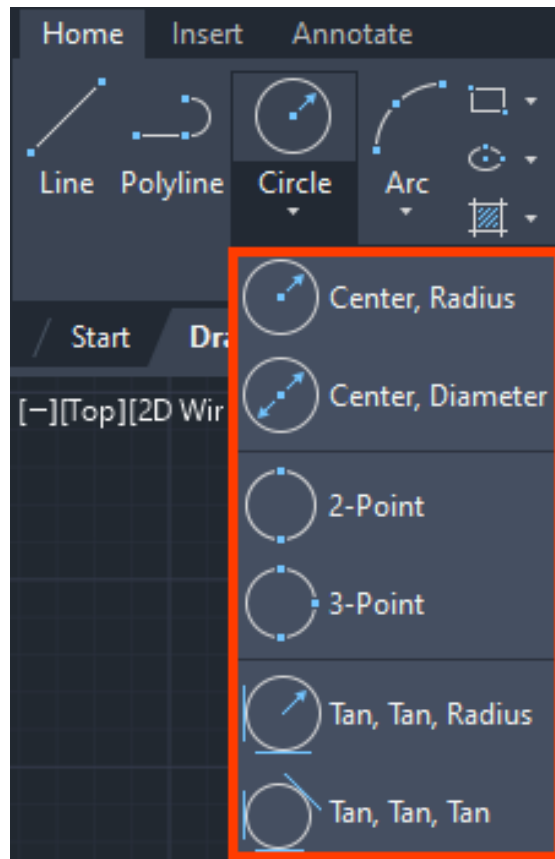

















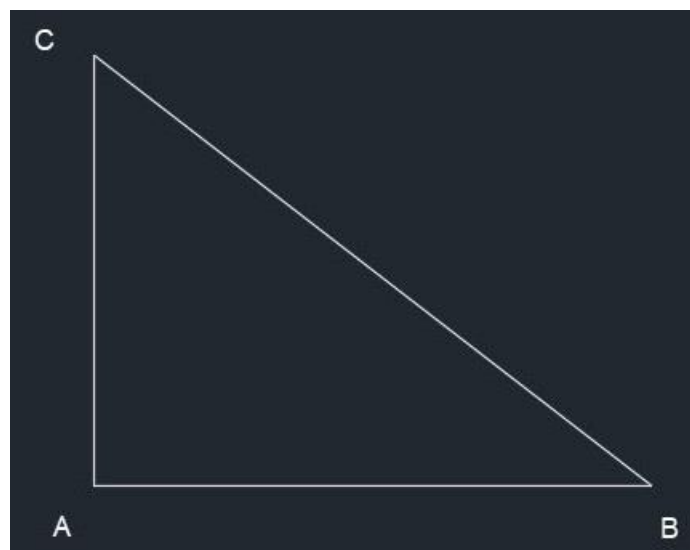


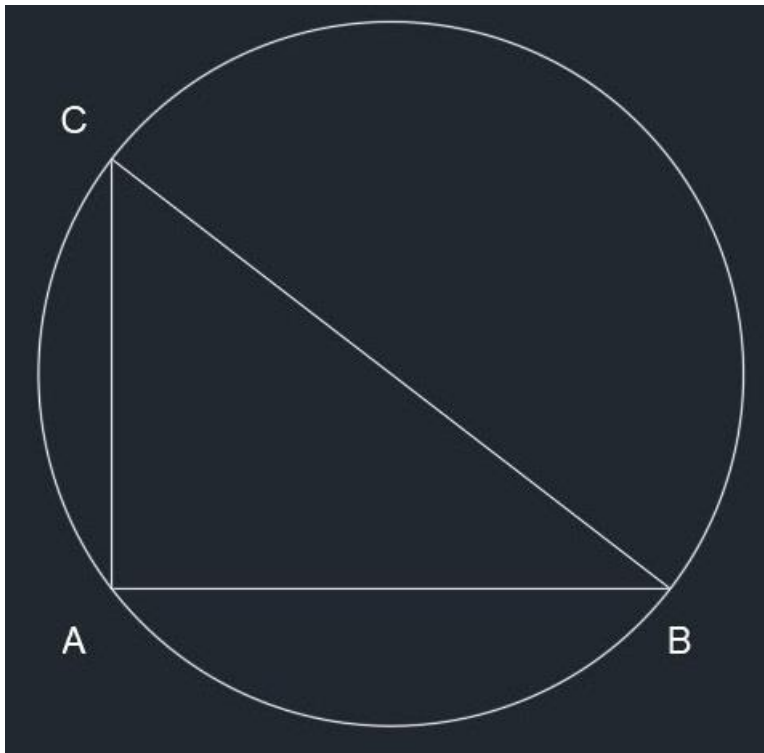
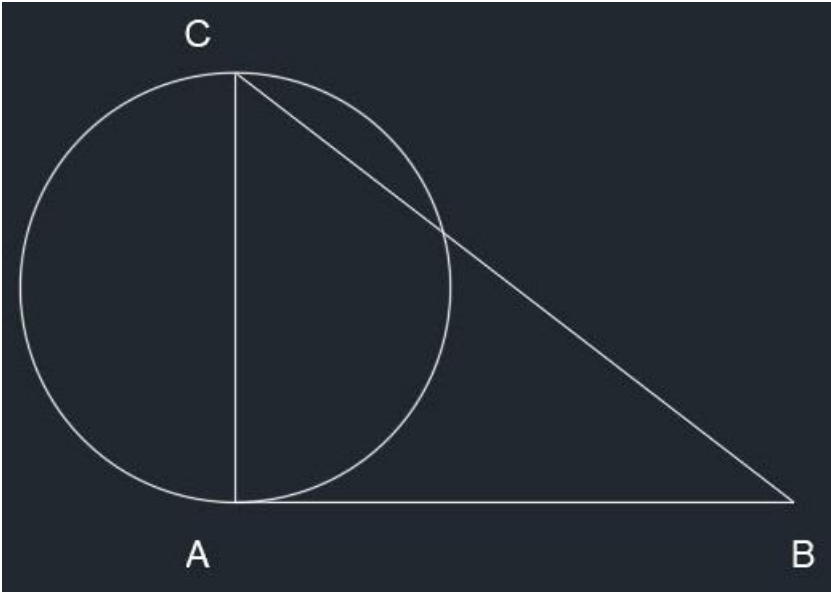


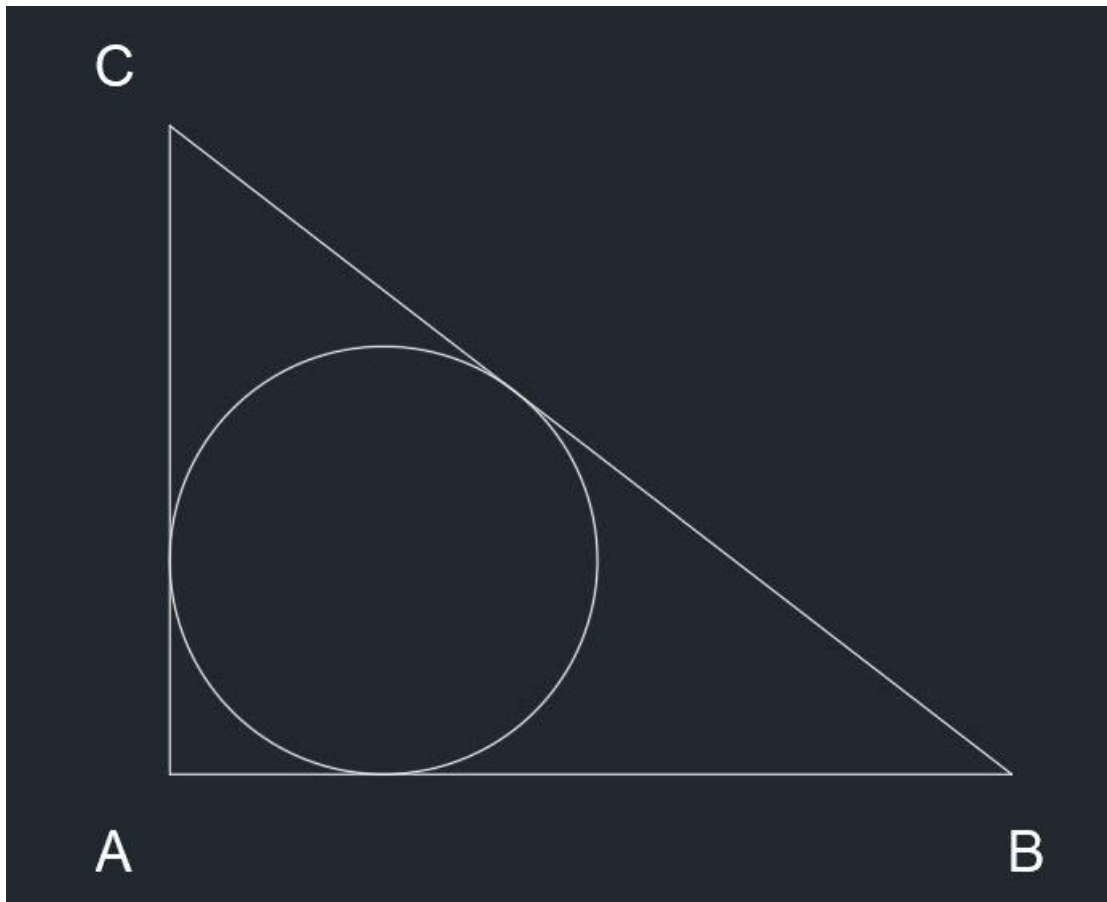
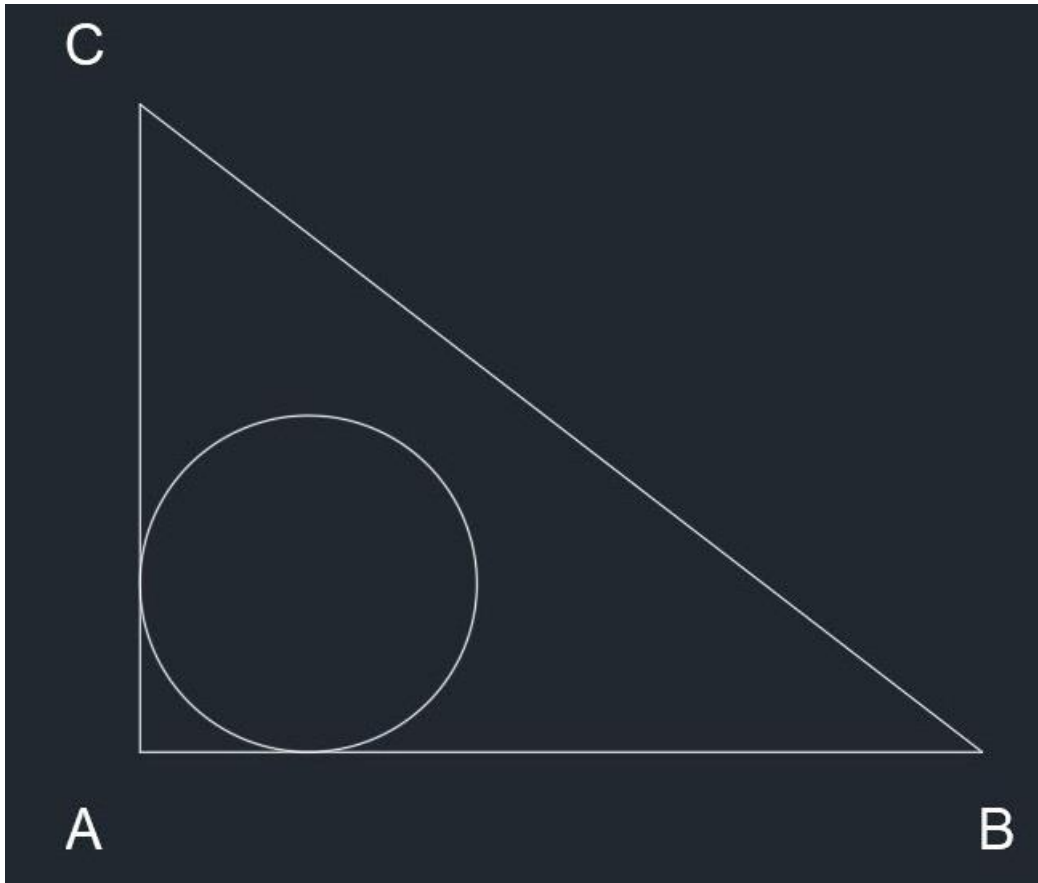
   **CIRCLE** Specify center point for circle or [3P 2P Ttr (tan tan radius)]: ▲

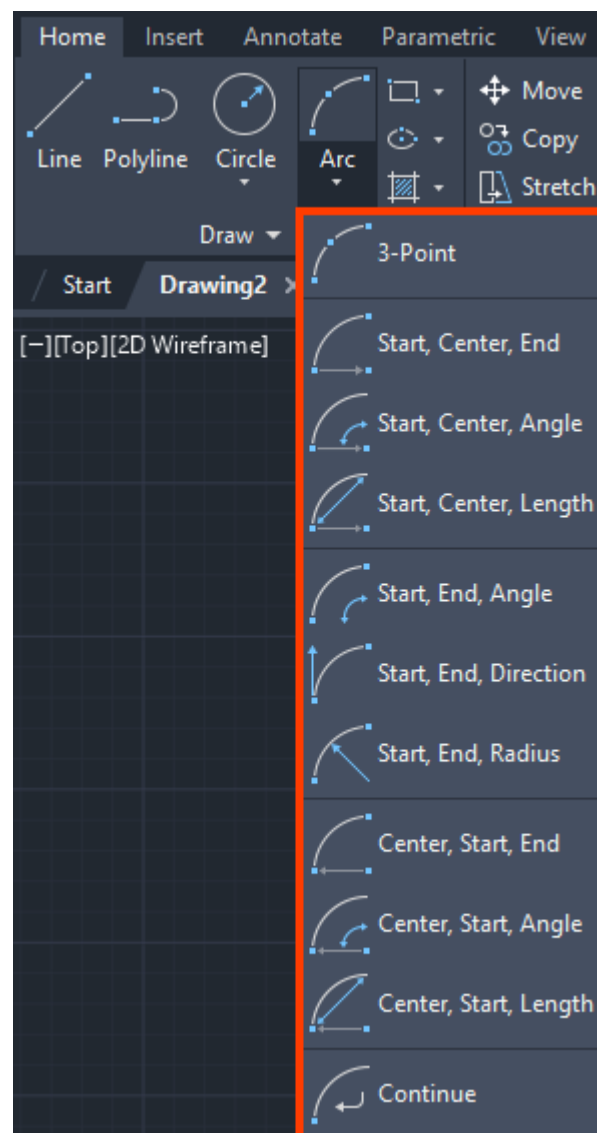
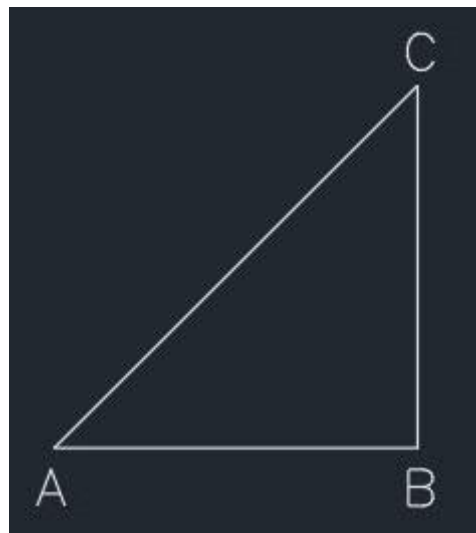
   **CIRCLE** Specify radius of circle or [Diameter]:

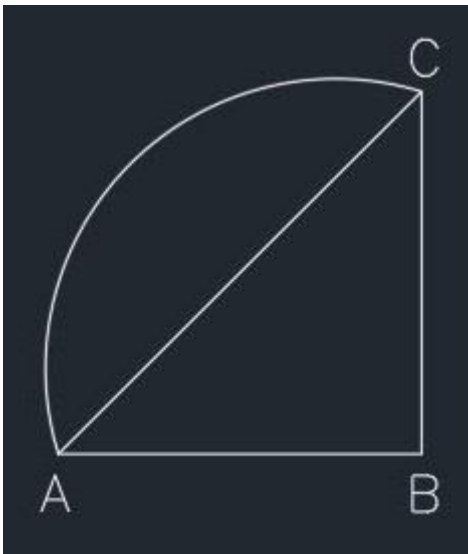
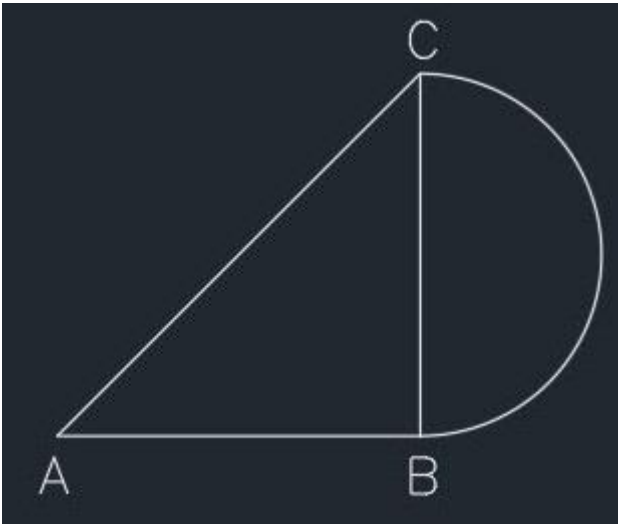
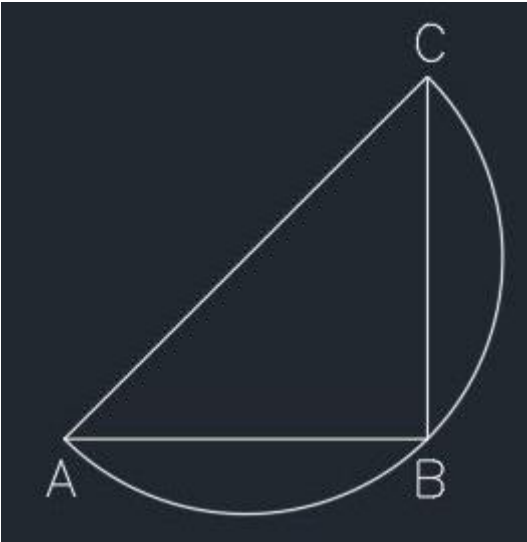
   **CIRCLE** Specify diameter of circle: ▲

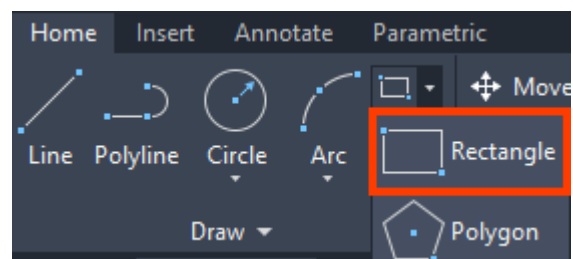
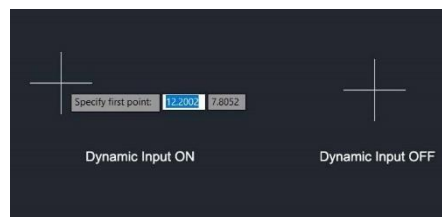
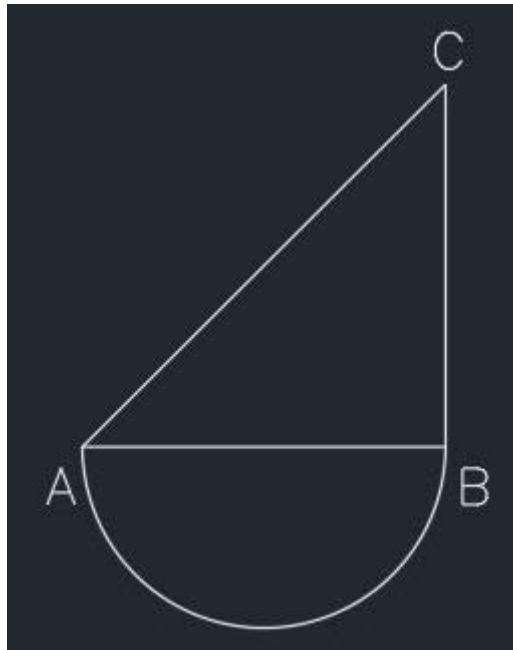


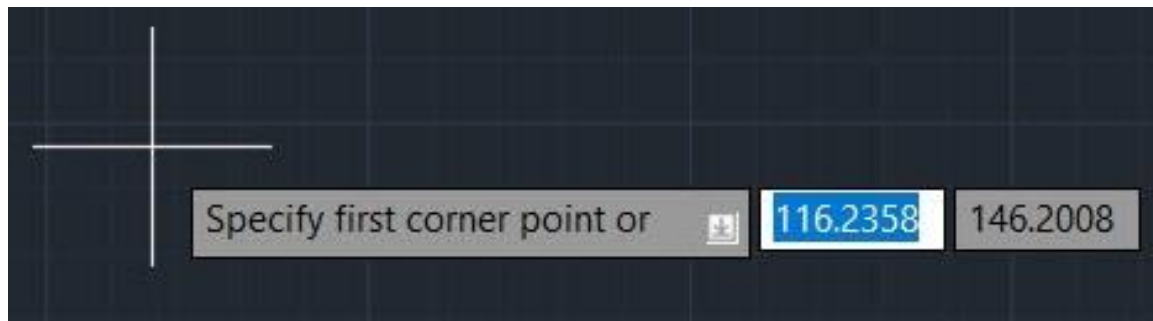


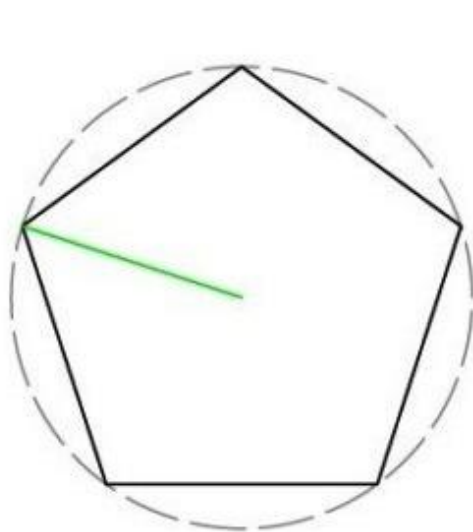
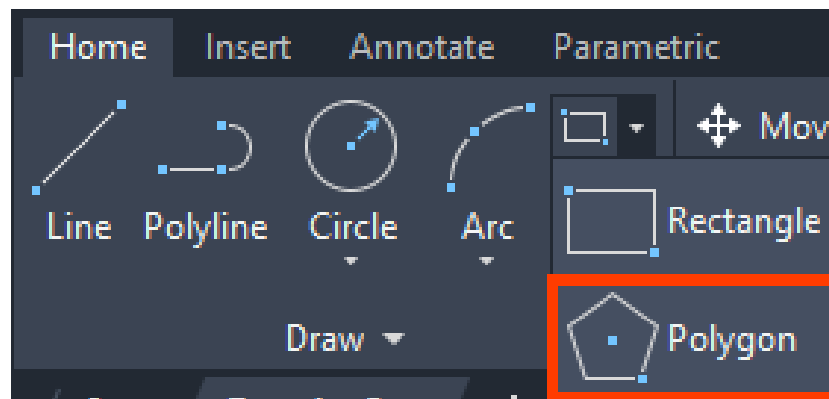




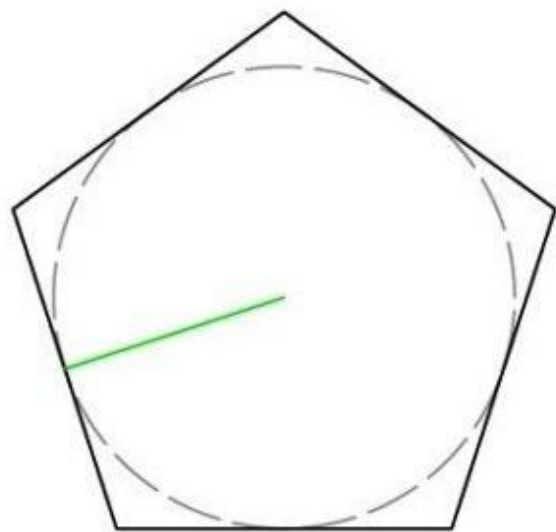




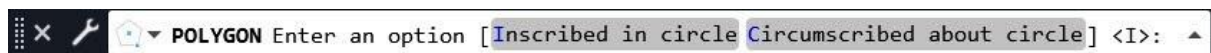


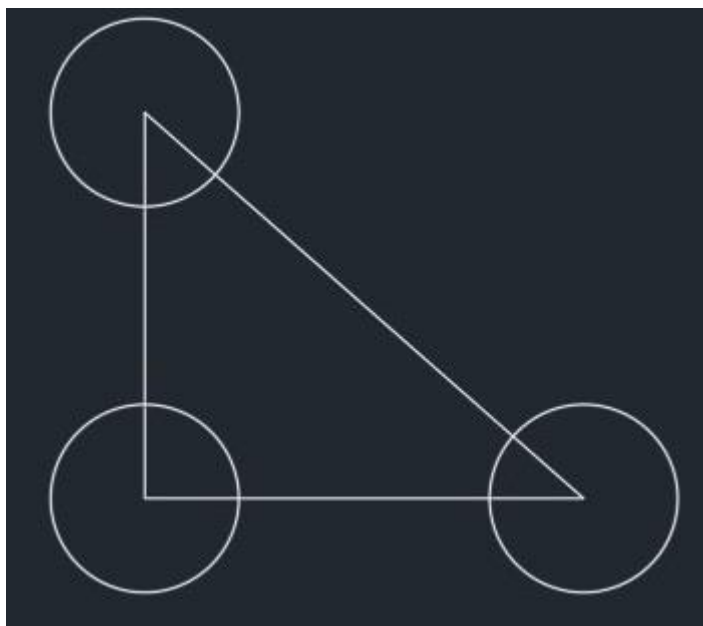
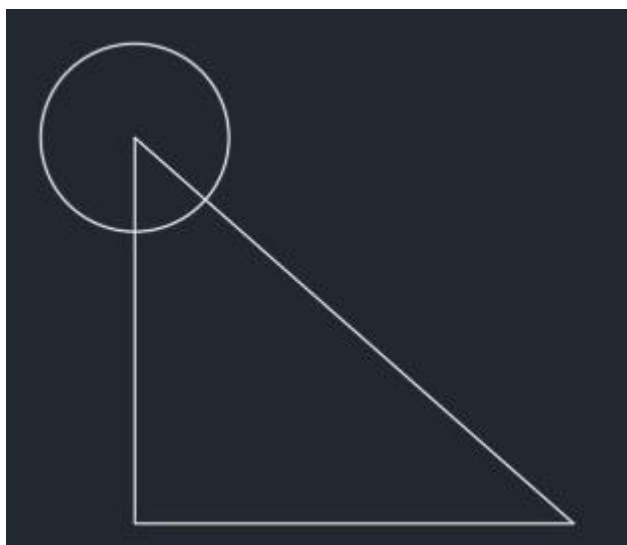
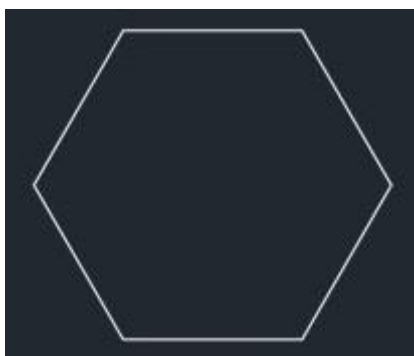


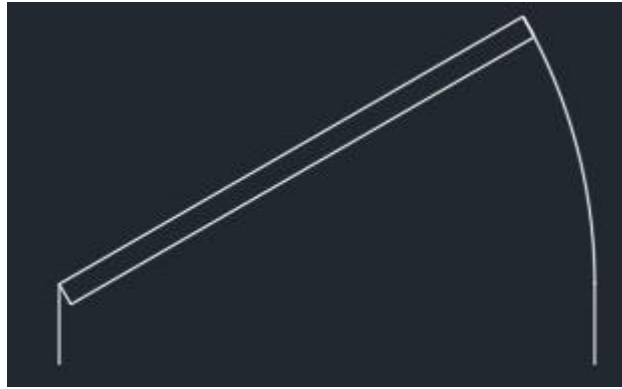
Inscribed Polygon



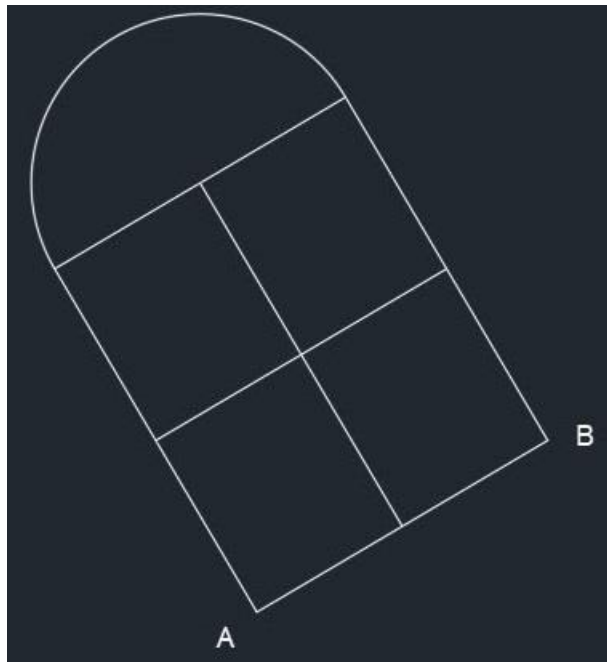
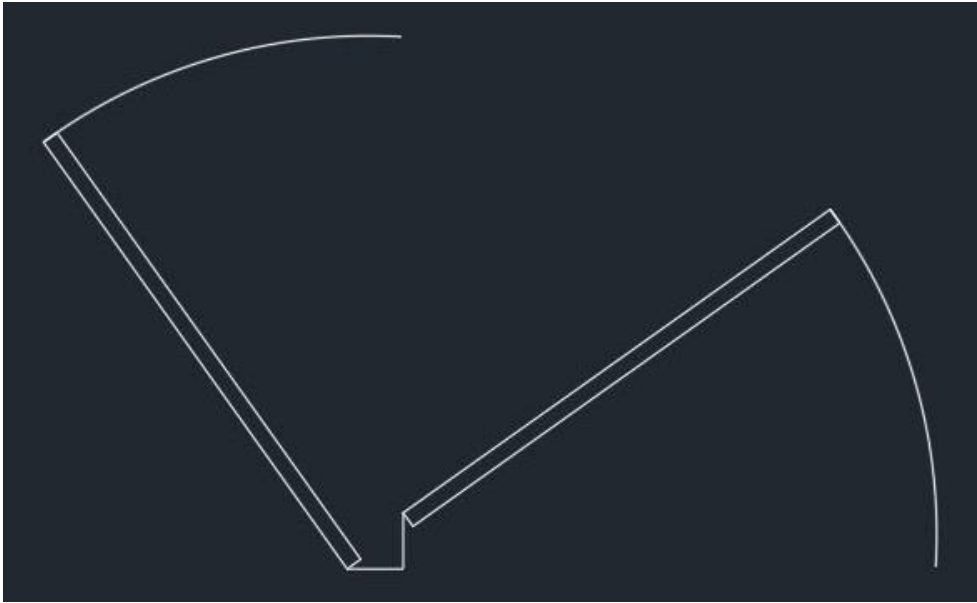
Circumscribed Polygon

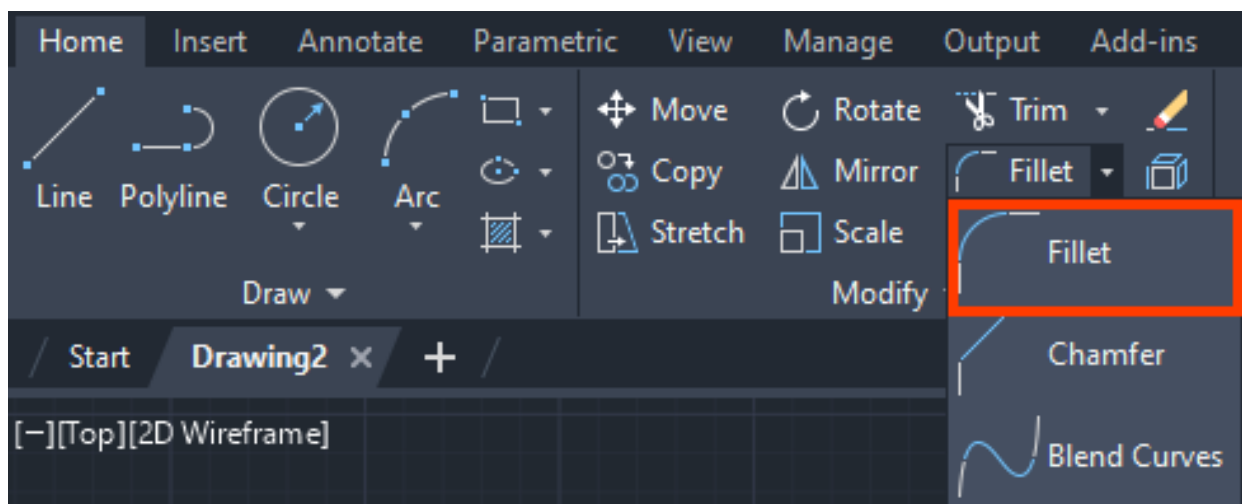
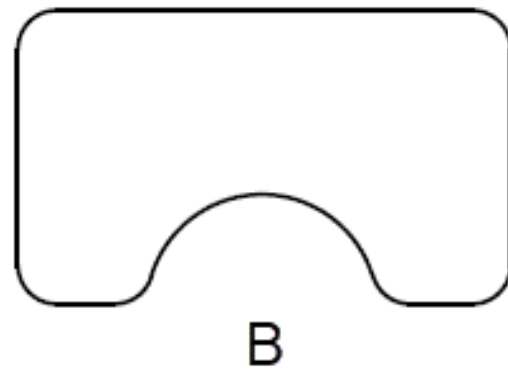
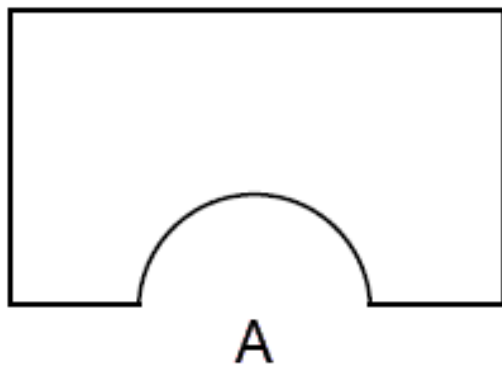
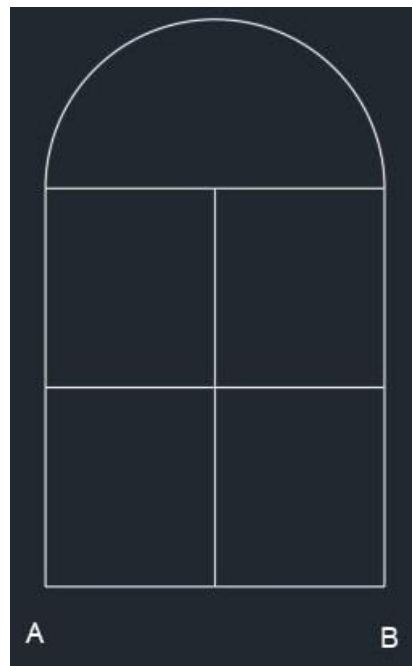


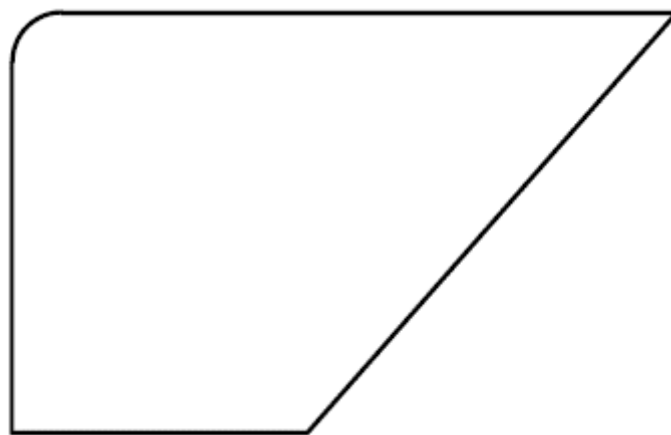
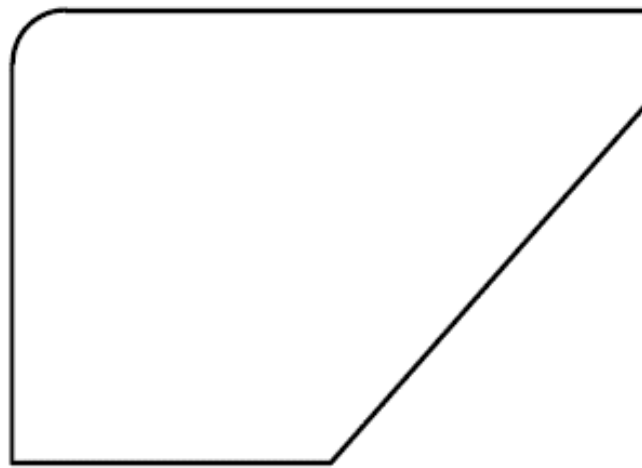
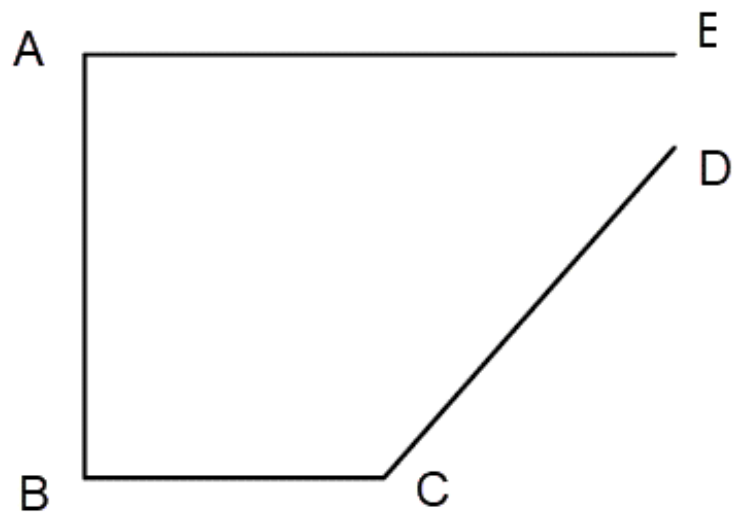




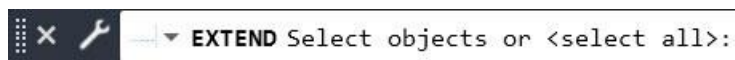
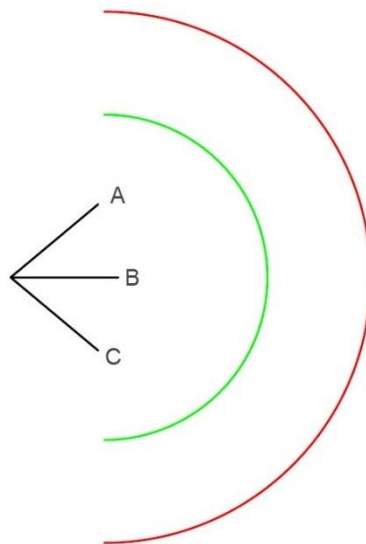
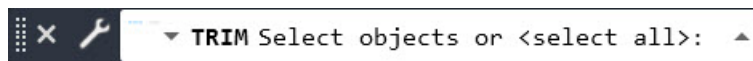
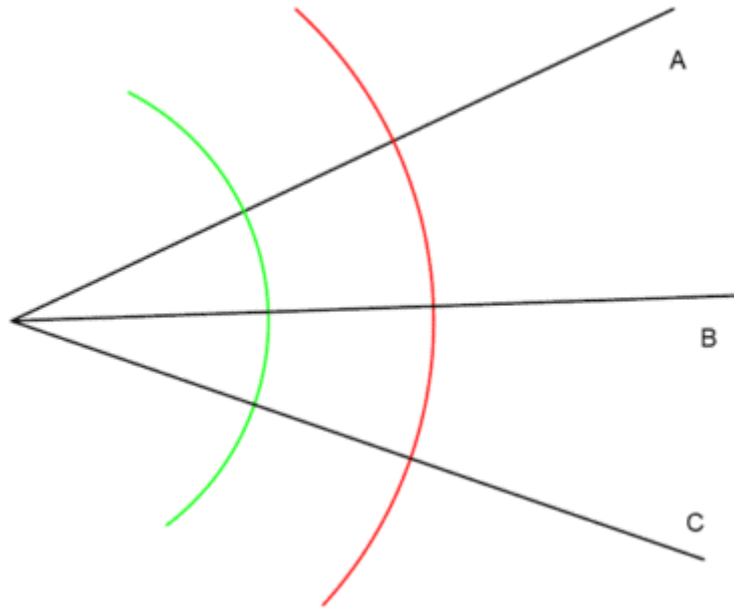
ROTATE Specify rotation angle or [Copy Reference] <0>:

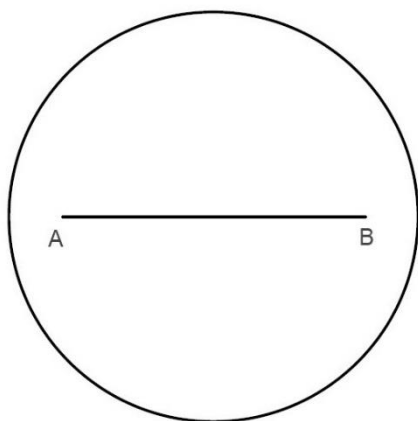




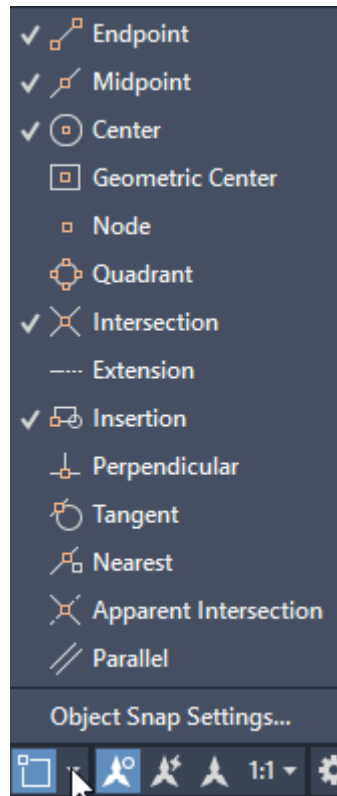


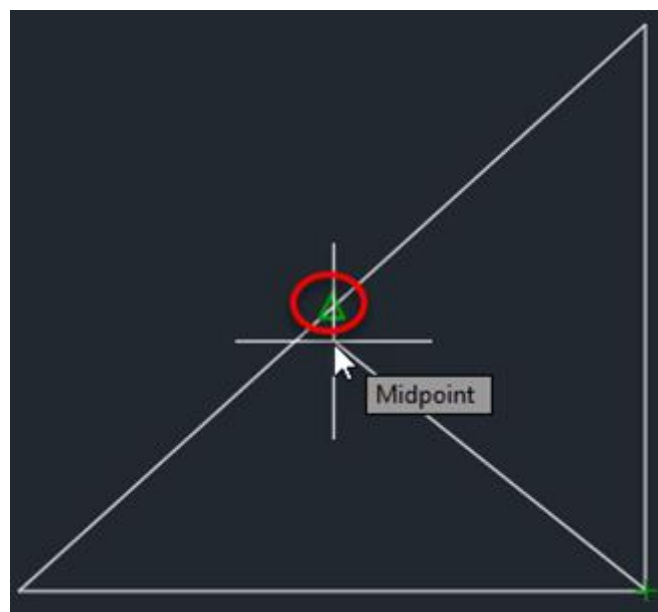
✕ 🔧 ▼ **FILLET** Select first object or [Undo Polyline Radius Trim Multiple]: ▲

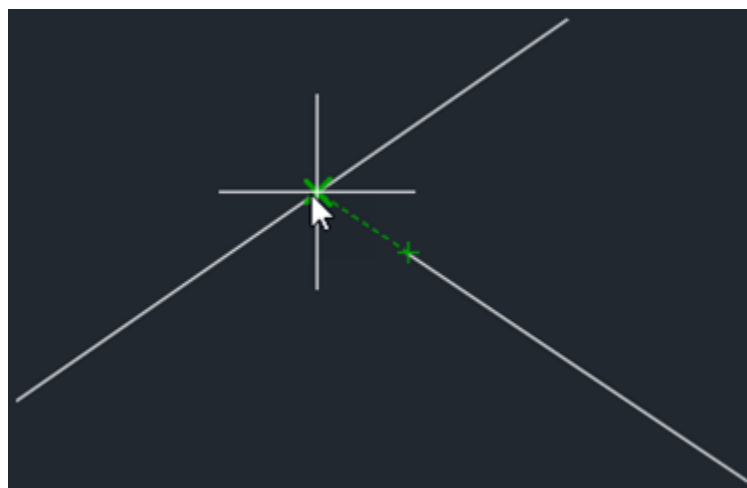
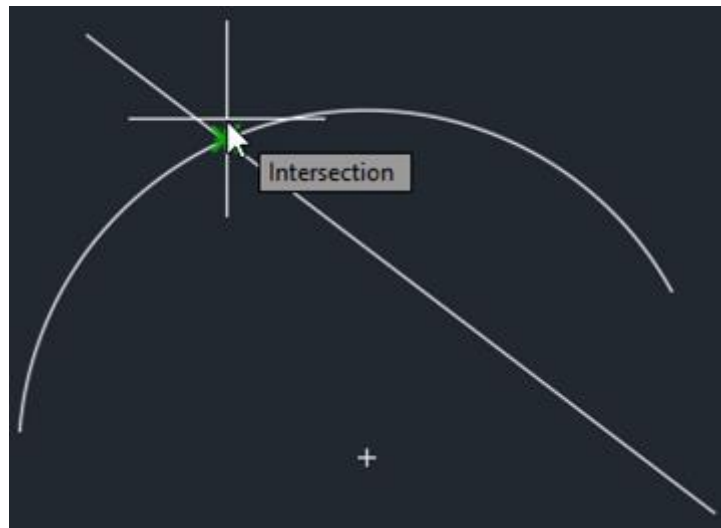
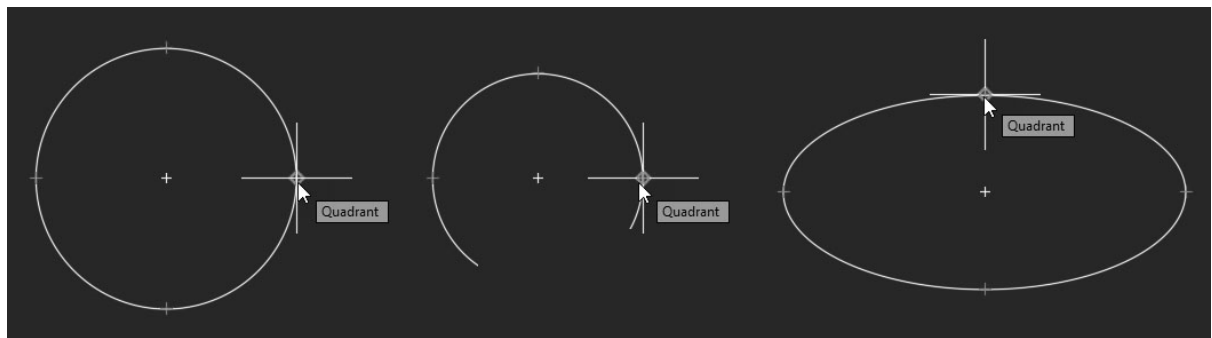


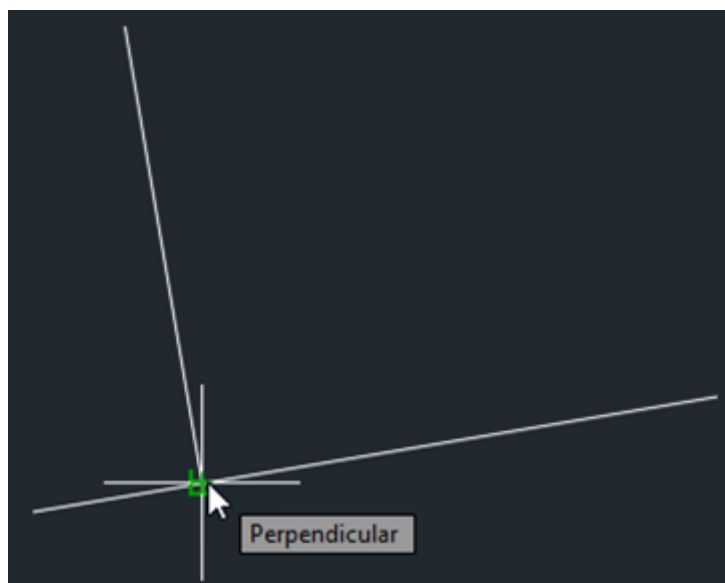
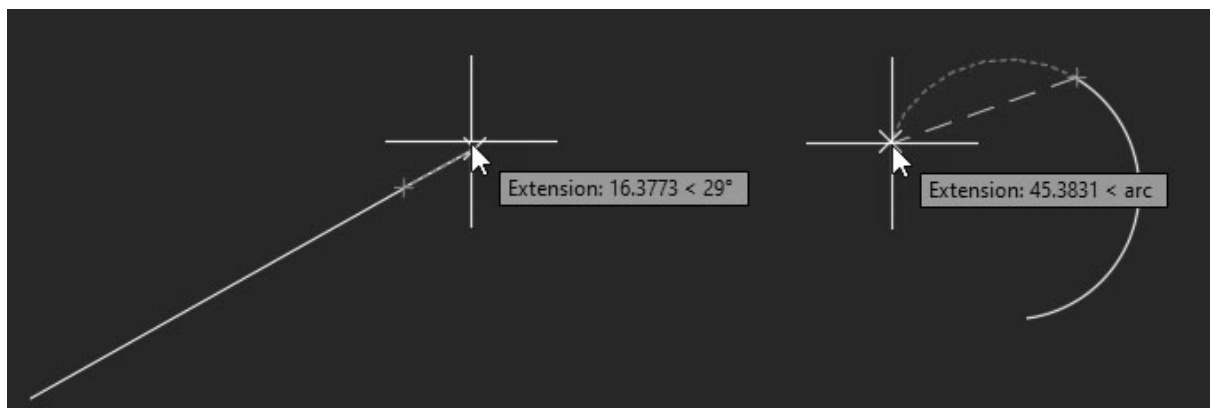
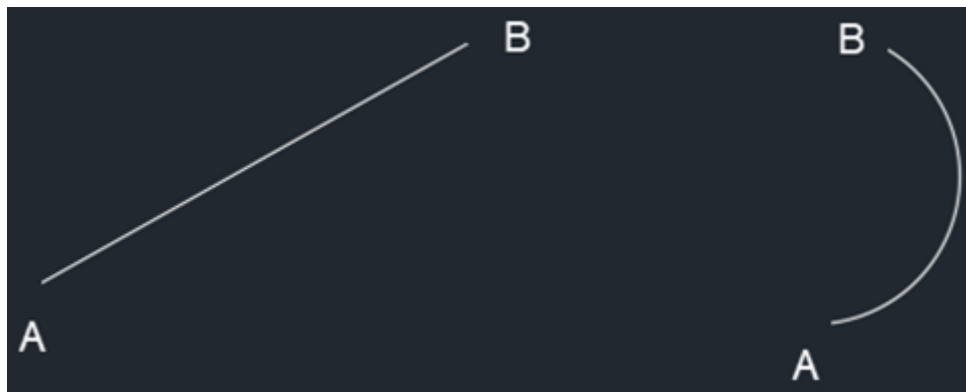


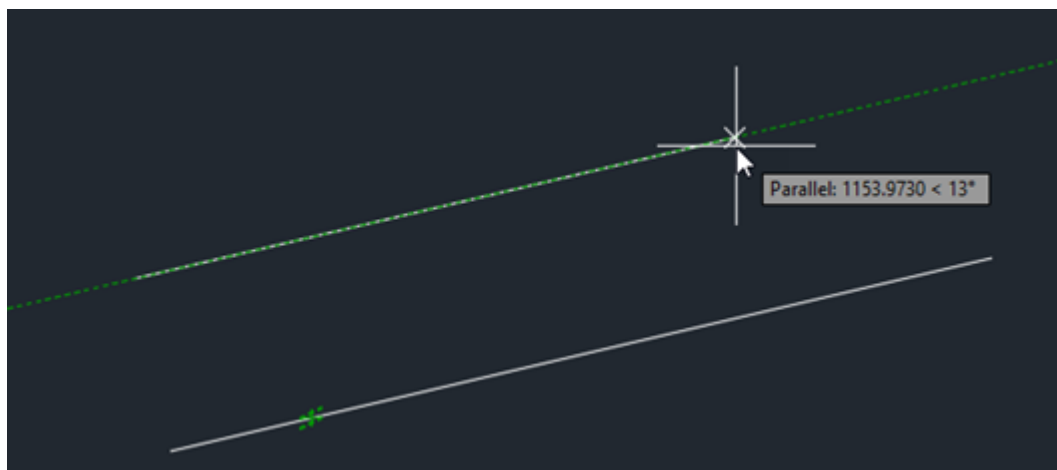
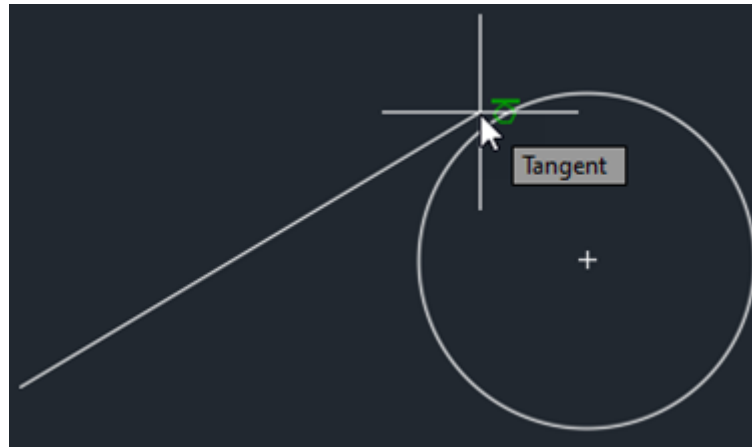
Chapter 03: Learning about Modify Commands

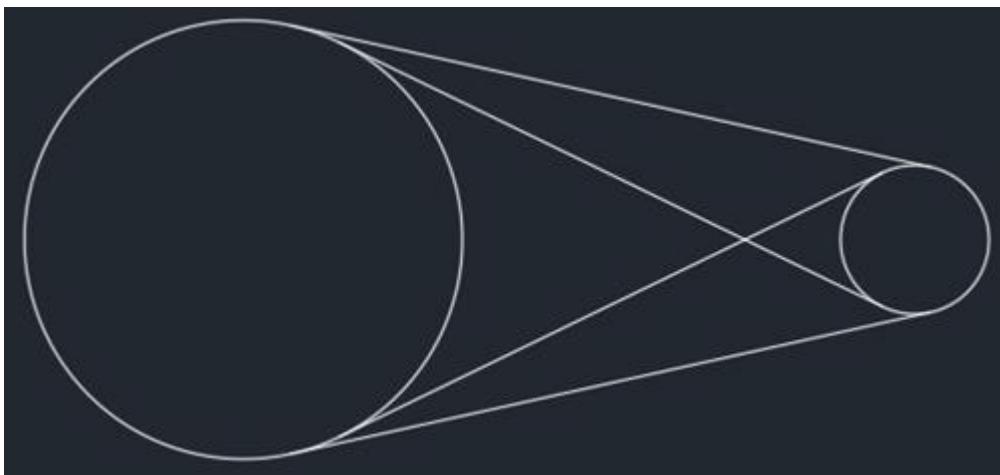
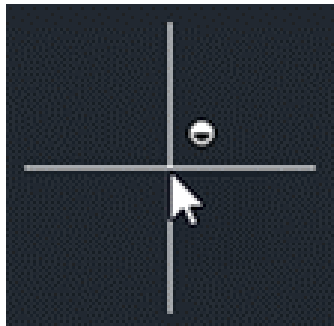


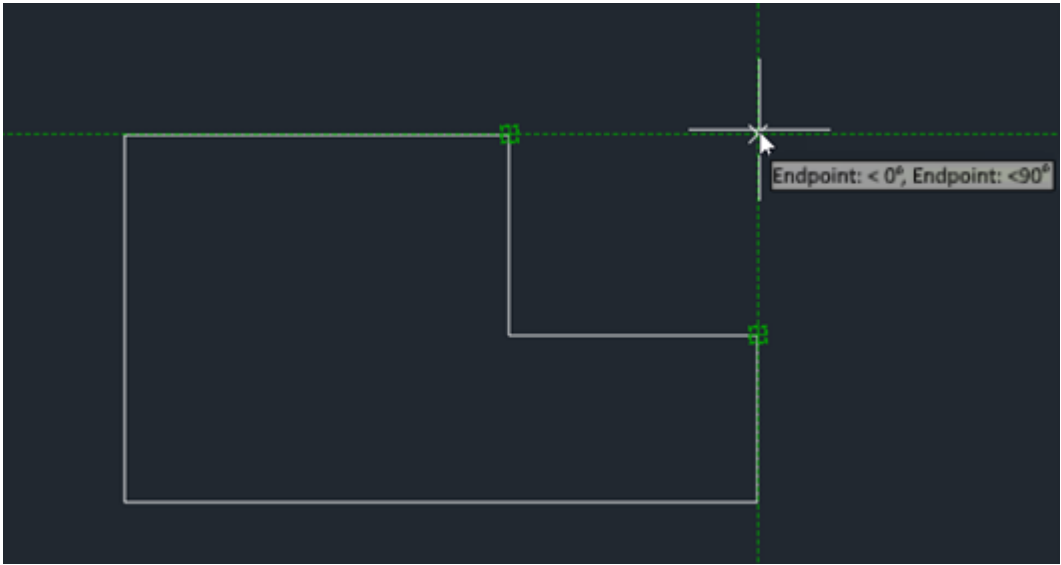
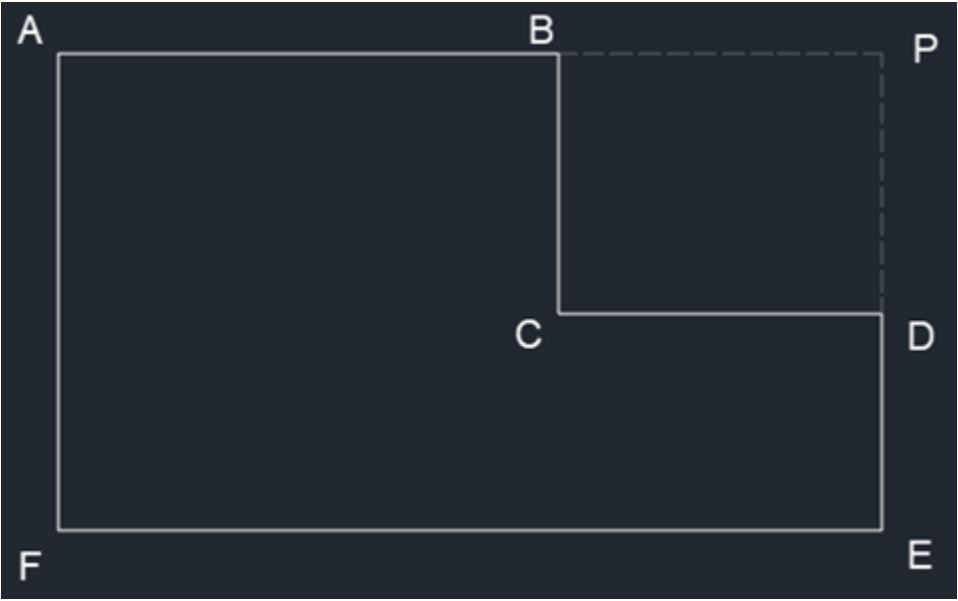


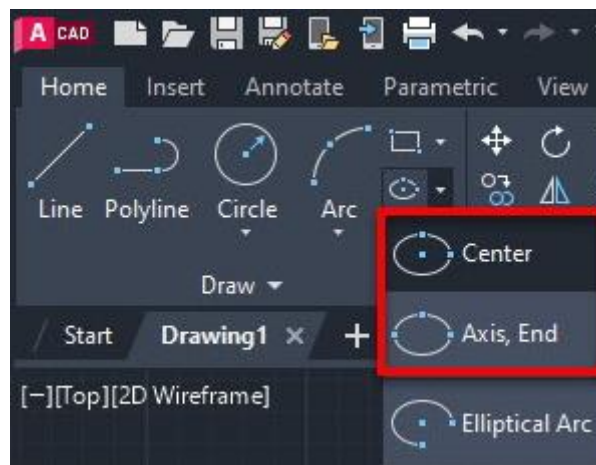
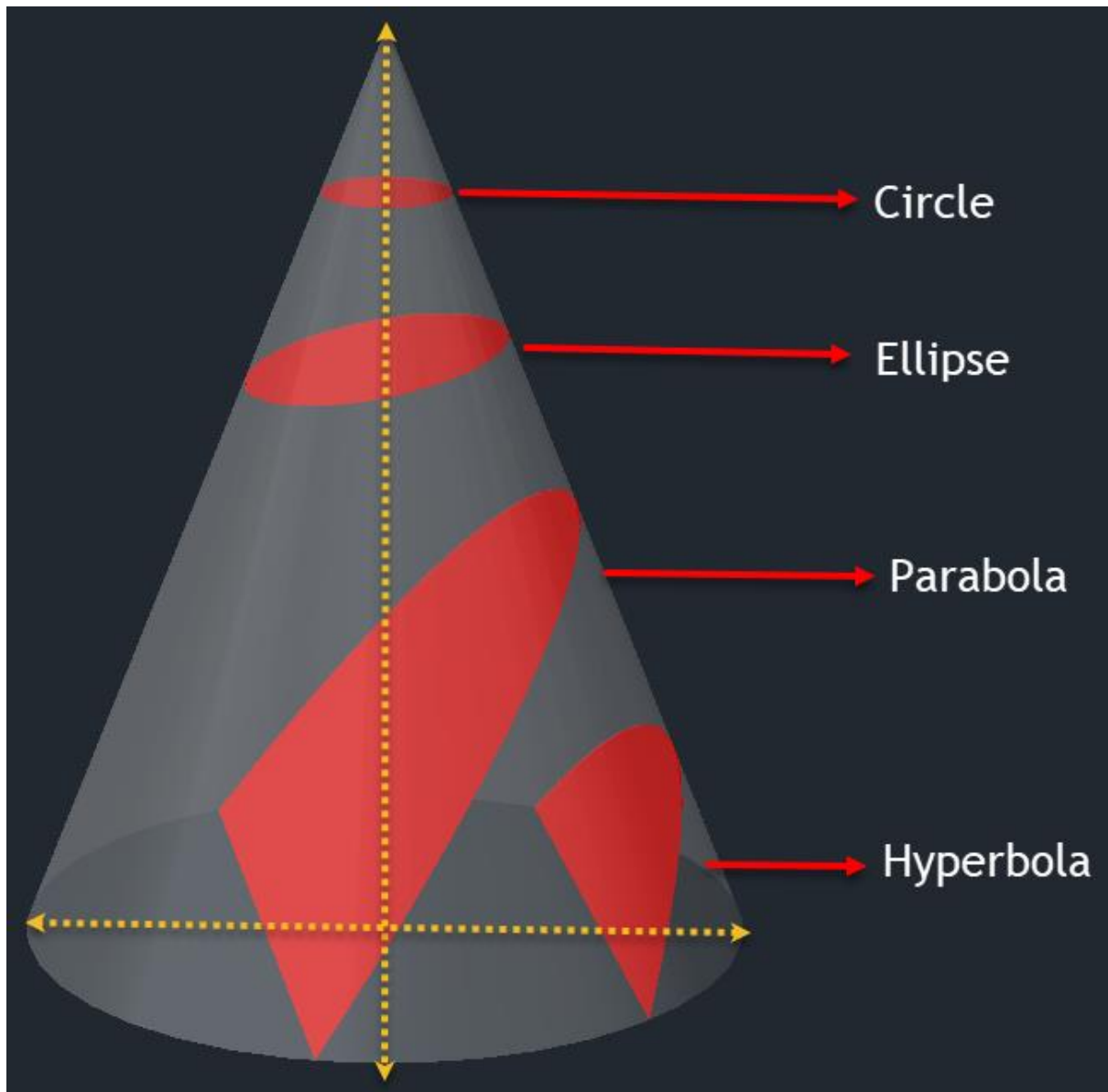


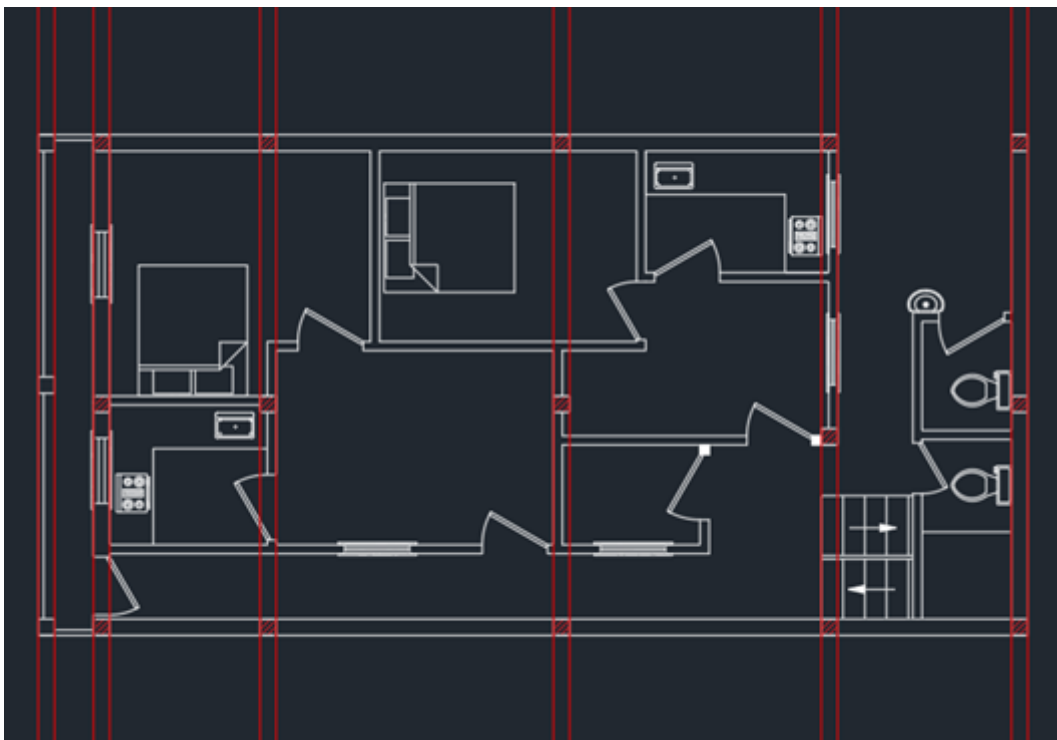
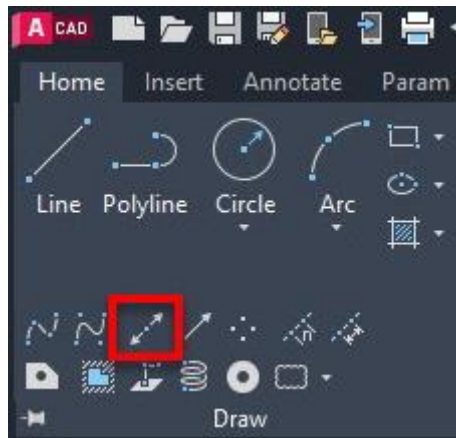
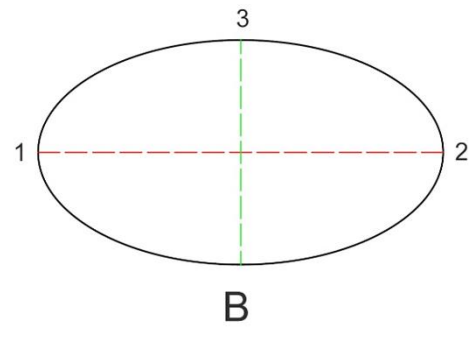
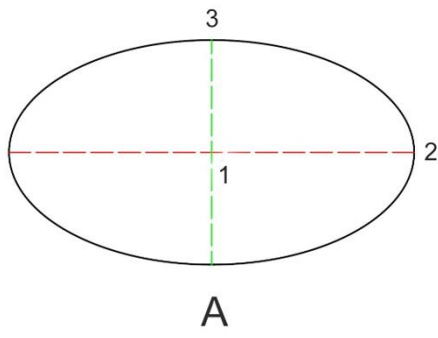


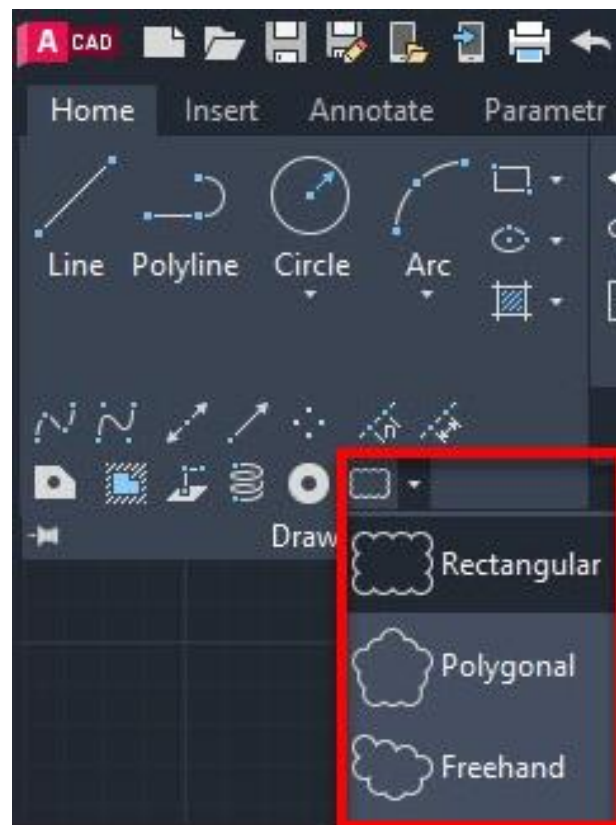
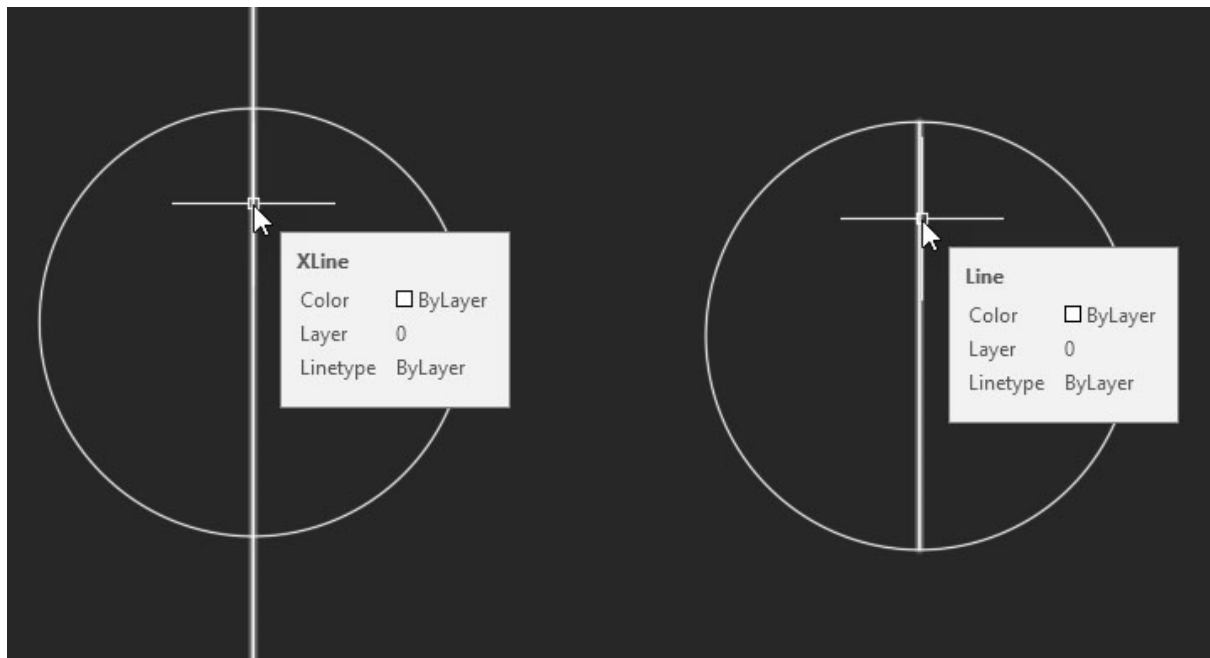


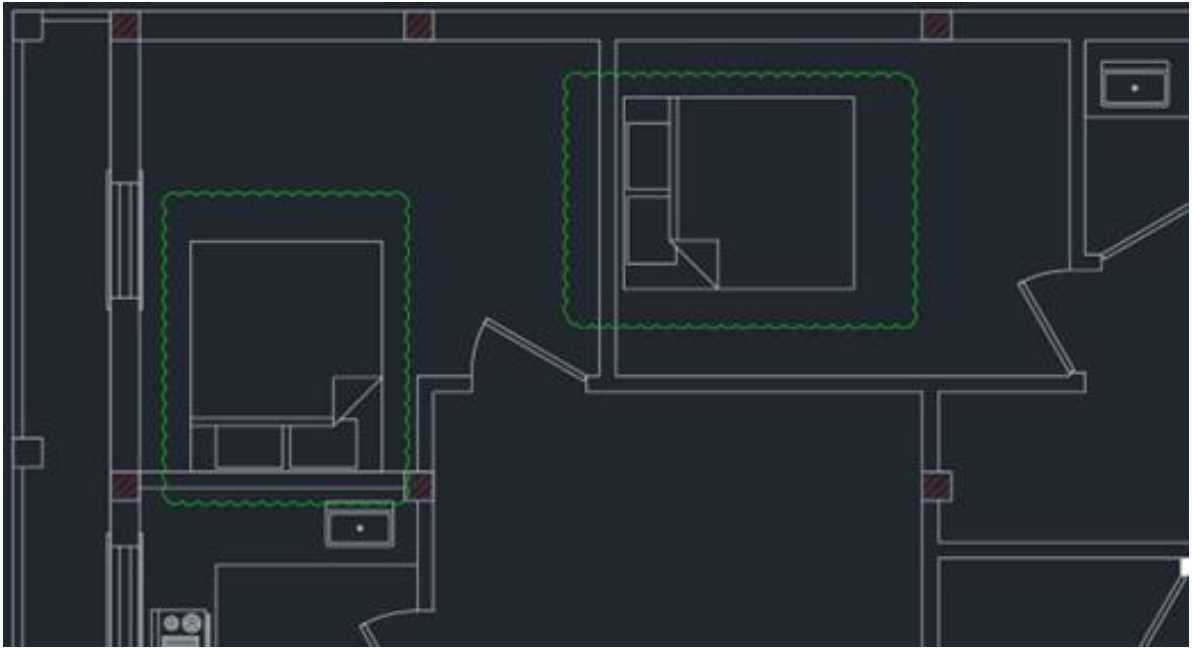


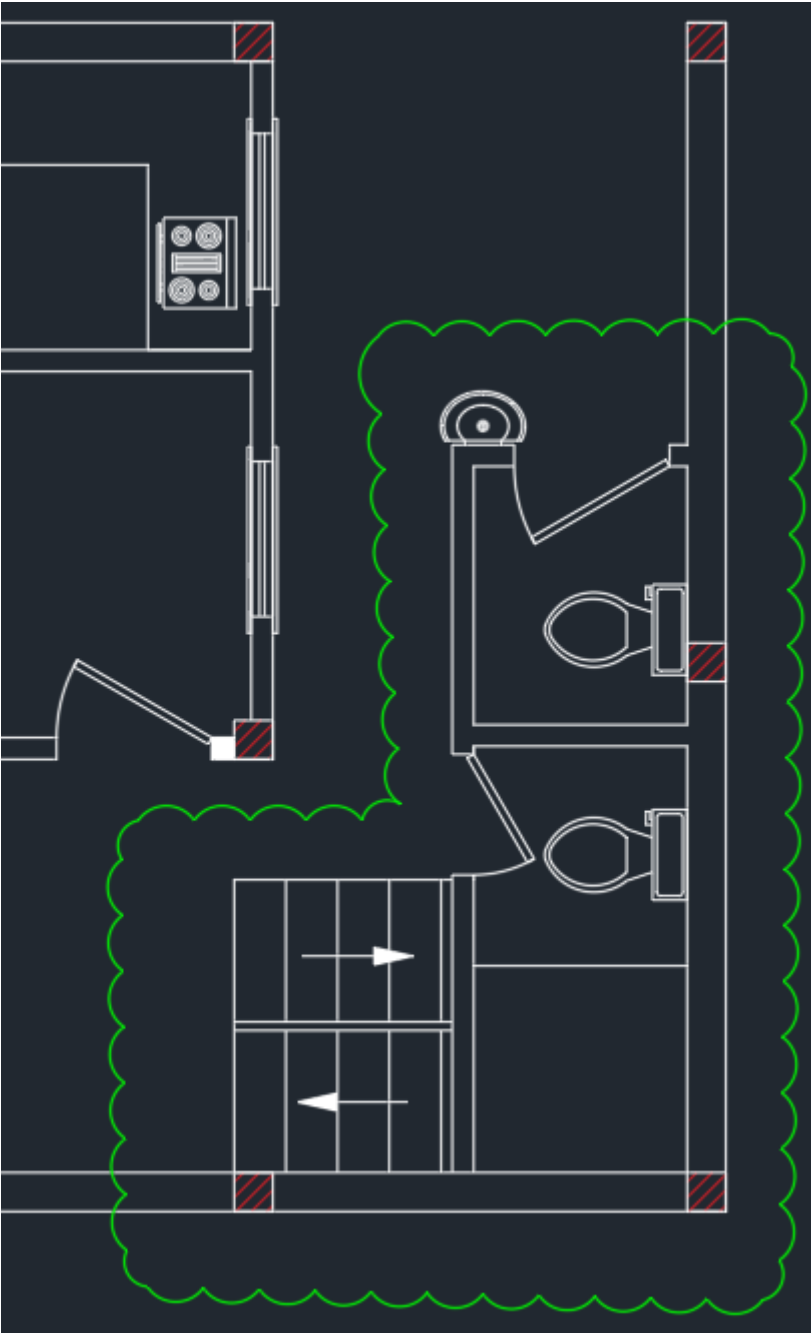


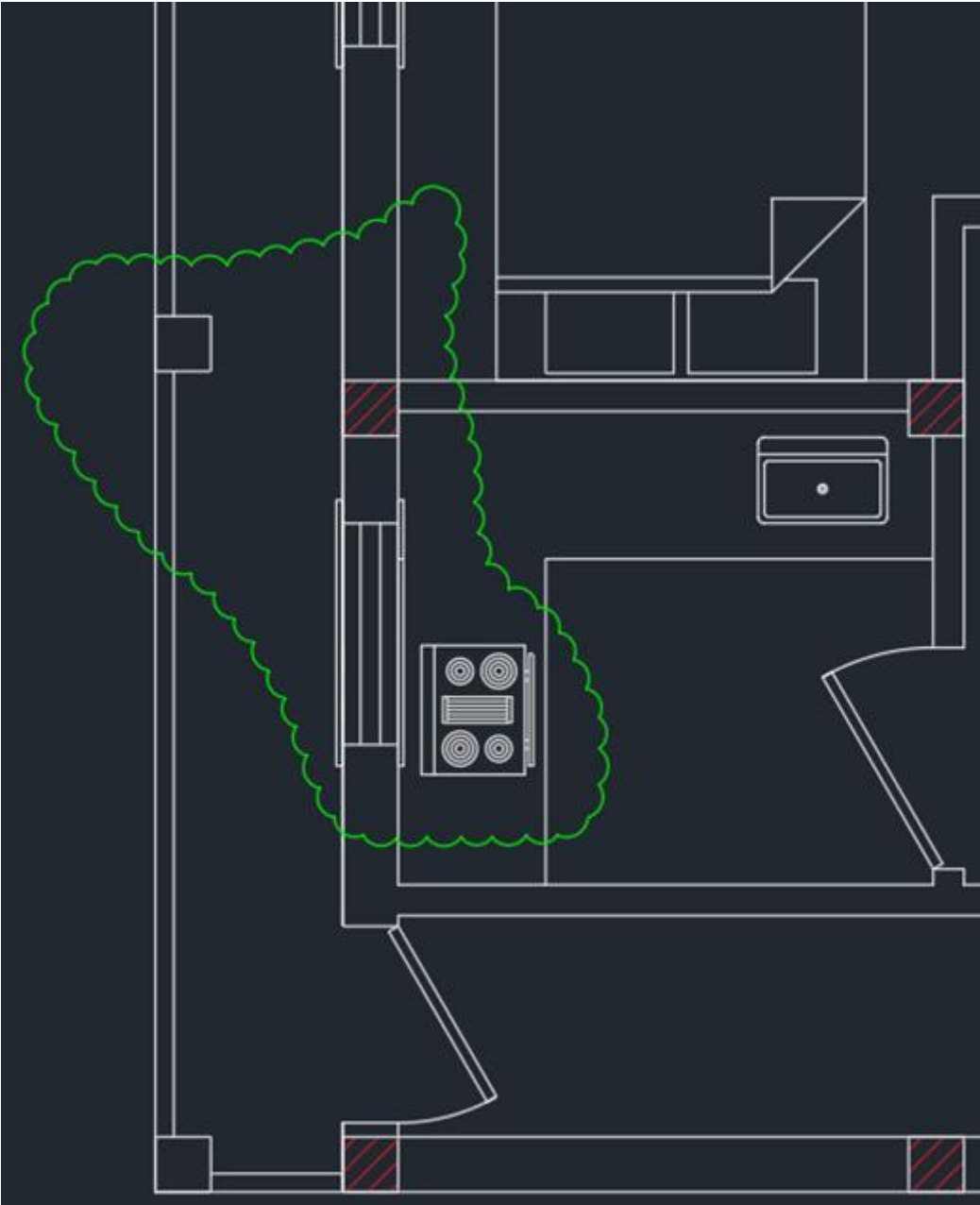


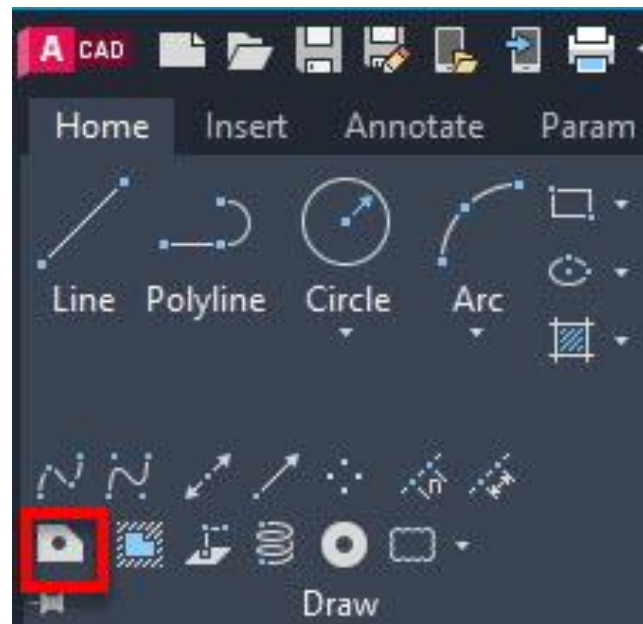







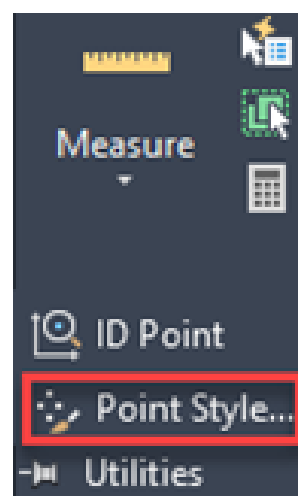
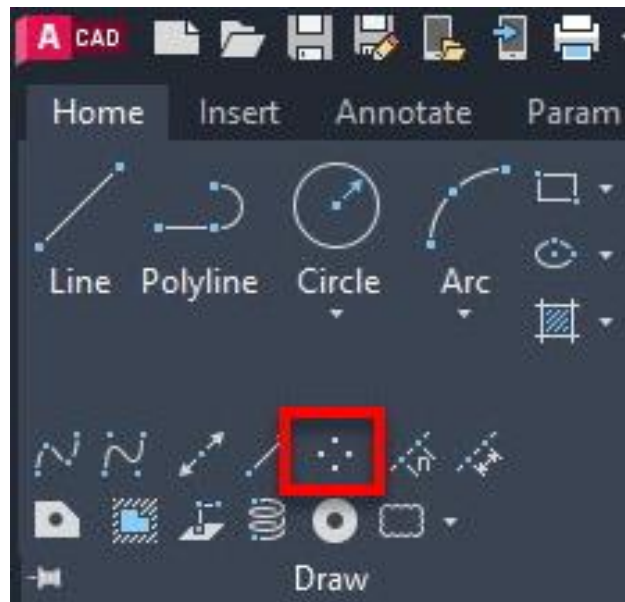


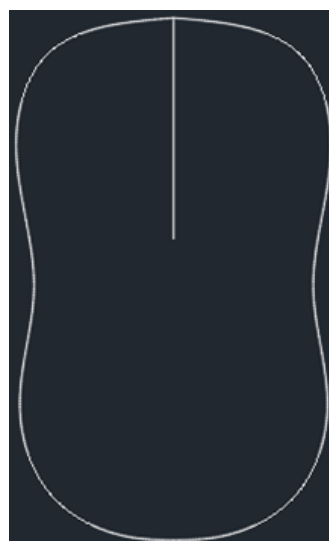
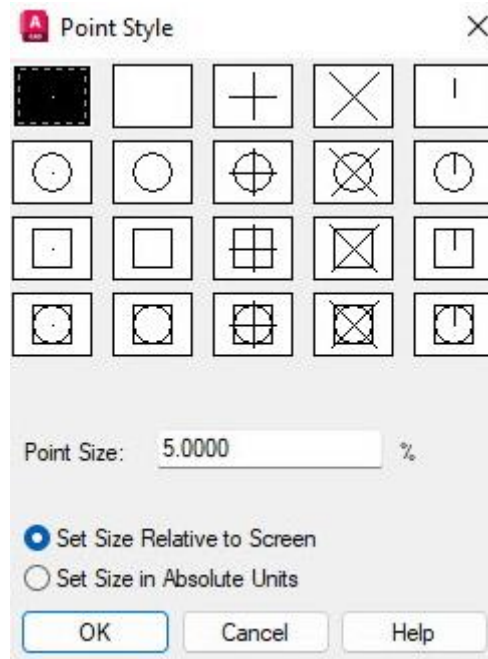


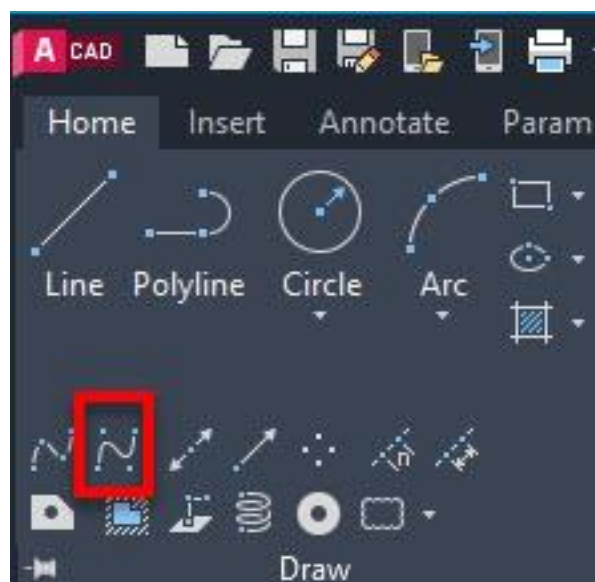
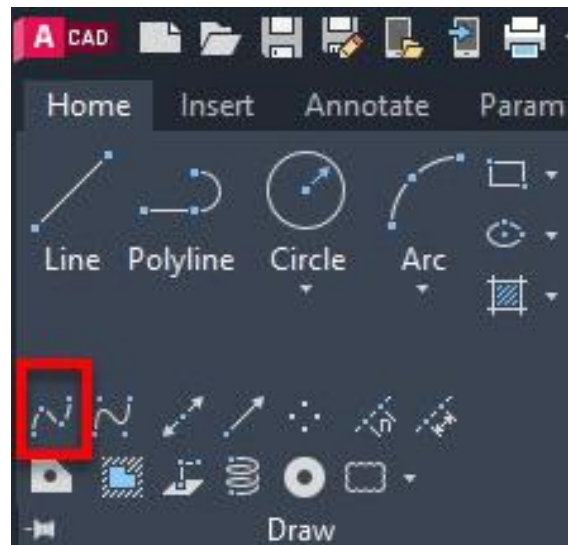


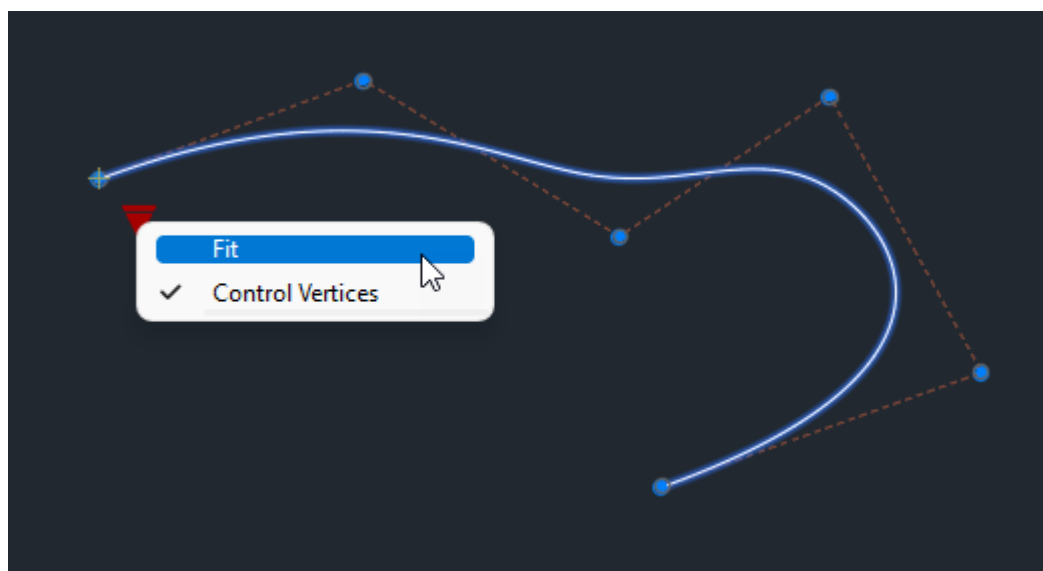
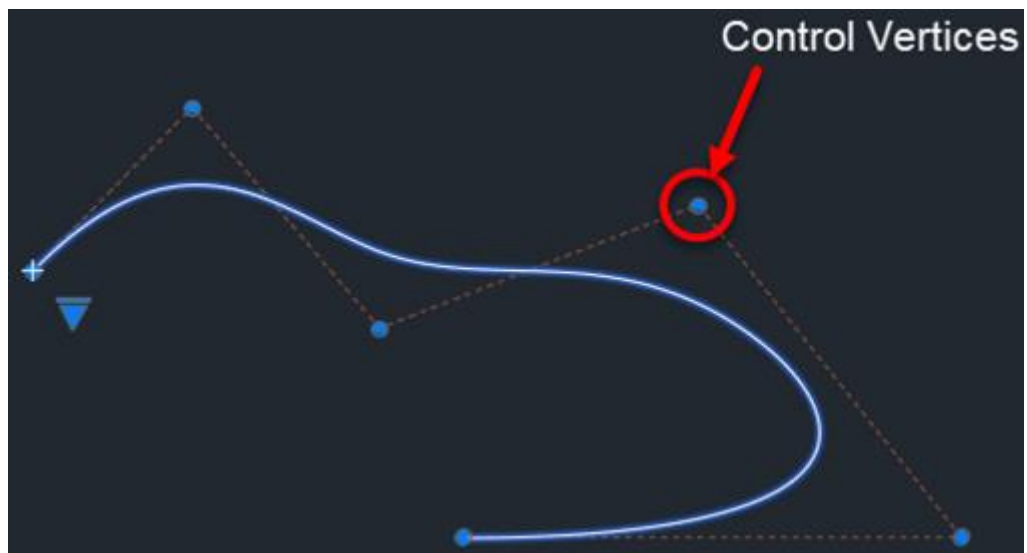
2 loops extracted.
2 Regions created.

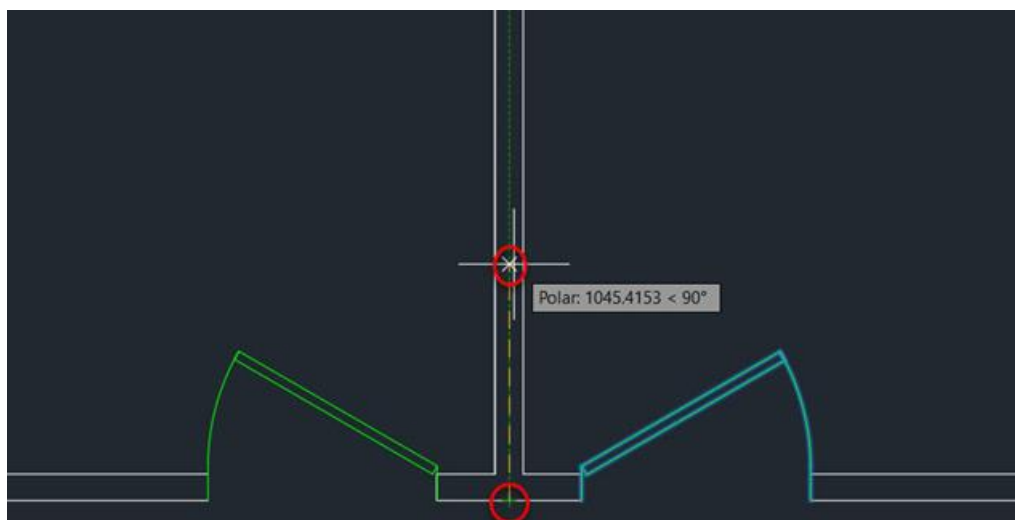
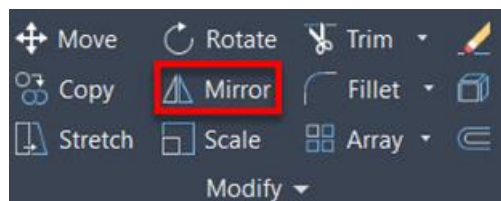
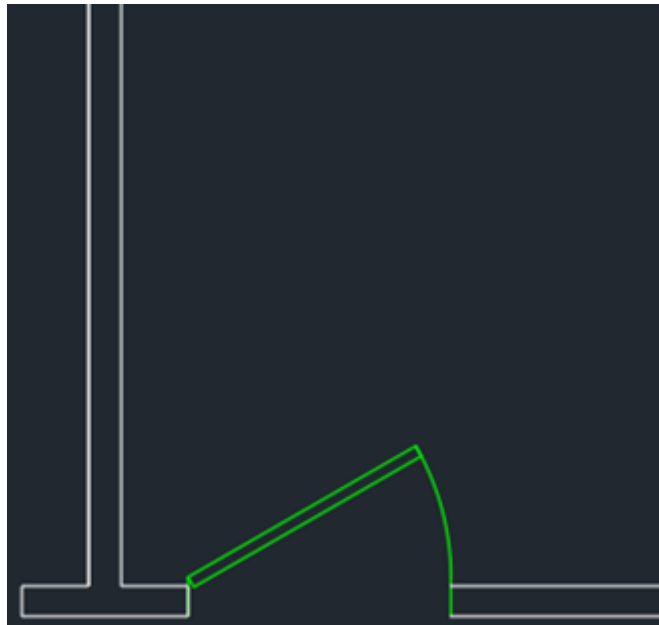
 Type a command




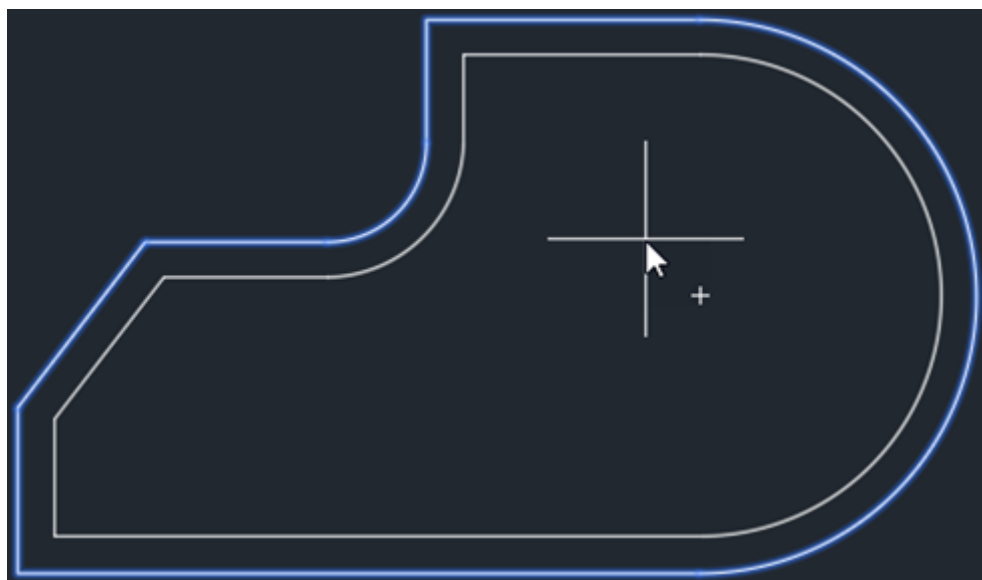
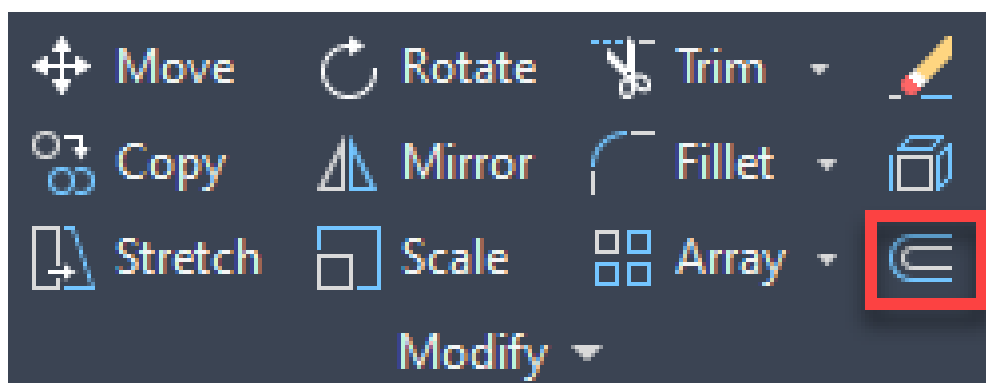


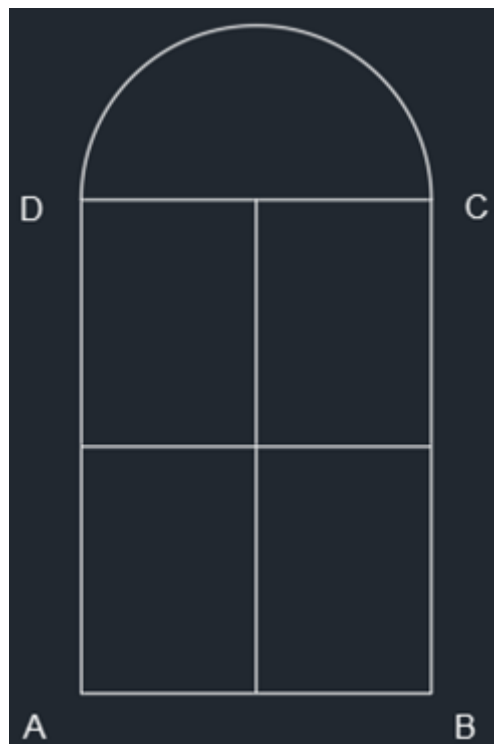


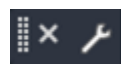


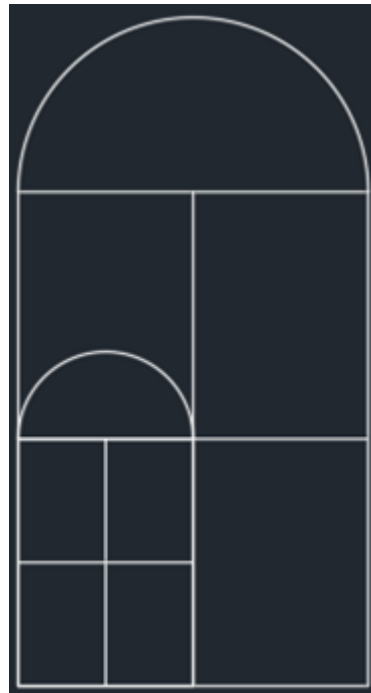


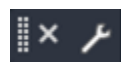
 **MIRROR** Erase source objects? [**Yes** **No**] <No>:

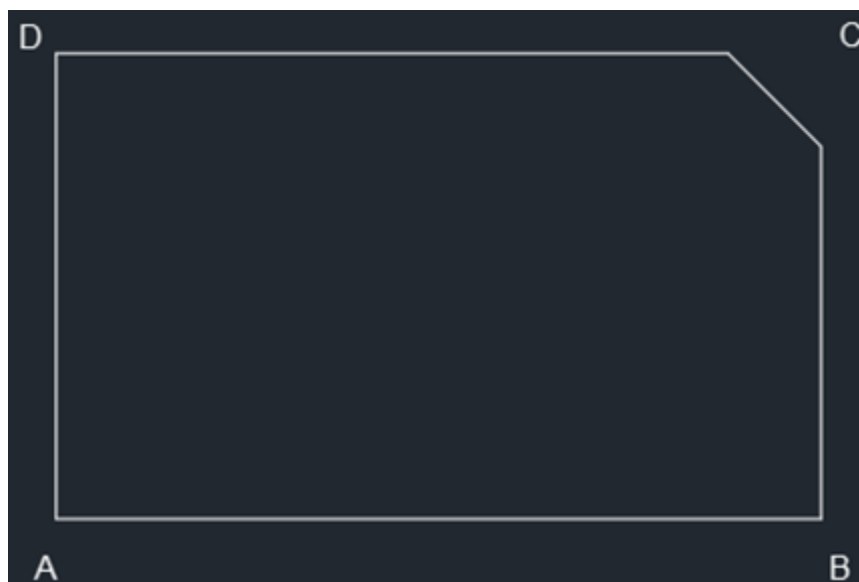


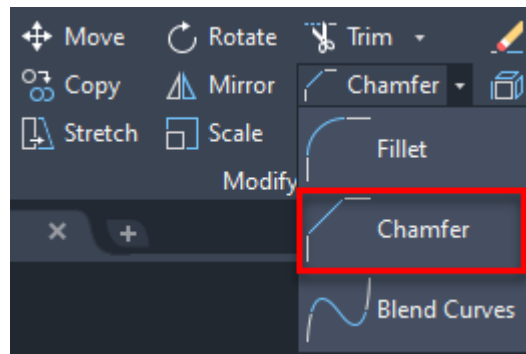


 SCALE Specify scale factor or [**Copy** Reference]:

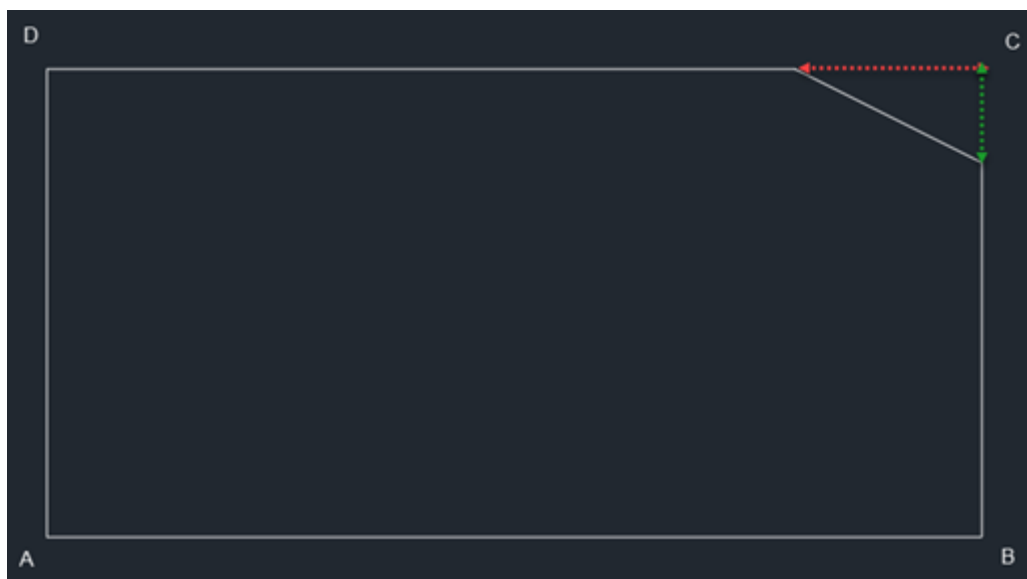


 SCALE Specify scale factor or [**Copy** Reference]





CHAMFER Select first line or [Undo Polyline Distance Angle Trim Method Multiple]:

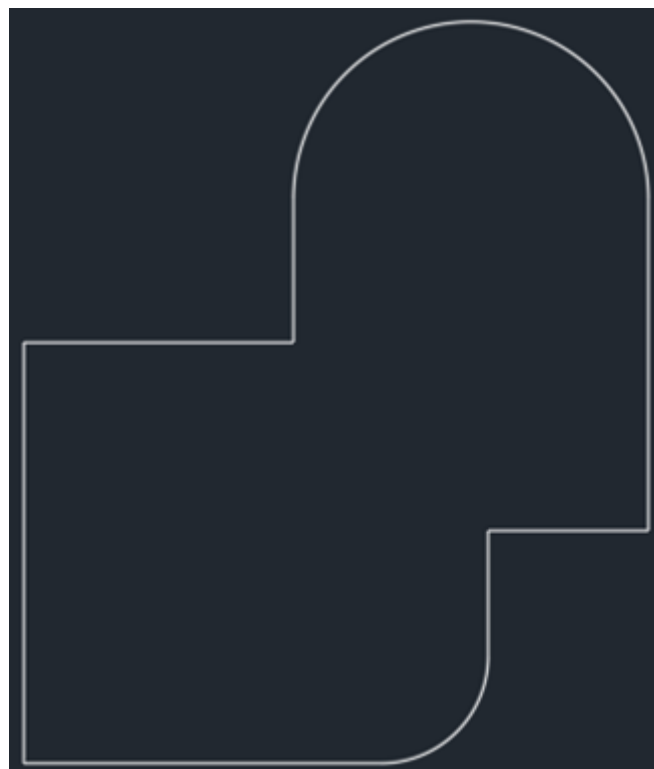
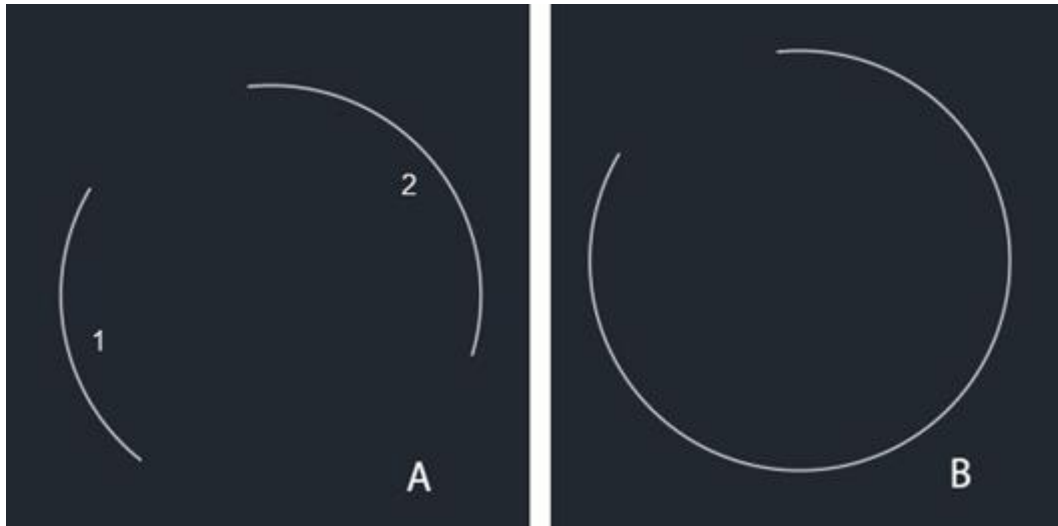
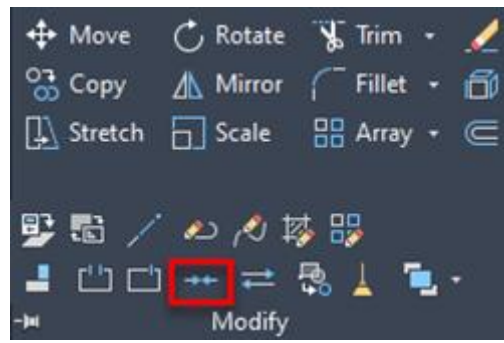


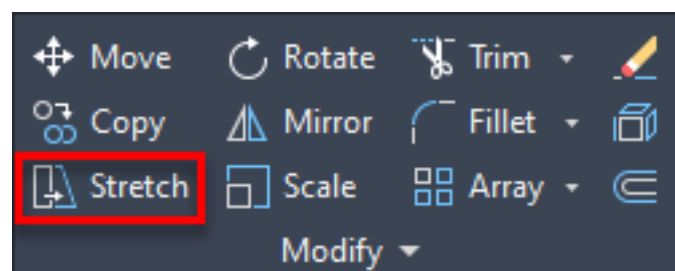
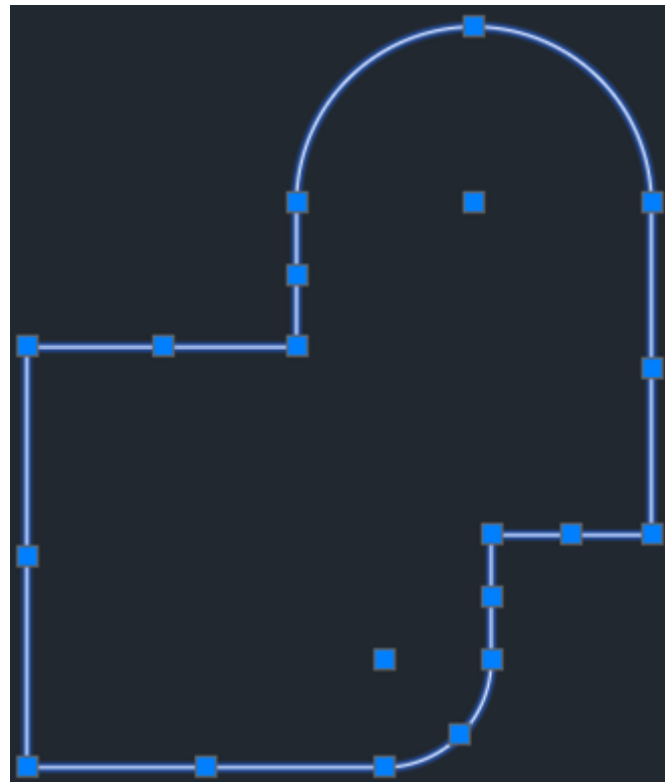
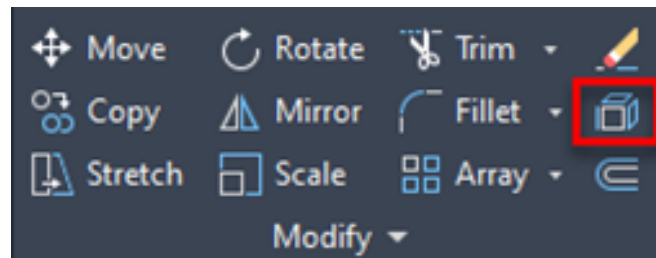
CHAMFER Select first line or [Undo Polyline Distance Angle Trim Method Multiple]:

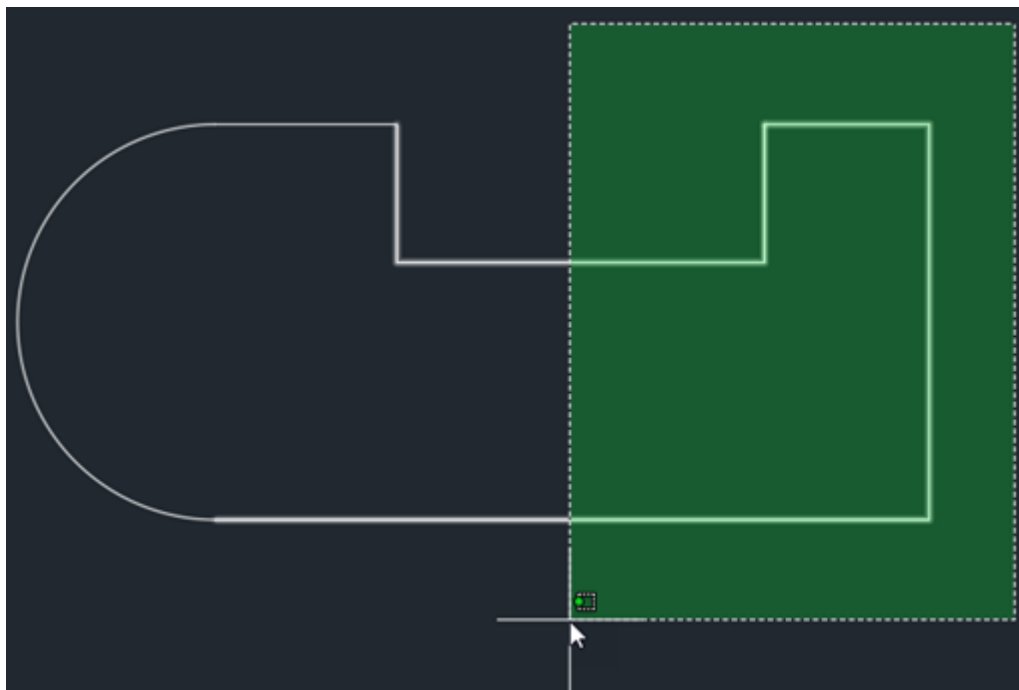
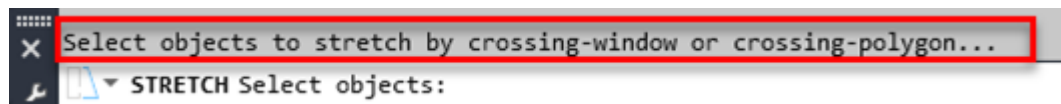
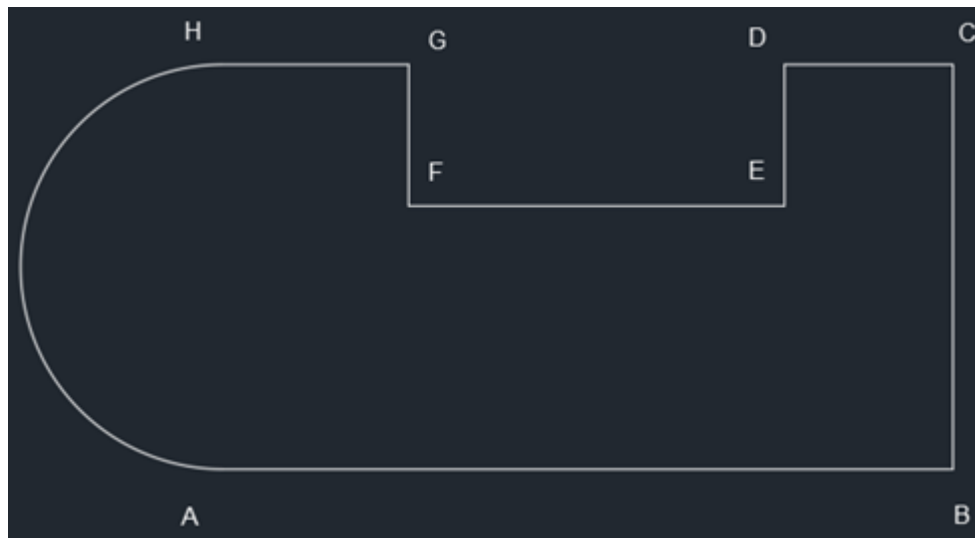


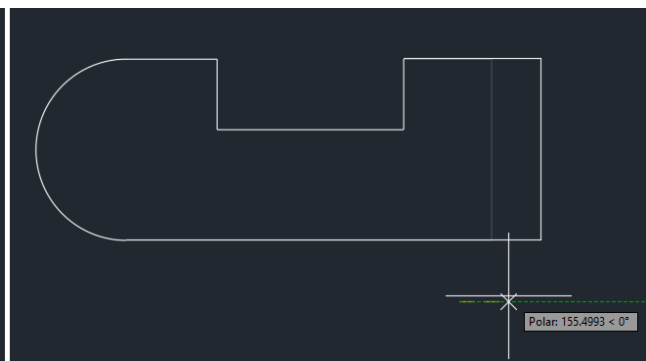
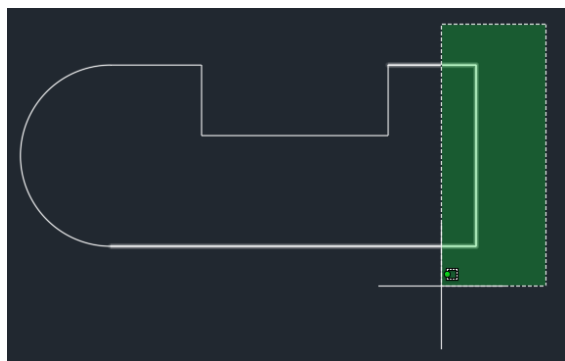
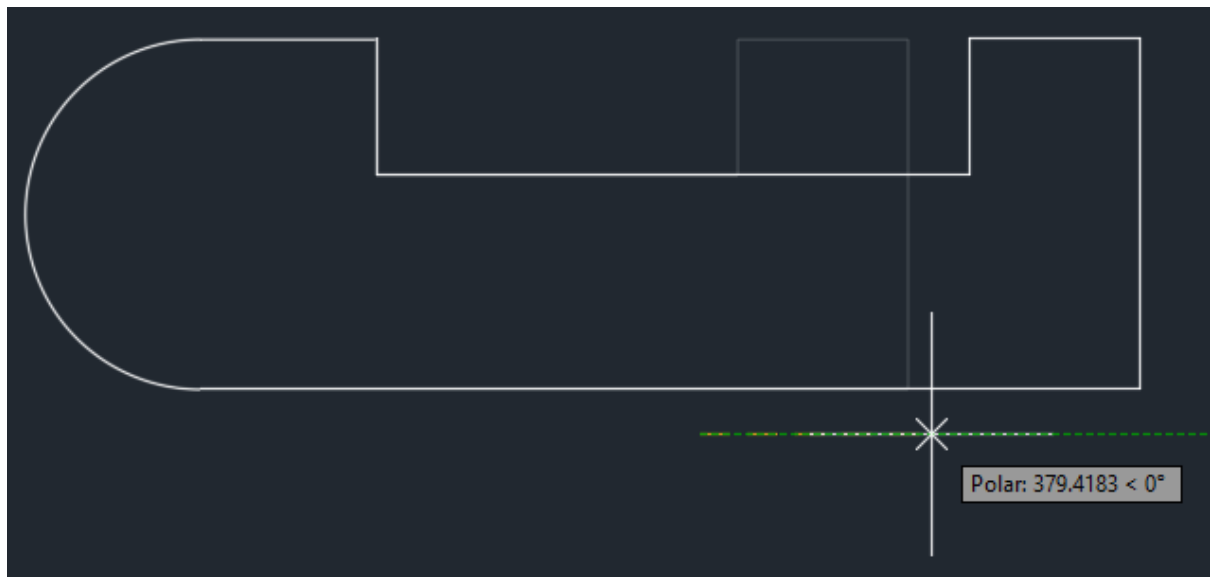
CHAMFER Select first line or [Undo Polyline Distance Angle Trim Method **Multiple**]: |



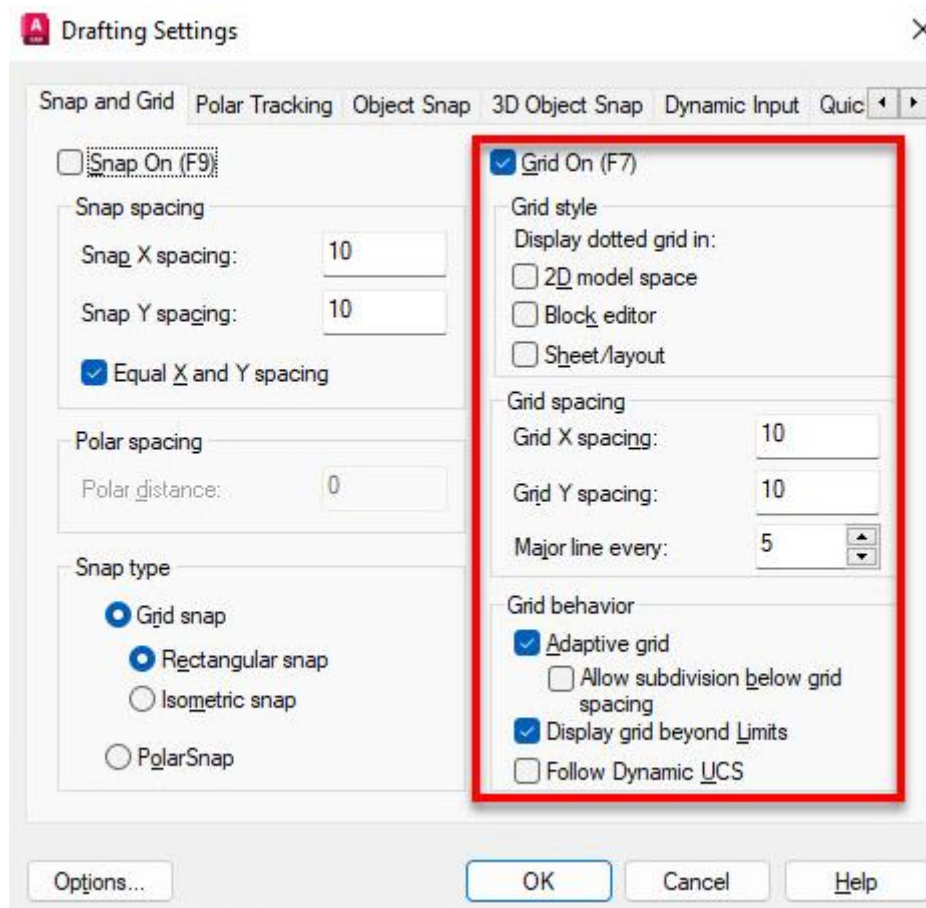
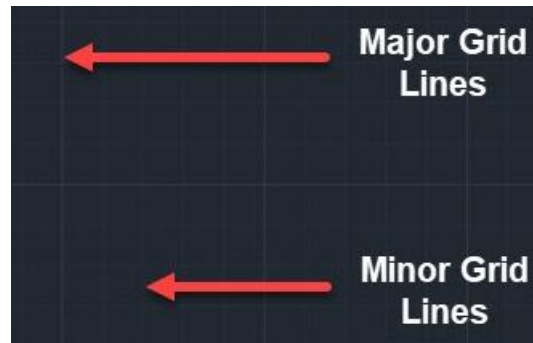
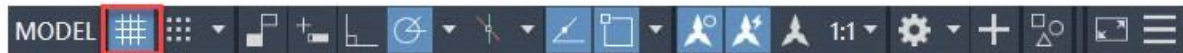


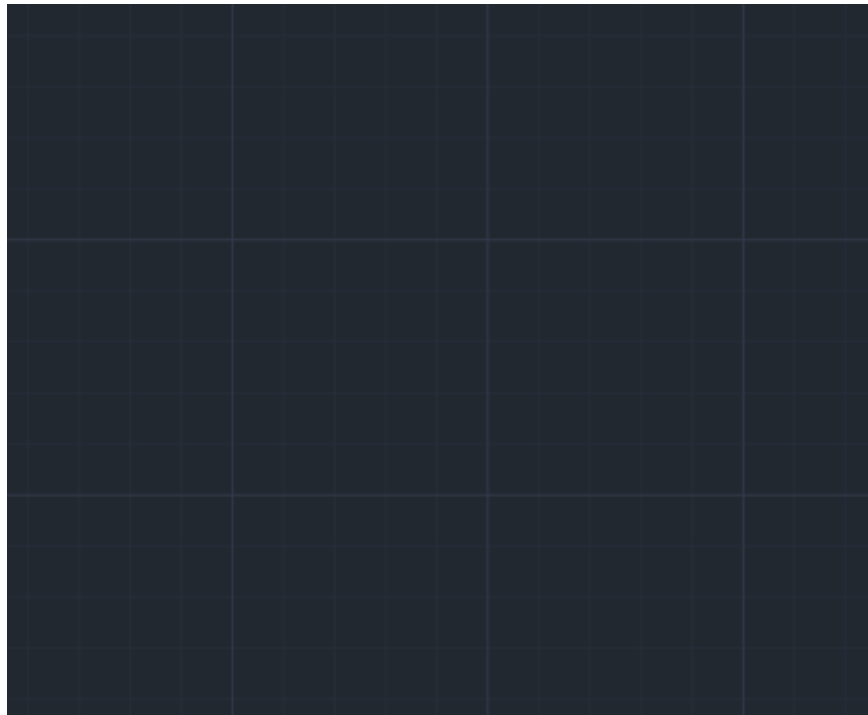






Chapter 04: Working with Arrays and Reusable Objects





Drafting Settings

Snap and Grid | Polar Tracking | Object Snap | 3D Object Snap | Dynamic Input | Quick

☐ Snap On (F9)

Snap spacing

Snap X spacing: 10

Snap Y spacing: 10

☒ Equal X and Y spacing

Polar spacing

Polar distance: 0

Snap type

☒ Grid snap

☒ Rectangular snap

☐ Isometric snap

☐ PolarSnap

☒ Grid On (F7)

Grid style

Display dotted grid in:

☐ 2D model space

☐ Block editor

☐ Sheet/layout

Grid spacing

Grid X spacing: 1

Grid Y spacing: 1

Major line every: 10

Grid behavior

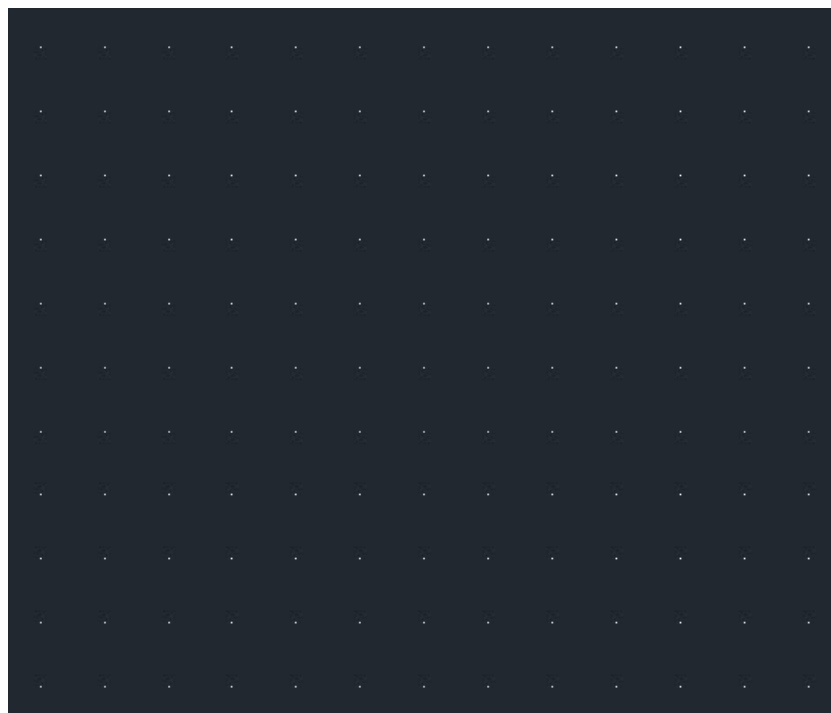
☒ Adaptive grid

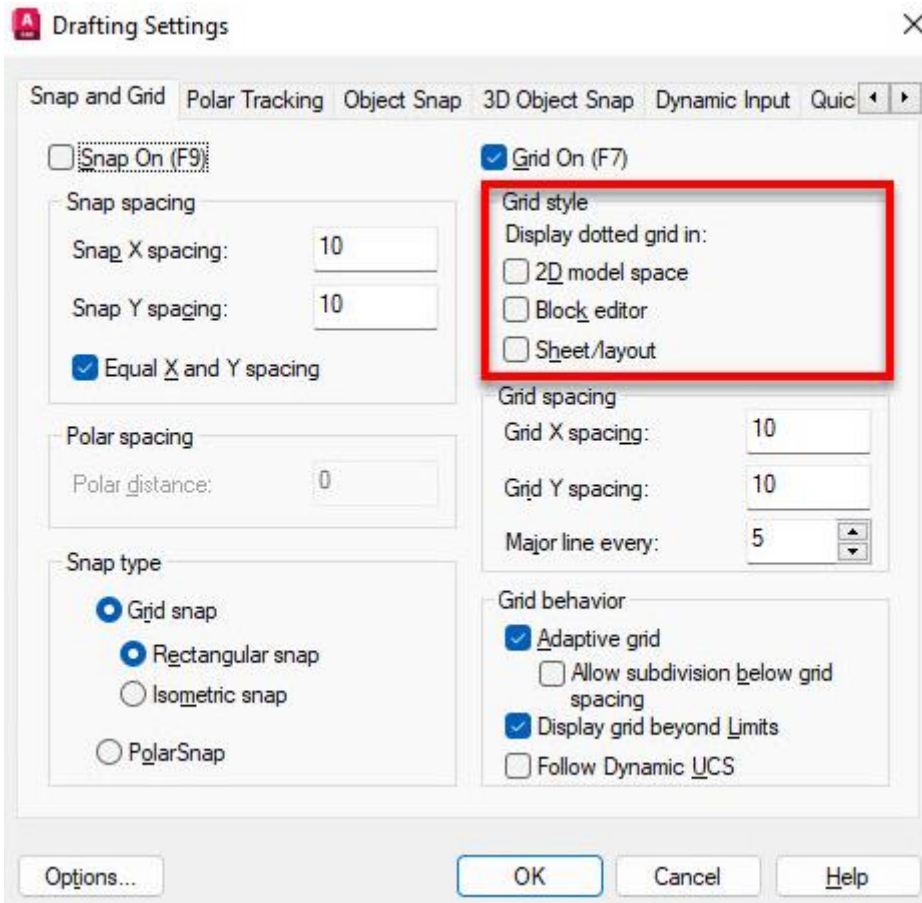
☐ Allow subdivision below grid spacing

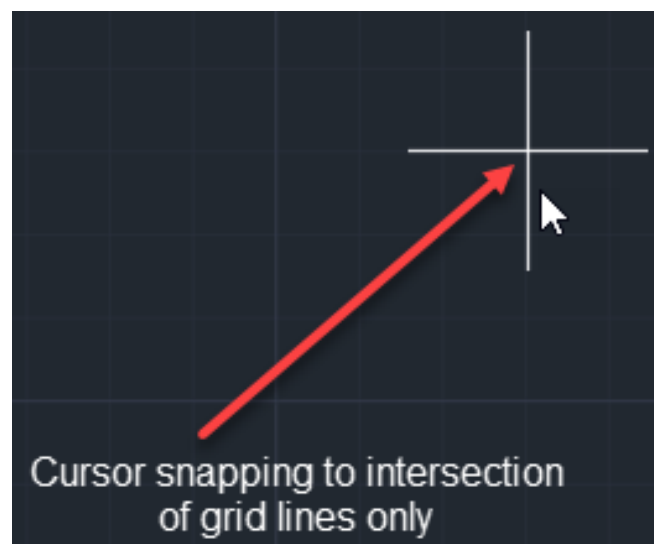
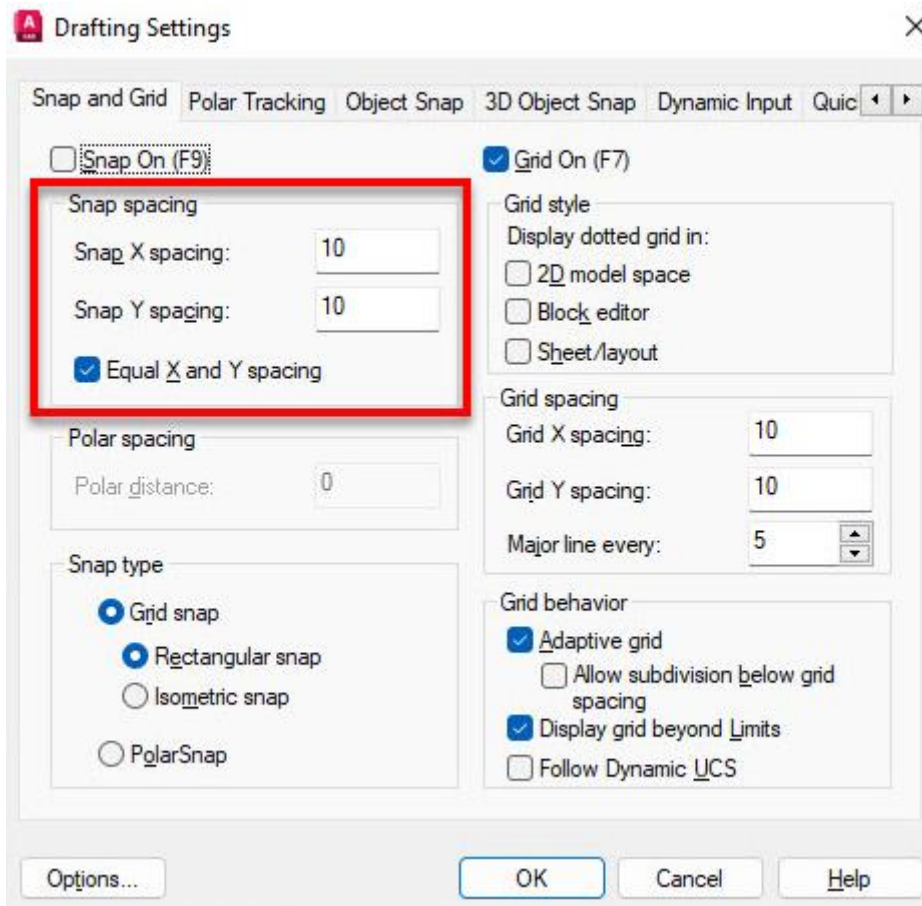
☒ Display grid beyond Limits

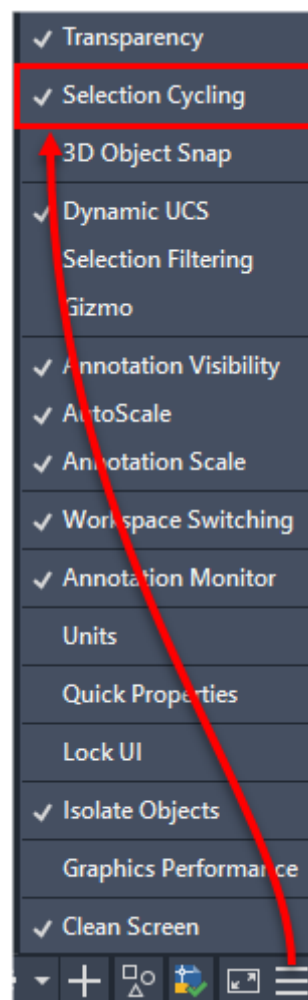
☐ Follow Dynamic UCS

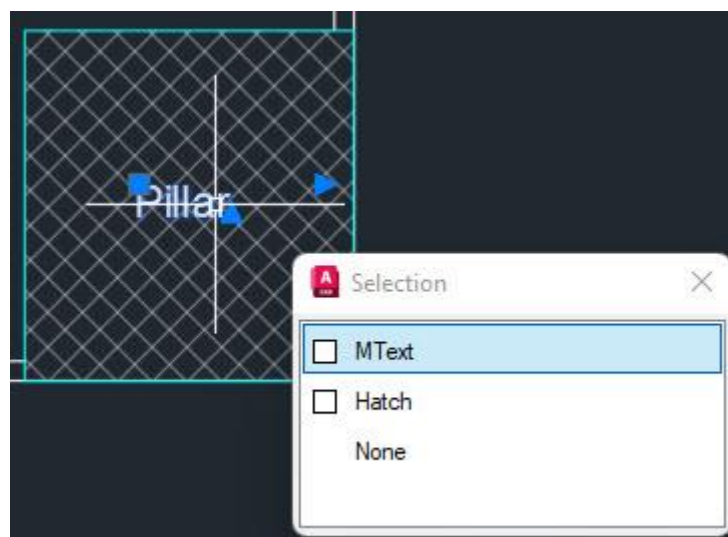
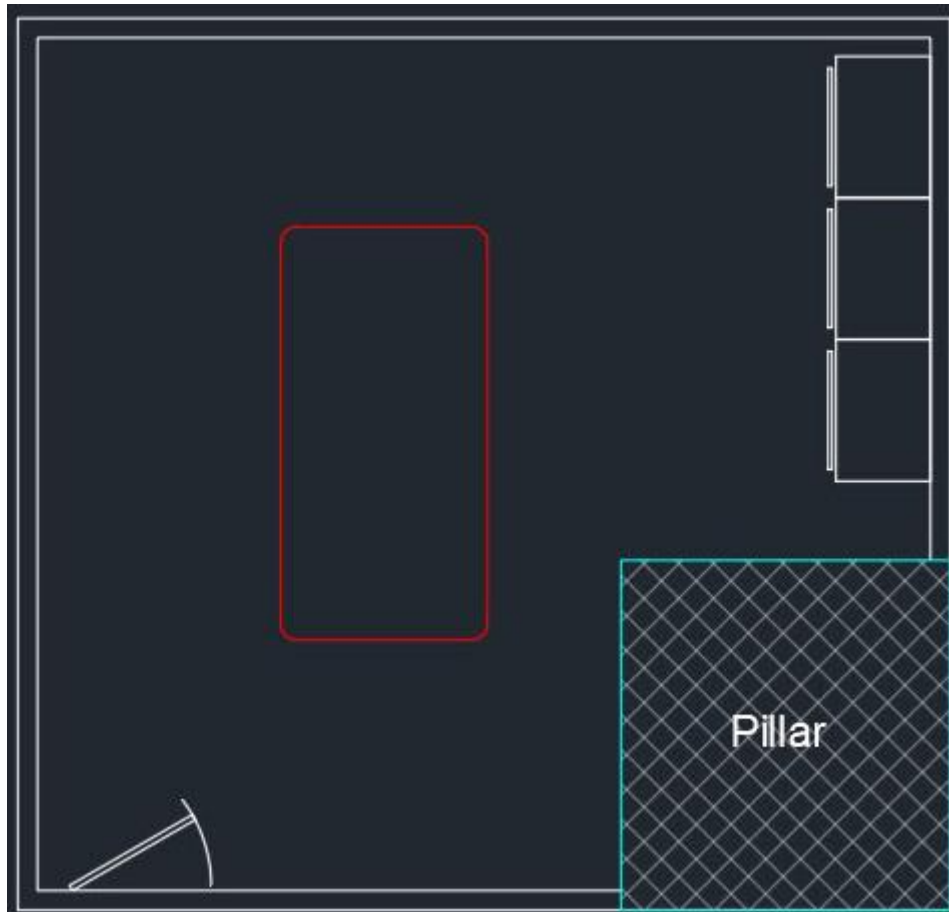
Options... OK Cancel Help

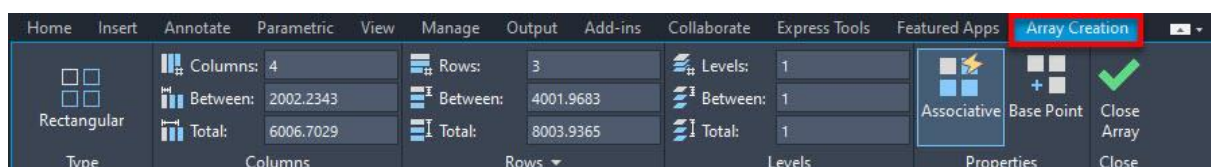
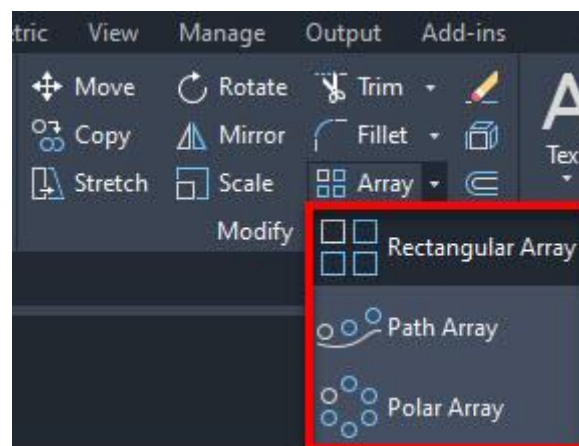


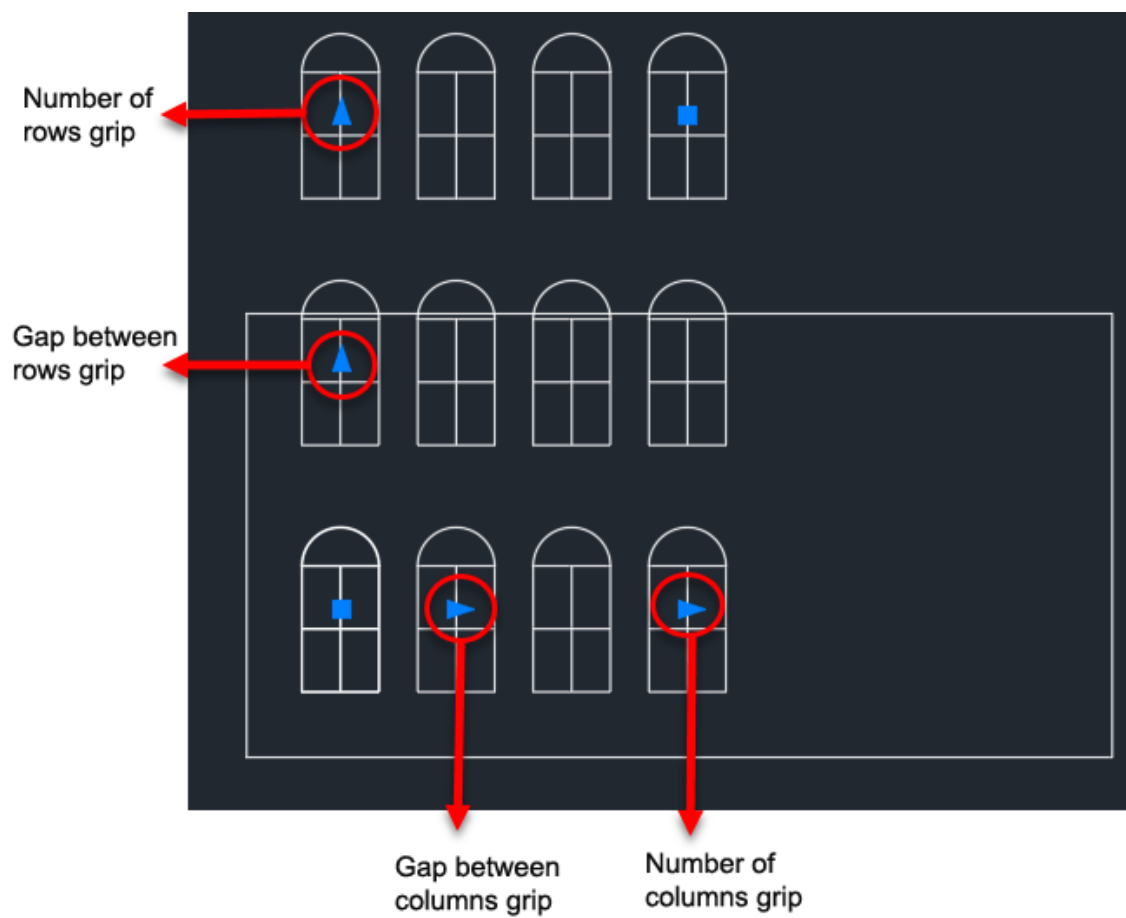
























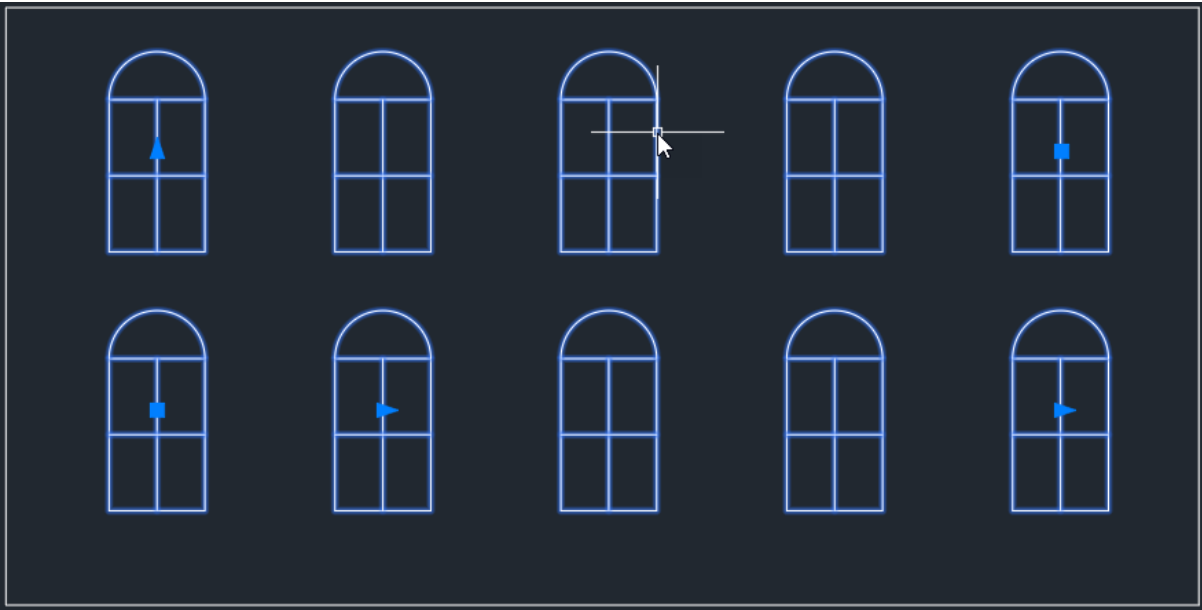



















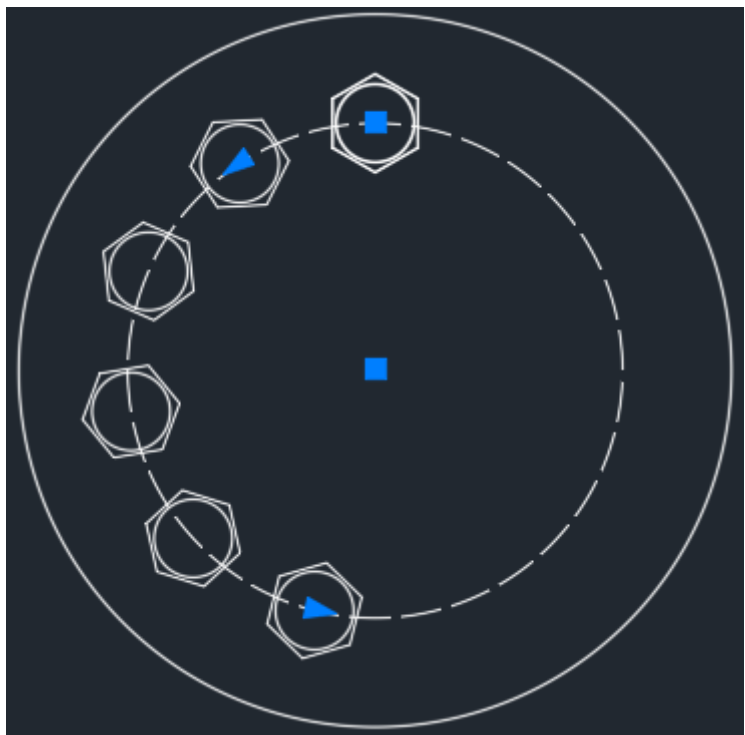
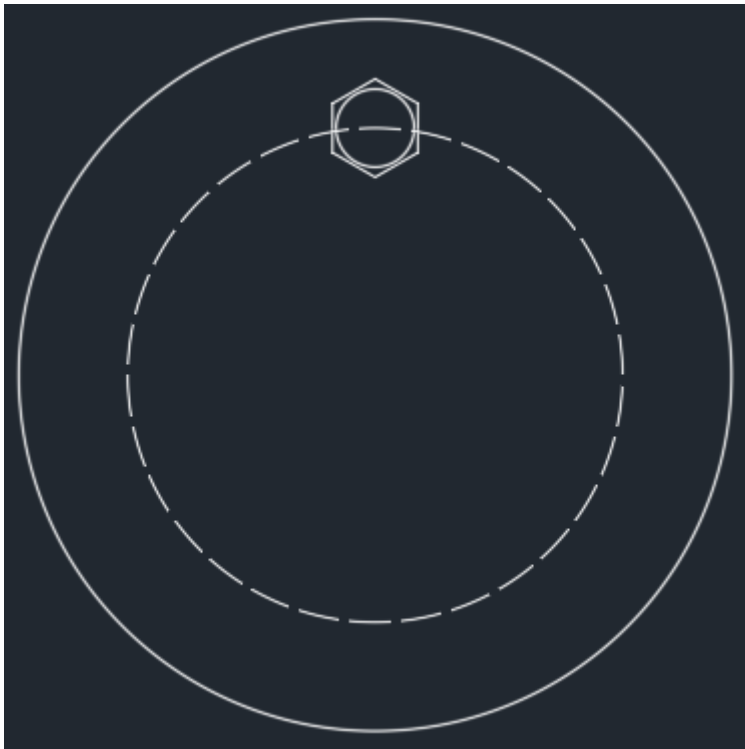
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	Between:	56
	Total:	224
Columns		


 Rectangular		Columns:	5		Rows:	2		Levels:	1
		Between:	56		Between:	60		Between:	1
		Total:	224		Total:	60		Total:	1
Type	Columns			Rows ▾			Levels		

Featured Apps		Array Creation	
			
Associative	Base Point	Close Array	
Properties		Close	




Home	Insert	Annotate	Parametric	View	Manage	Output	Add-ins	Collaborate	Express Tools	Featured Apps	Array			
 Rectangular		Columns:	4		Rows:	3		Levels:	1					
		Between:	2002.2343		Between:	4001.9683		Between:	1					
		Total:	6006.7029		Total:	8003.9365		Total:	1					
Type	Columns			Rows ▾			Levels			Properties	Options		Close	






Polar


Type



Items:

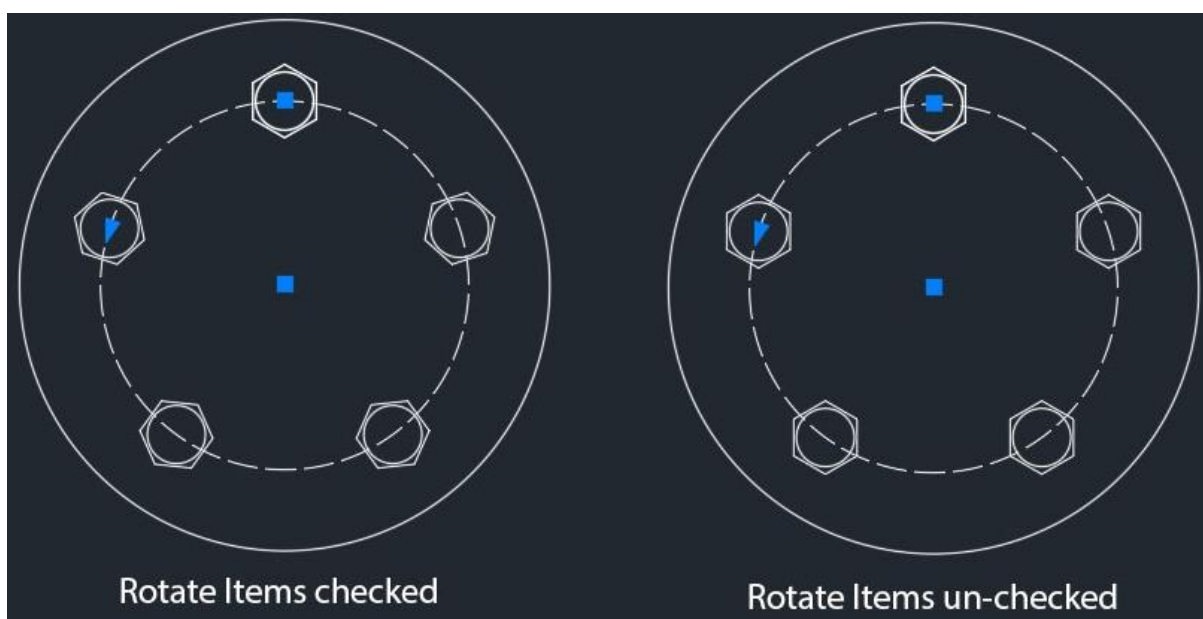
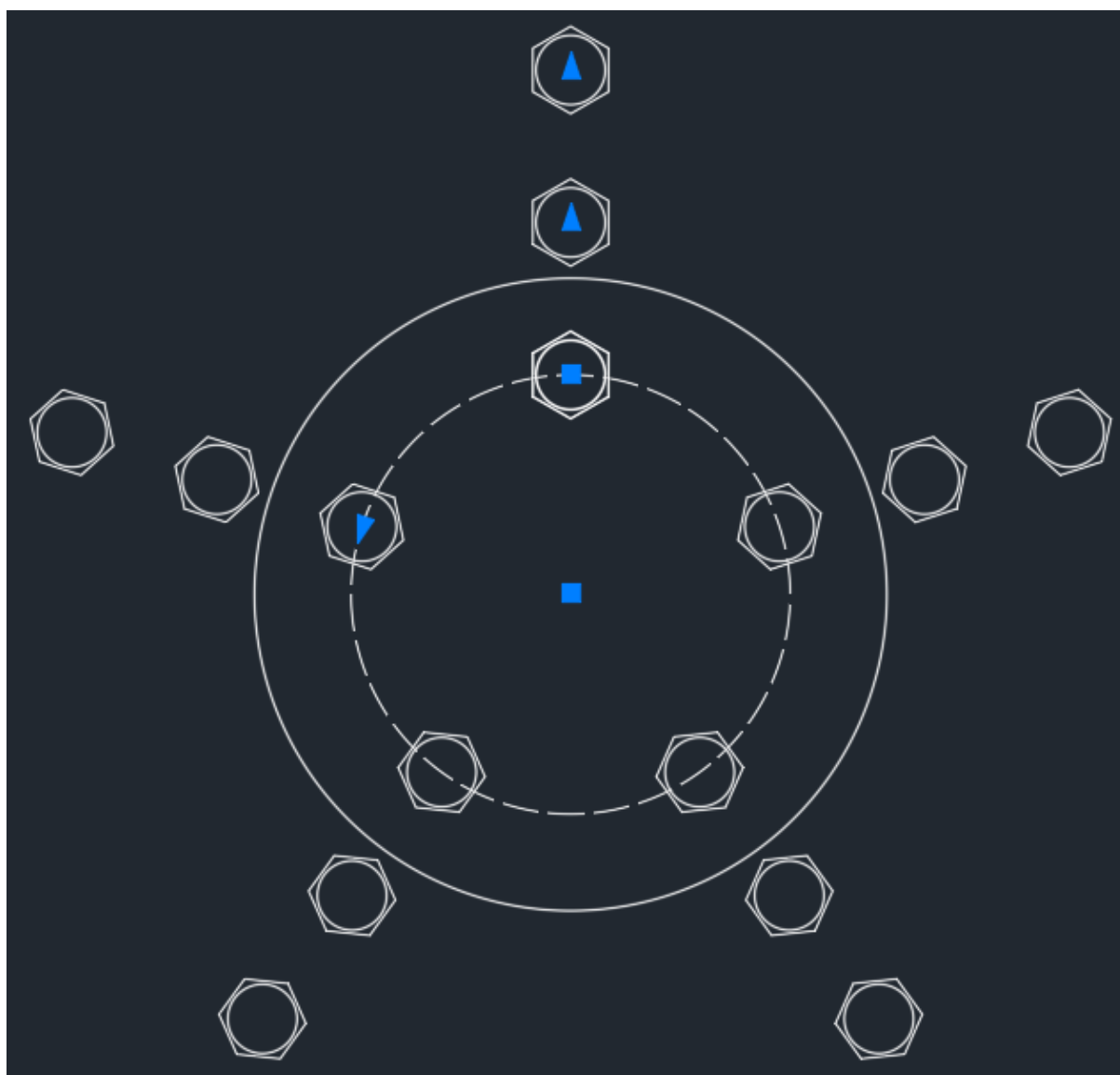


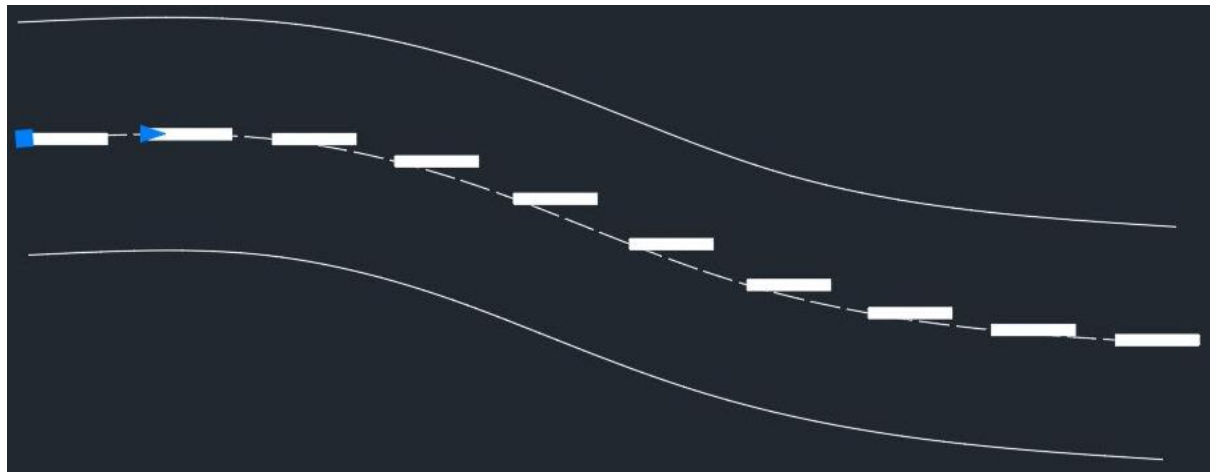
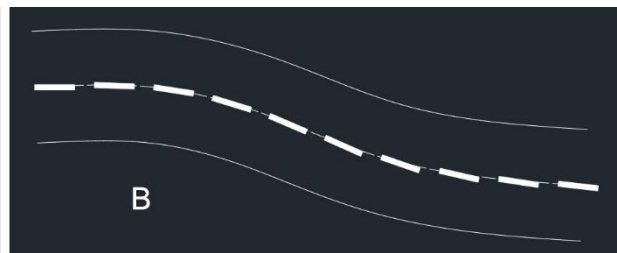
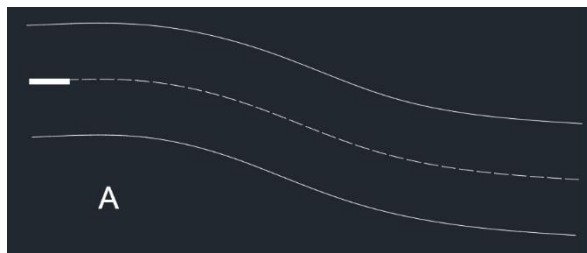
Between:



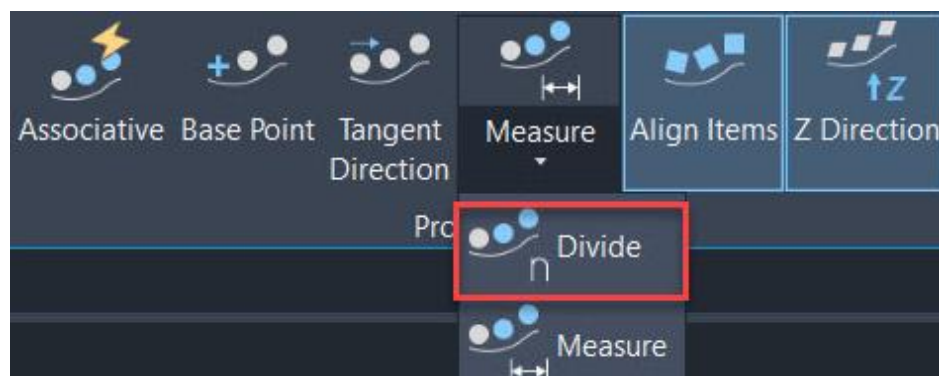
Fill:

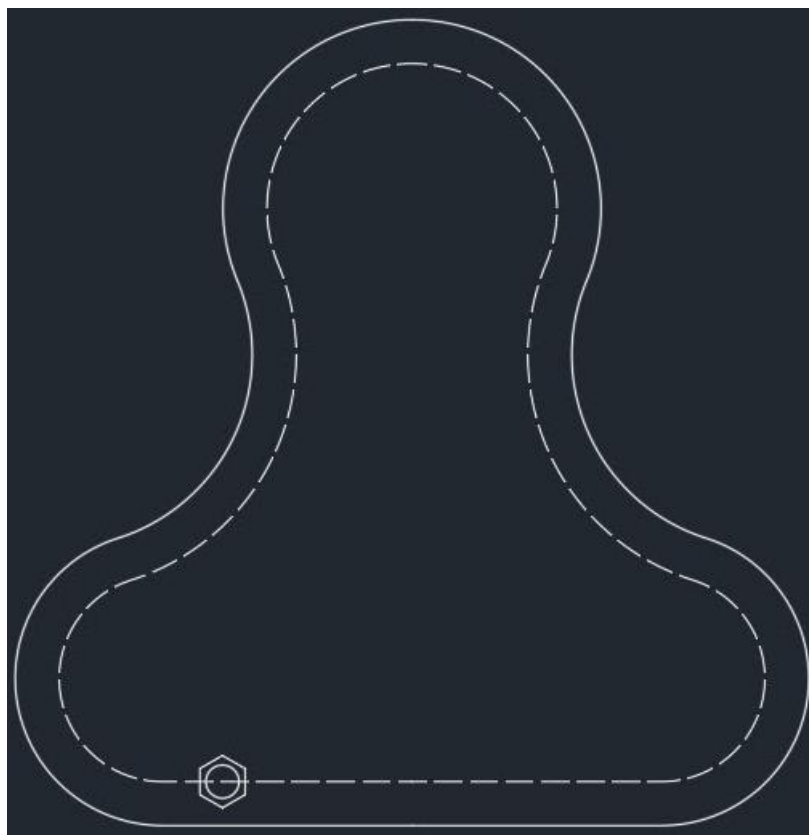
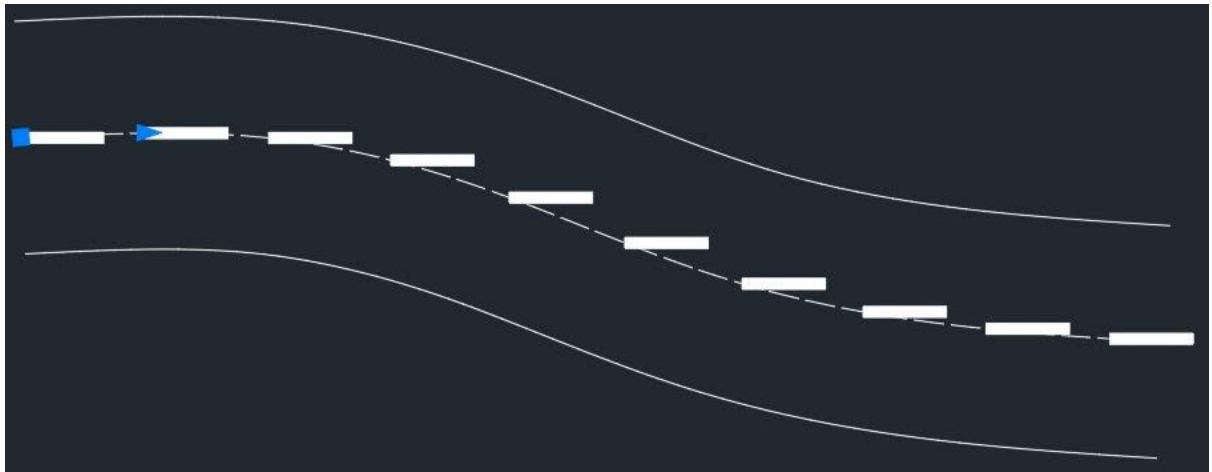
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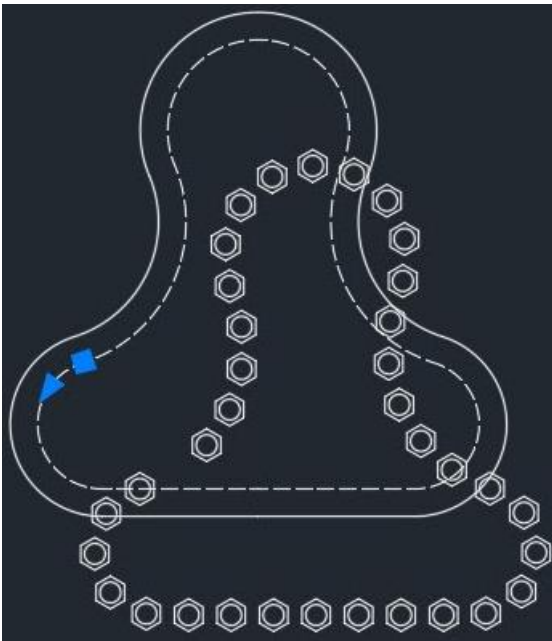


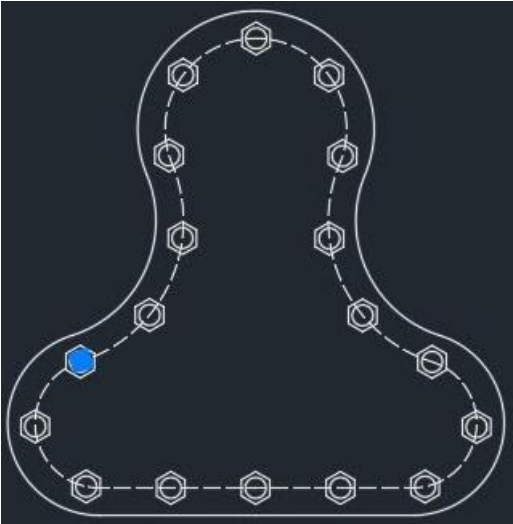
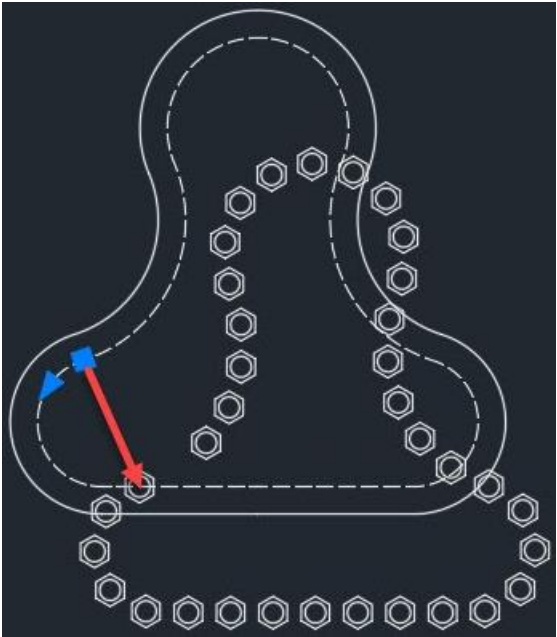


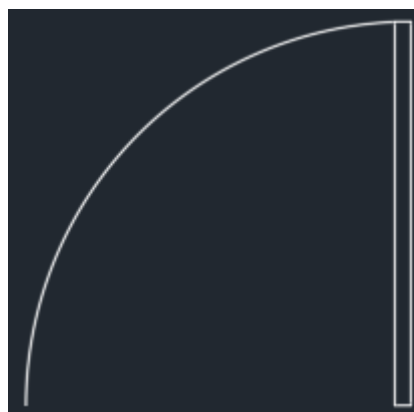
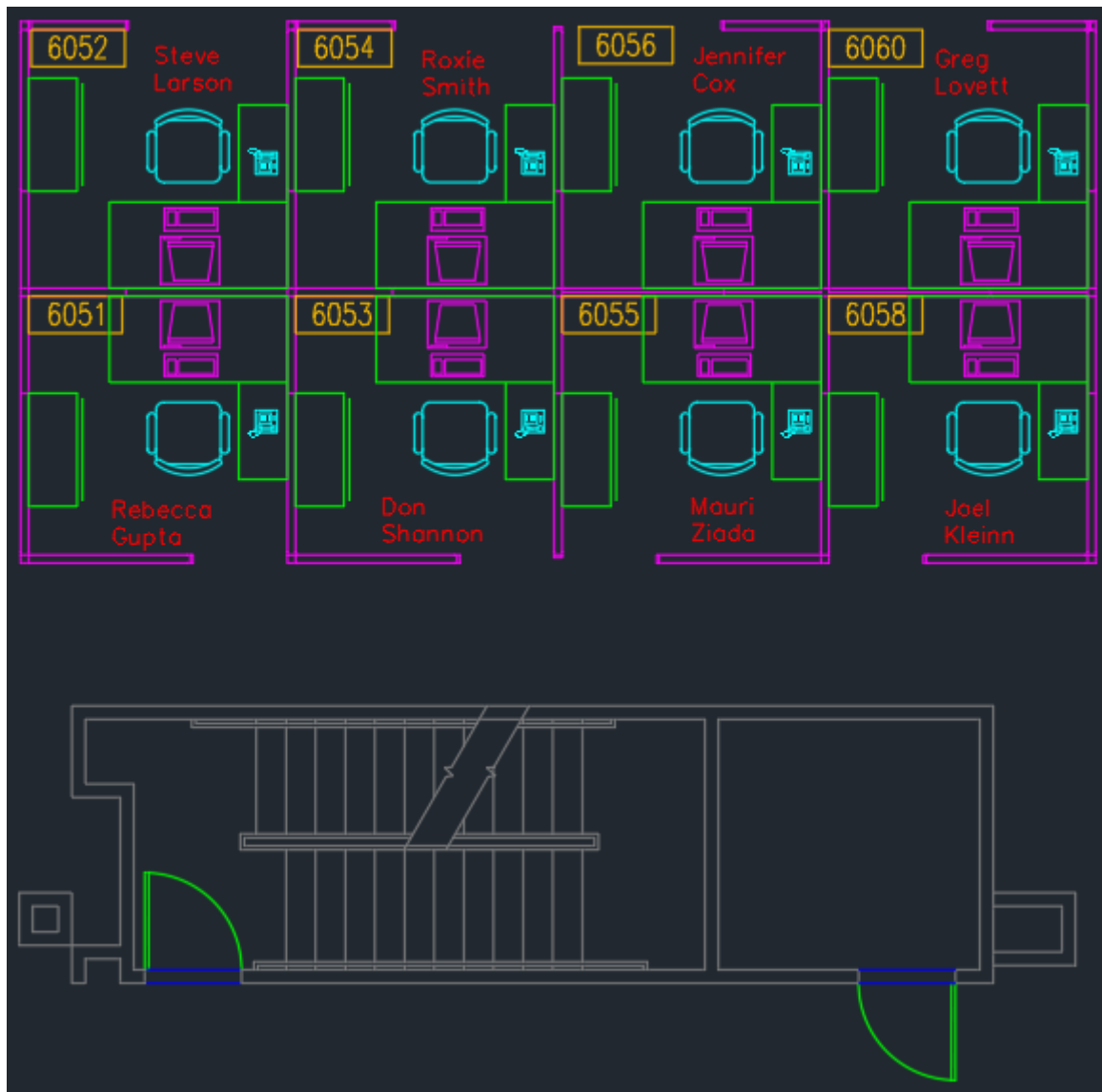
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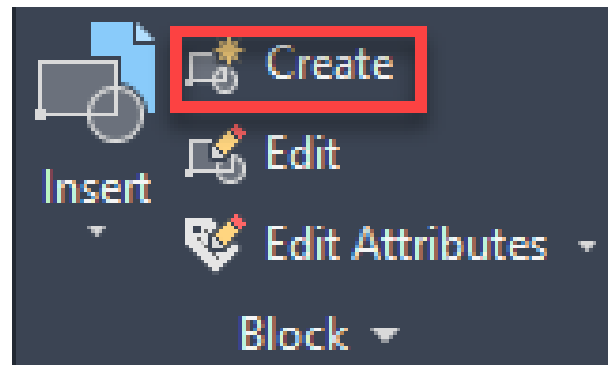












Block Definition [Close]

Name: [Icon]

Base point

☐ Specify On-screen

☒ Pick point

X:

Y:

Z:

Objects

☐ Specify On-screen

☒ Select objects [Icon]

☐ Retain

☒ Convert to block

☐ Delete

2 objects selected

Behavior

☐ Annotative

☐ Match block orientation to layout

☐ Scale uniformly

☒ Allow exploding

Settings


Block unit:

[Dropdown]

Description


☐ Open in block editor

Block Definition ✕

Name: 

Base point

☐ Specify On-screen

 Pick point



X:

Y:

Z:

Objects

☐ Specify On-screen

 Select objects 

☐ Retain

☒ Convert to block

☐ Delete

2 objects selected

Behavior

☐ Annotative

☐ Match block orientation to layout

☐ Scale uniformly

☒ Allow exploding

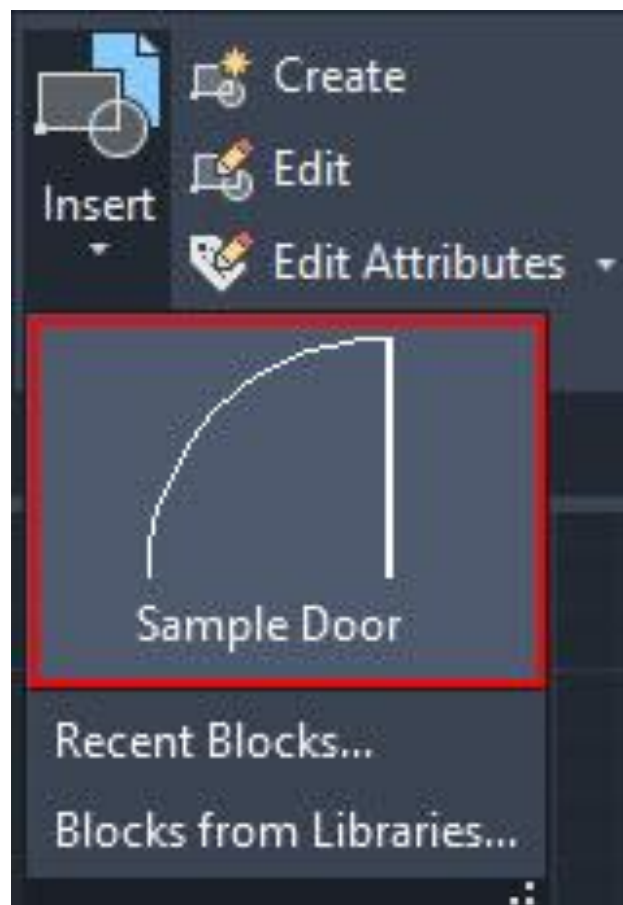
Settings

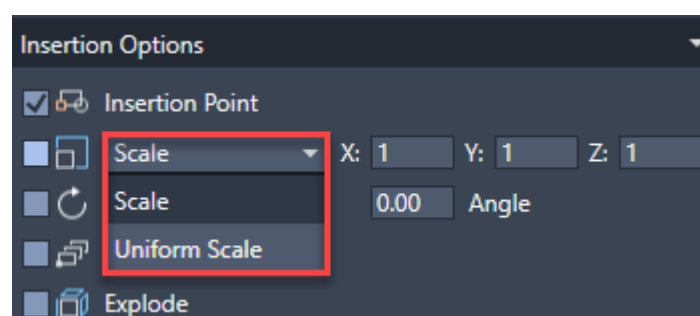
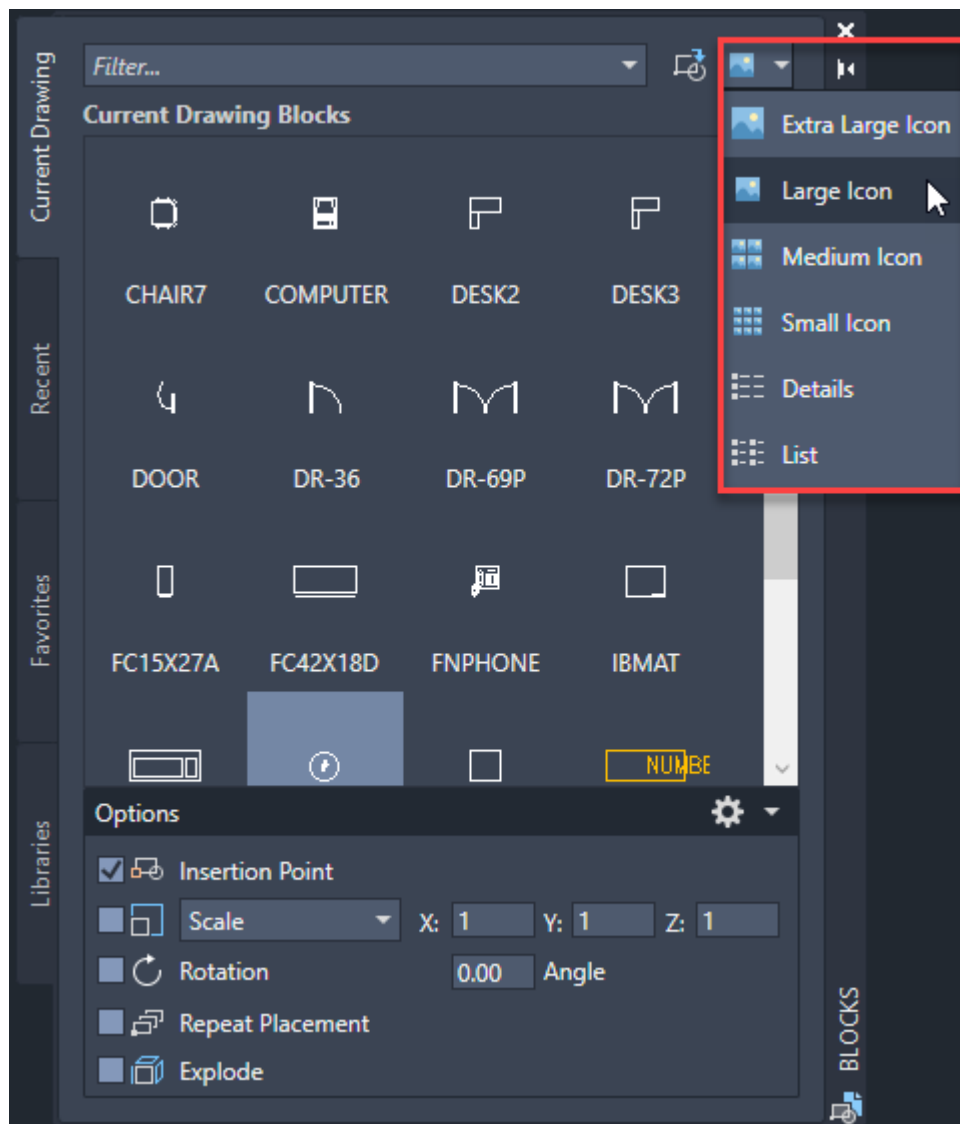
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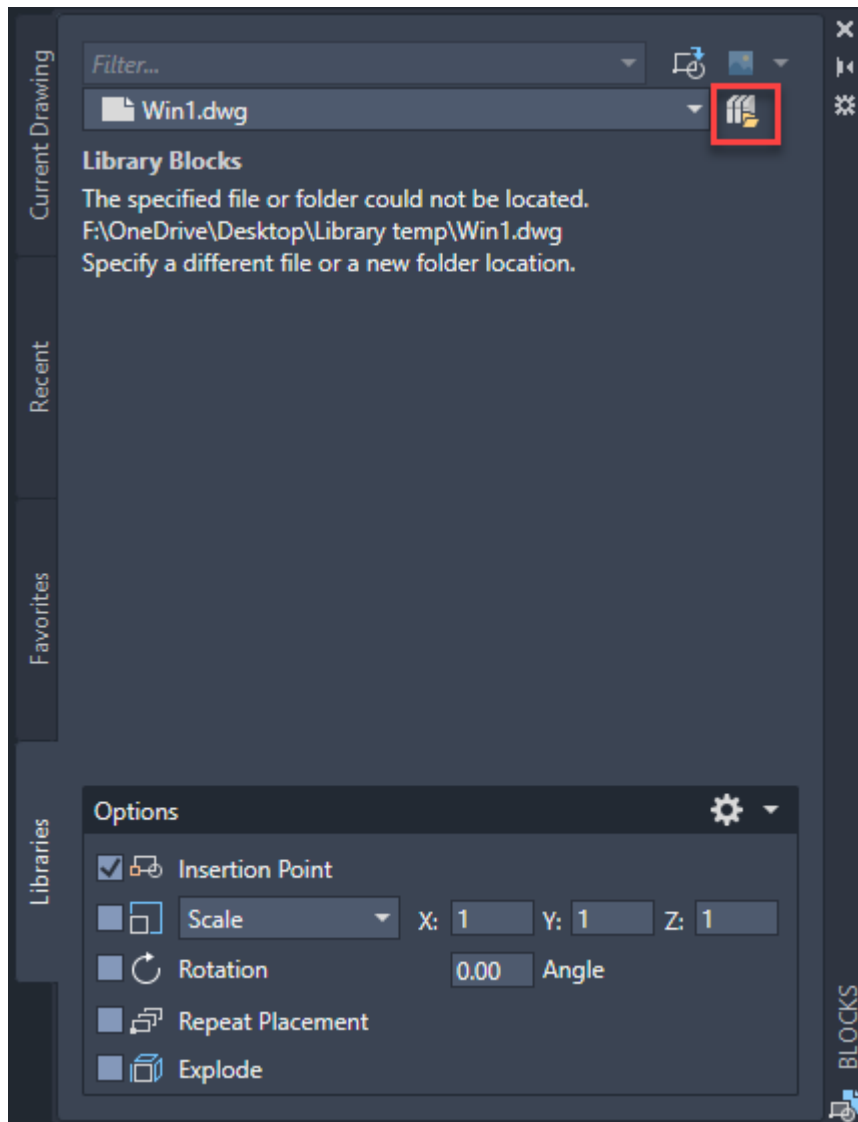
▼

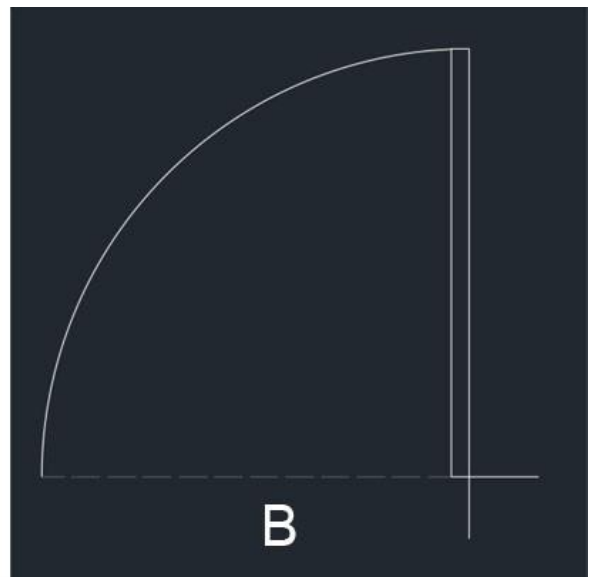
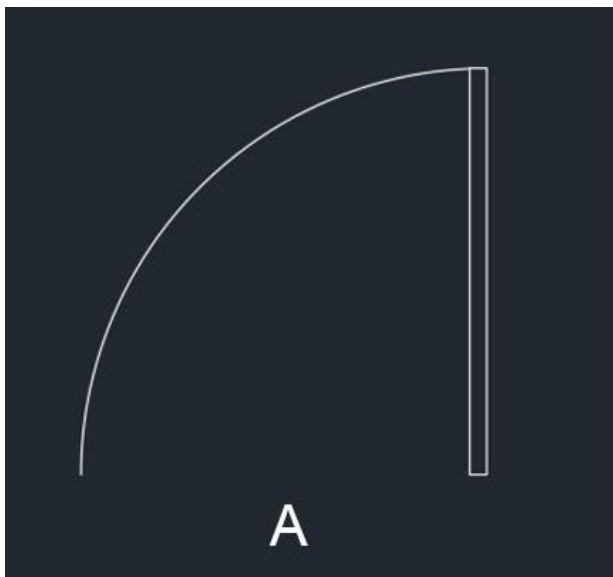
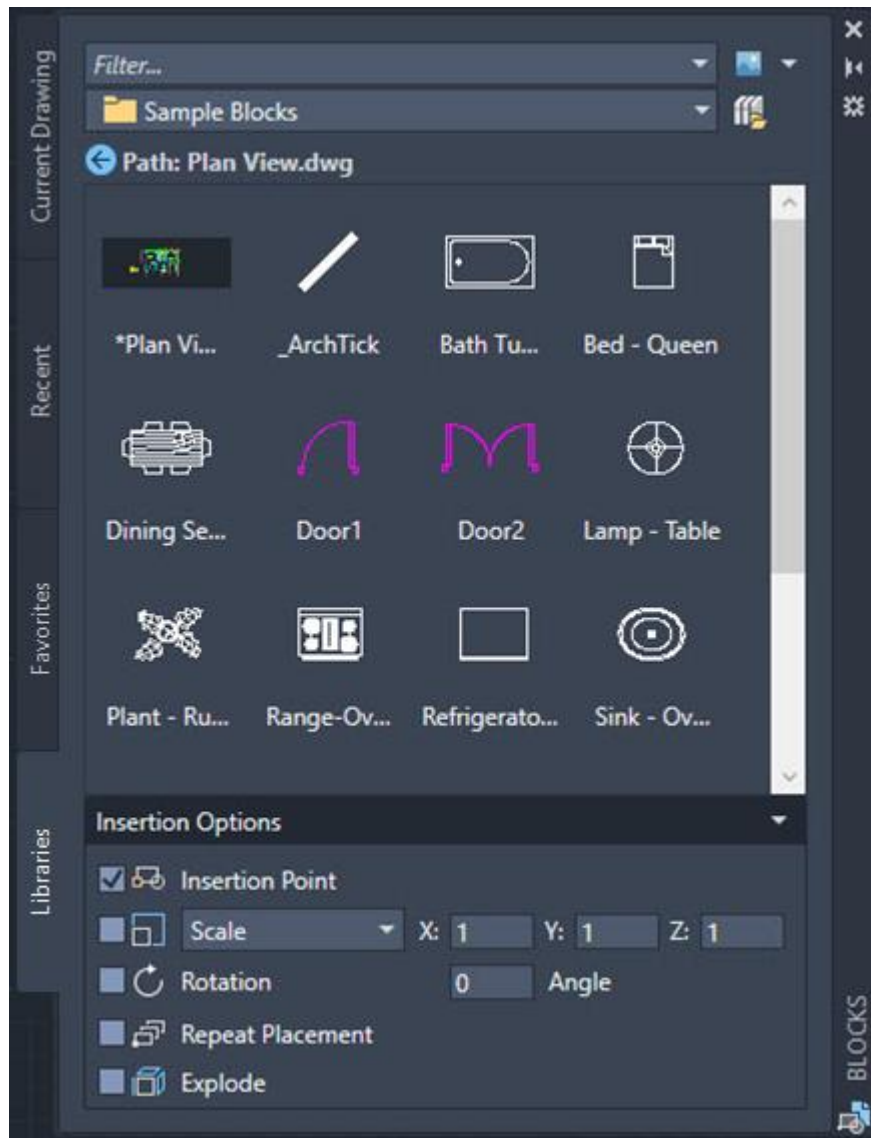
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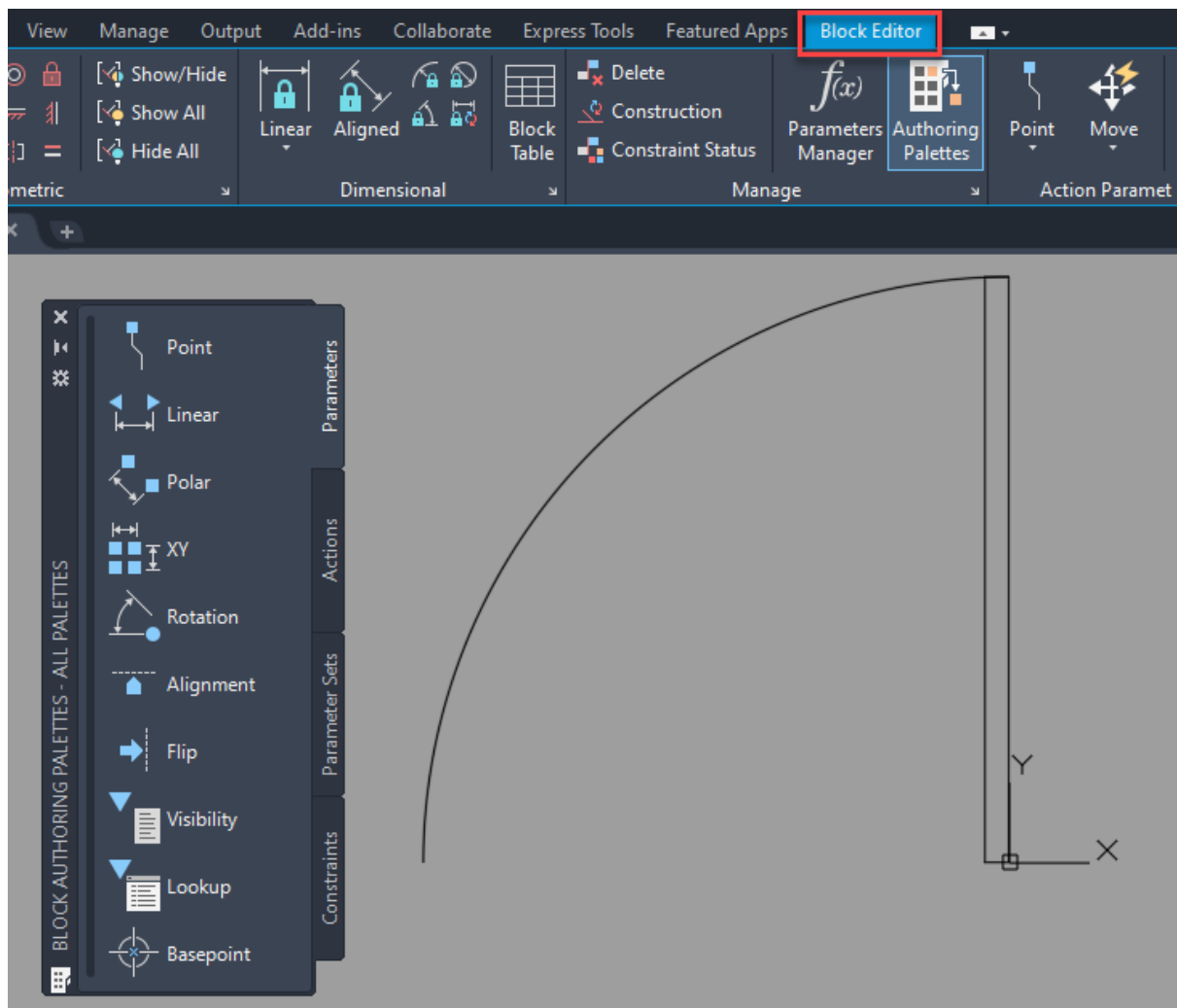
☐ Open in block editor

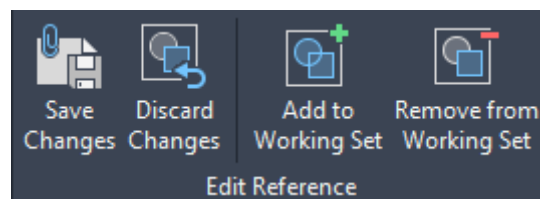
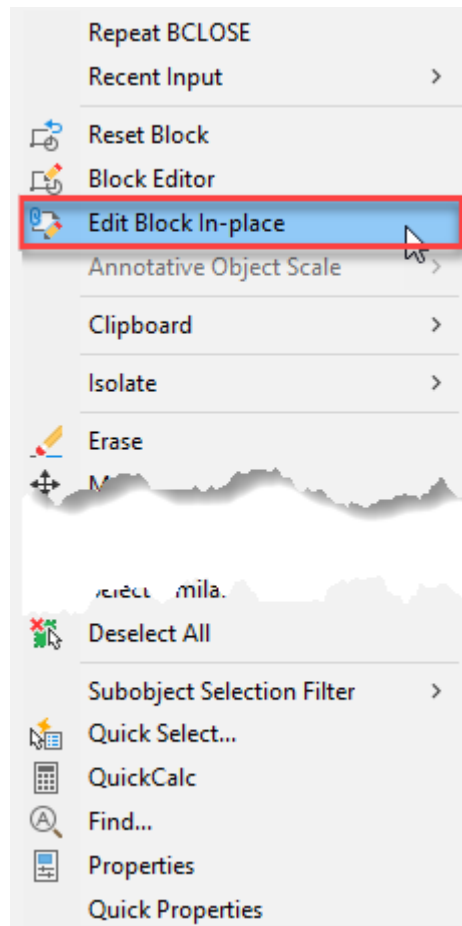














Block Definition ✕

Name: 

Base point

☐ Specify On-screen

 Pick point



X:

Y:

Z:

Objects

☐ Specify On-screen

 Select objects 

☐ Retain

☒ Convert to block

☐ Delete

4 objects selected

Behavior

☐ Annotative

☐ Match block orientation to layout

☐ Scale uniformly

☒ Allow exploding

Settings

Block unit:

▼

Description

☐ Open in block editor

Block - Redefine Block ✕



"Sample Door" is already defined as a block in this drawing, would you like to redefine this block reference?

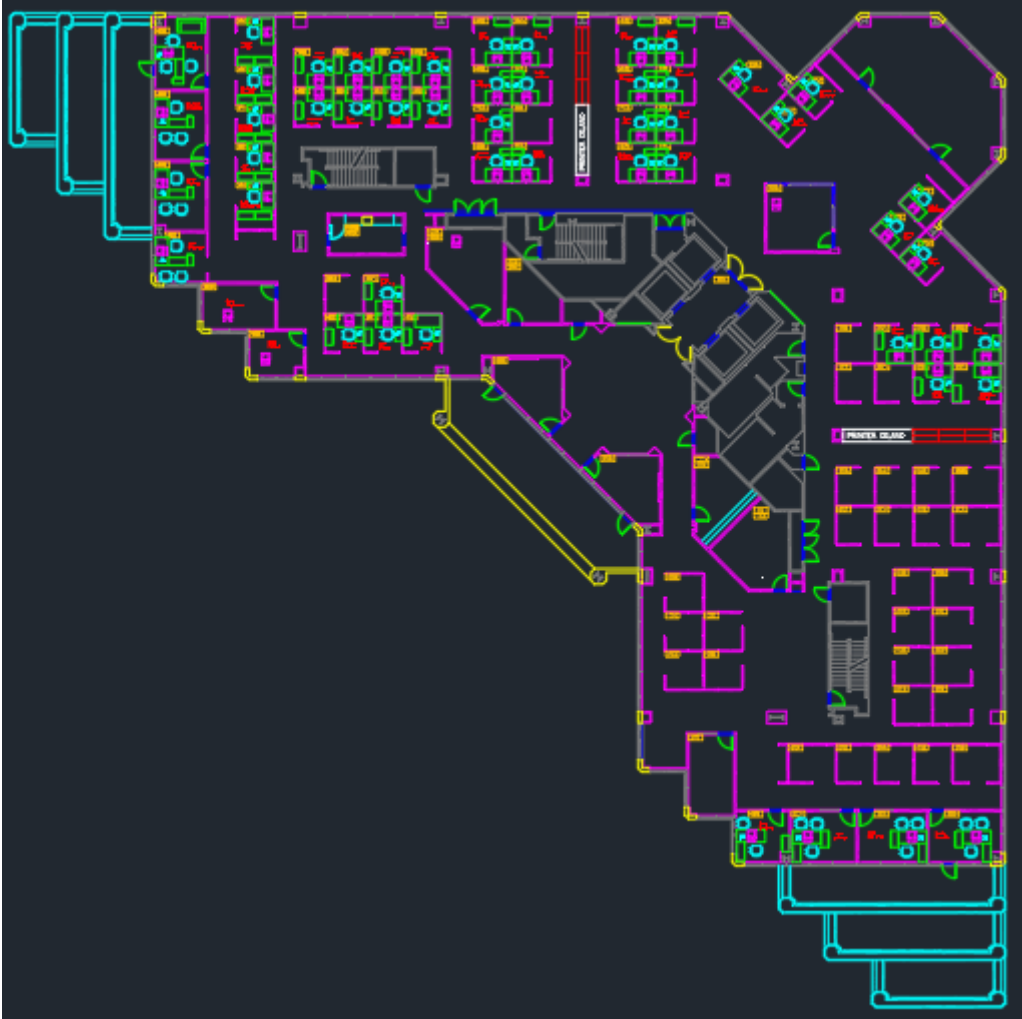
There are 1 instances of "Sample Door" in this drawing

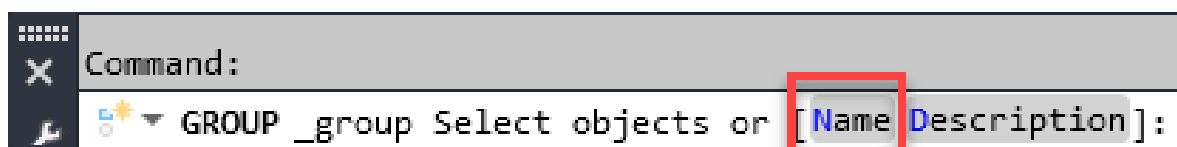
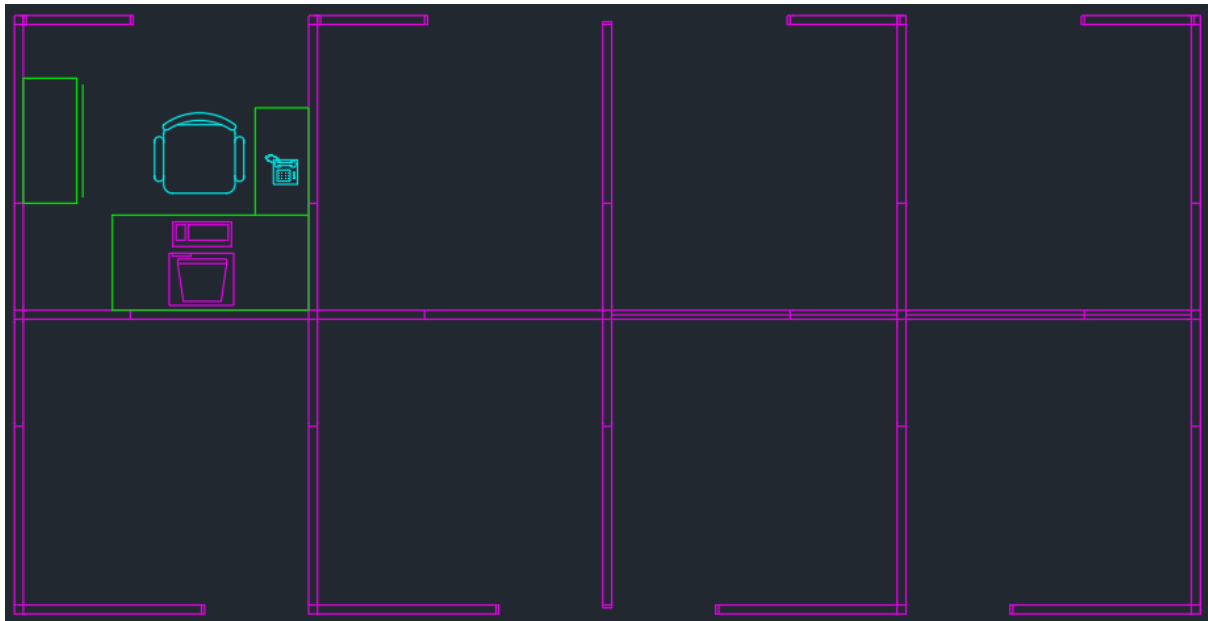
→ **Redefine block**

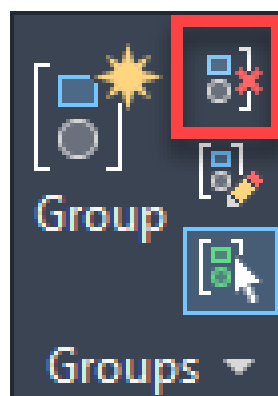
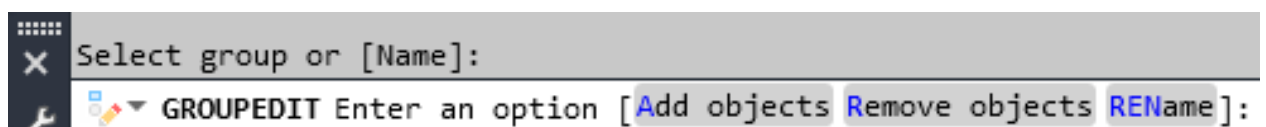
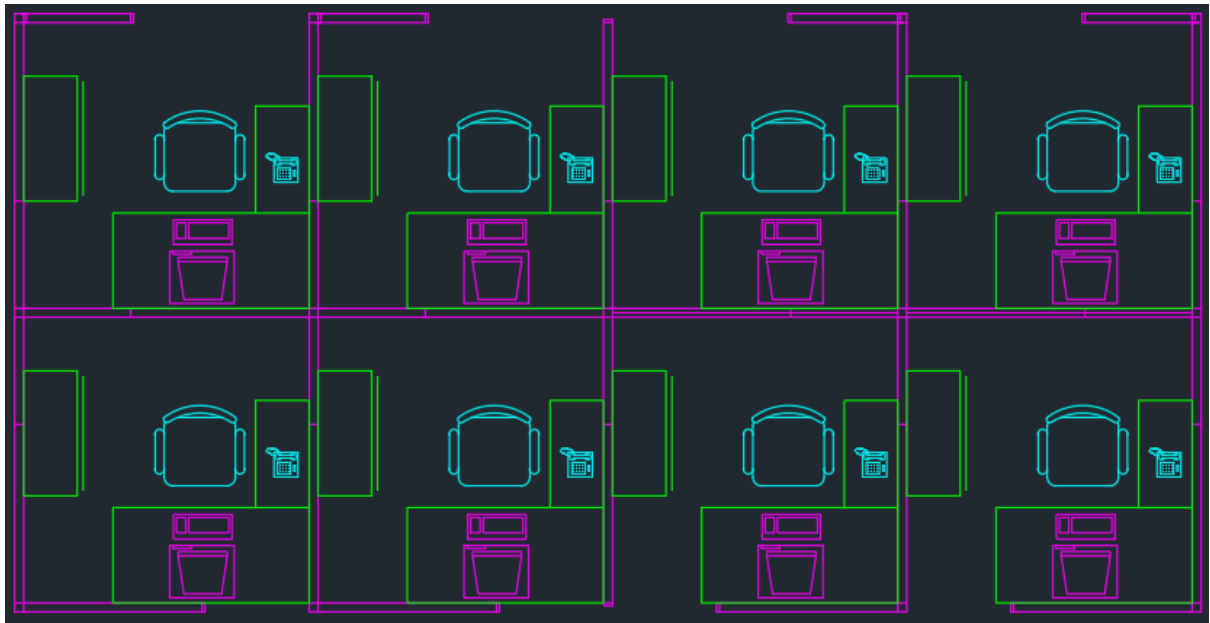
All instances of this block will be updated.

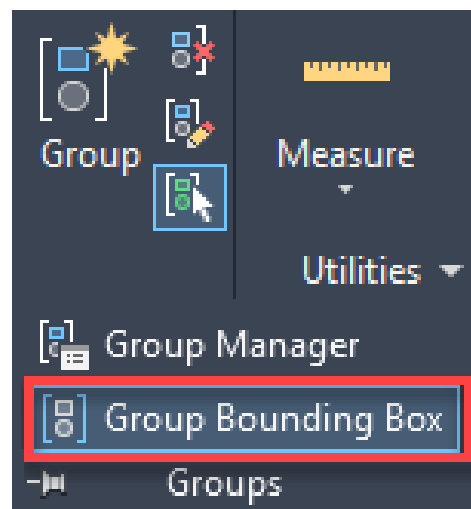
→ **Don't redefine "Sample Door"**

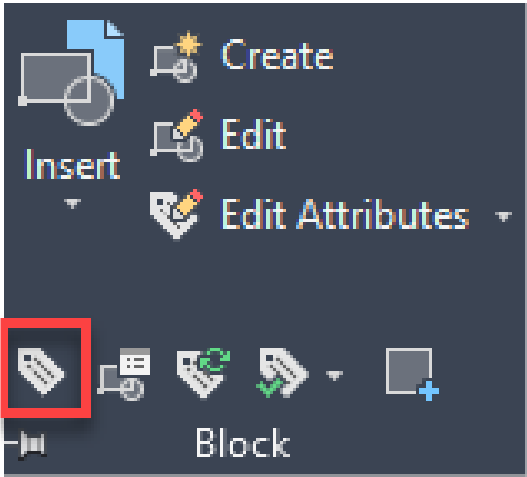
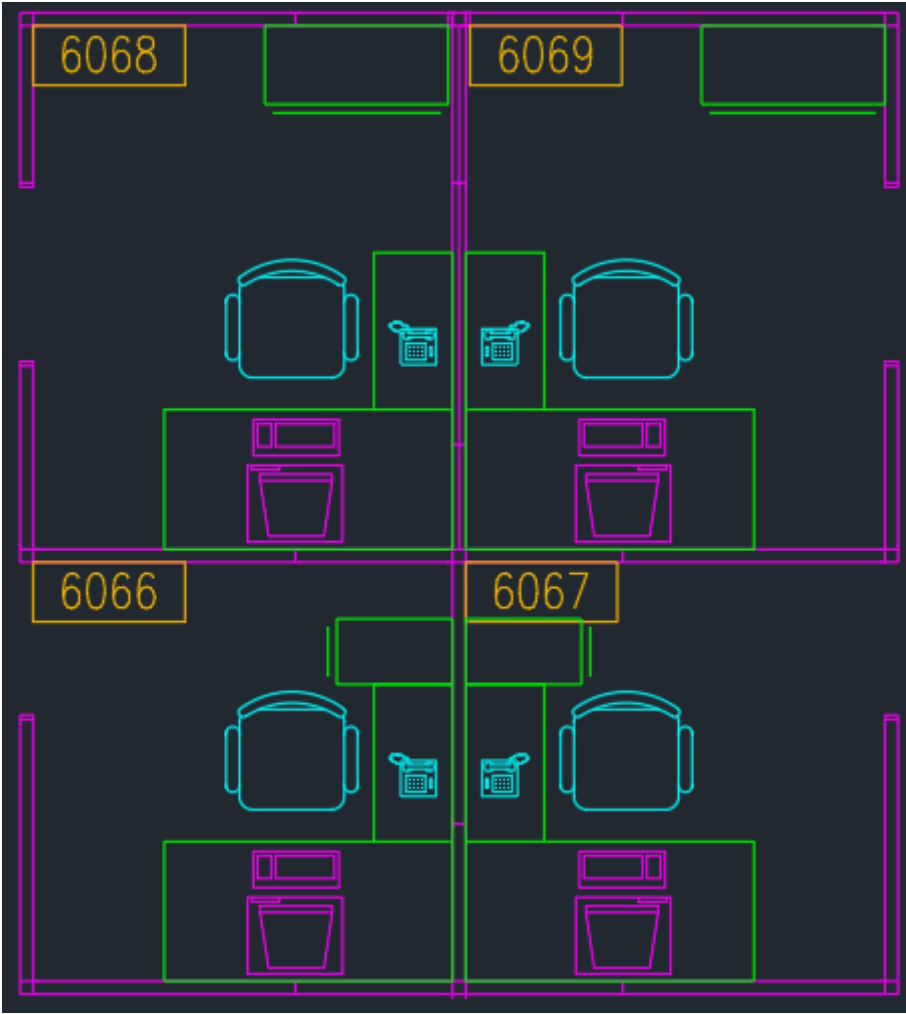
No changes will be made to the block or drawing.











Attribute Definition [X]

Mode

- ☐ Invisible
- ☐ Constant
- ☐ Verify
- ☐ Preset
- ☒ Lock position
- ☐ Multiple lines

Insertion Point

☒ Specify on-screen

X: 0"

Y: 0"

Z: 0"

Attribute

Tag: |

Prompt: |

Default: | [Icon]

Text Settings

Justification: Left

Text style: ARCHITXT

☐ Annotative

Text height: 6" [Icon]

Rotation: 0 [Icon]

Boundary width: 0" [Icon]

☐ Align below previous attribute definition

OK Cancel Help

Attribute Definition [X]

Mode

- ☐ Invisible
- ☐ Constant
- ☐ Verify
- ☐ Preset
- ☒ Lock position
- ☐ Multiple lines

Insertion Point

☒ Specify on-screen

X: 0

Y: 0

Z: 0

Attribute

Tag: CNUM

Prompt: Enter cubicle number

Default: | [Icon]

Text Settings

Justification: Left

Text style: Standard

☐ Annotative

Text height: 1 [Icon]

Rotation: 0 [Icon]


Boundary width: 0 [Icon]

☐ Align below previous attribute definition

OK Cancel Help




Block Definition [X]

Name: Cubicle Tag [v] 

Base point

☐ Specify On-screen

 Pick point



X: -690.7312367883278

Y: 6200.864930585566

Z: 0

Objects

☐ Specify On-screen

 Select objects 

☐ Retain

☒ Convert to block

☐ Delete

2 objects selected

Behavior

☐ Annotative

☐ Match block orientation to layout

☒ Scale uniformly

☒ Allow exploding

Settings

Block unit: Millimeters [v]

Hyperlink...

Description

☐ Open in block editor

OK Cancel Help

Edit Attributes [X]

Block name: Cubicle Tag

Enter cubicle number []

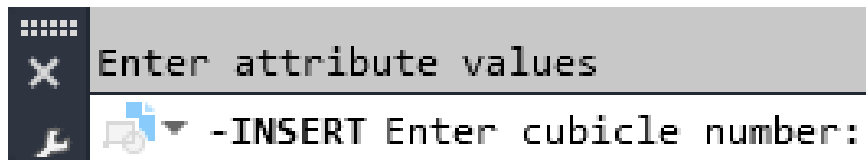
[]

[]

[]

[]

OK Cancel Previous Next Help



Enhanced Attribute Editor

Block: Cubicle Tag
Tag: CNUM

Select block

Attribute Text Options Properties

Tag	Prompt	Value
CNUM	Enter cubicle number	124

Value: 124

Apply OK Cancel Help

Attribute Definition

Mode

- ☐ Invisible
- ☐ Constant
- ☐ Verify
- ☐ Preset
- ☒ Lock position
- ☐ Multiple lines

Insertion Point

- ☒ Specify on-screen

X: 0
Y: 0
Z: 0

Attribute

Tag:

Prompt:

Default:

Text Settings

Justification: Top left

Text style: Standard

☐ Annotative

Text height: 1

Rotation: 0

Boundary width: 0

☐ Align below previous attribute definition

OK Cancel Help

Attribute Definition

Mode

☐ Invisible

☒ Constant

☐ Verify

☐ Preset

☒ Lock position

☐ Multiple lines

Insertion Point

☒ Specify on-screen

X: 0

Y: 0

Z: 0

Attribute

Tag: RNUM

Prompt:

Default: 123

Text Settings

Justification: Top left

Text style: Standard

☐ Annotative

Text height: 1

Rotation: 0

Boundary width: 0

☐ Align below previous attribute definition

OK

Cancel

Help

Attribute Definition

Mode

☐ Invisible

☐ Constant

☐ Verify

☐ Preset

☐ Lock position

☒ Multiple lines

Insertion Point

☒ Specify on-screen

X: 0

Y: 0

Z: 0

Attribute

Tag:

Prompt:

Default:

Text Settings

Justification: Top left

Text style: Standard

☐ Annotative

Text height: 1

Rotation: 0

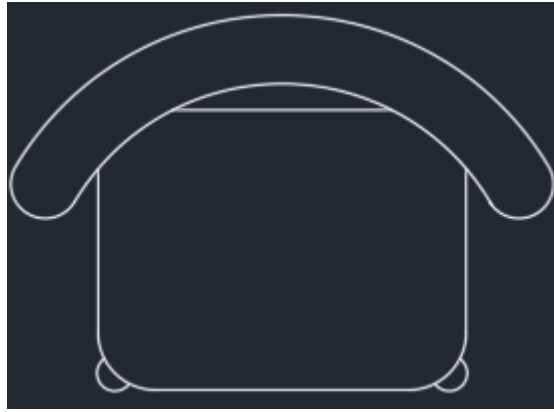
Boundary width: 0

☐ Align below previous attribute definition

OK

Cancel

Help



Attribute Definition [X]

Mode

- ☒ Invisible
- ☐ Constant
- ☐ Verify
- ☐ Preset
- ☒ Lock position
- ☐ Multiple lines

Insertion Point

- ☒ Specify on-screen

X: 0

Y: 0

Z: 0

☐ Align below previous attribute definition

Attribute

Tag: MANUF

Prompt: Enter manufacturer name

Default: [] [Icon]

Text Settings

Justification: Left [v]

Text style: Standard [v]

☐ Annotative

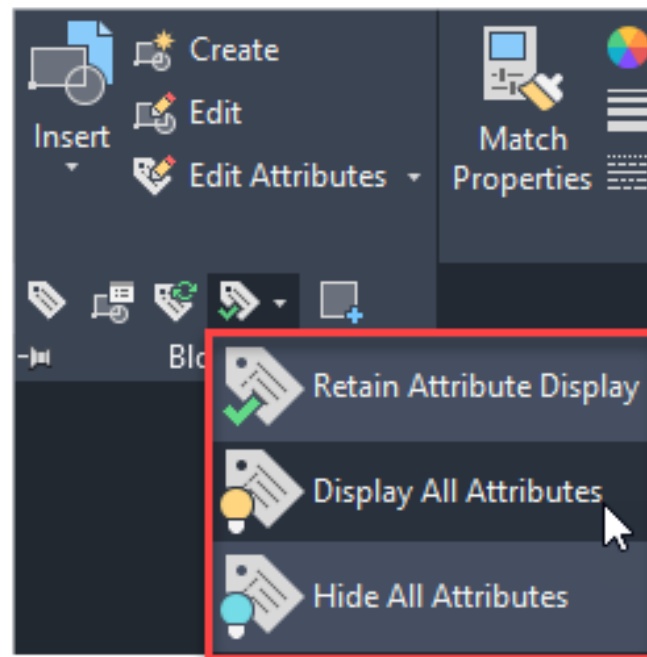
Text height: 1 [Icon]

Rotation: 0 [Icon]

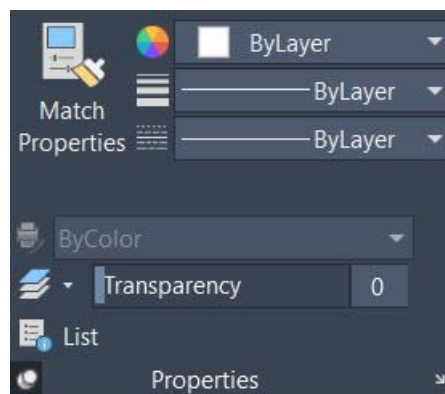
Boundary width: 0 [Icon]

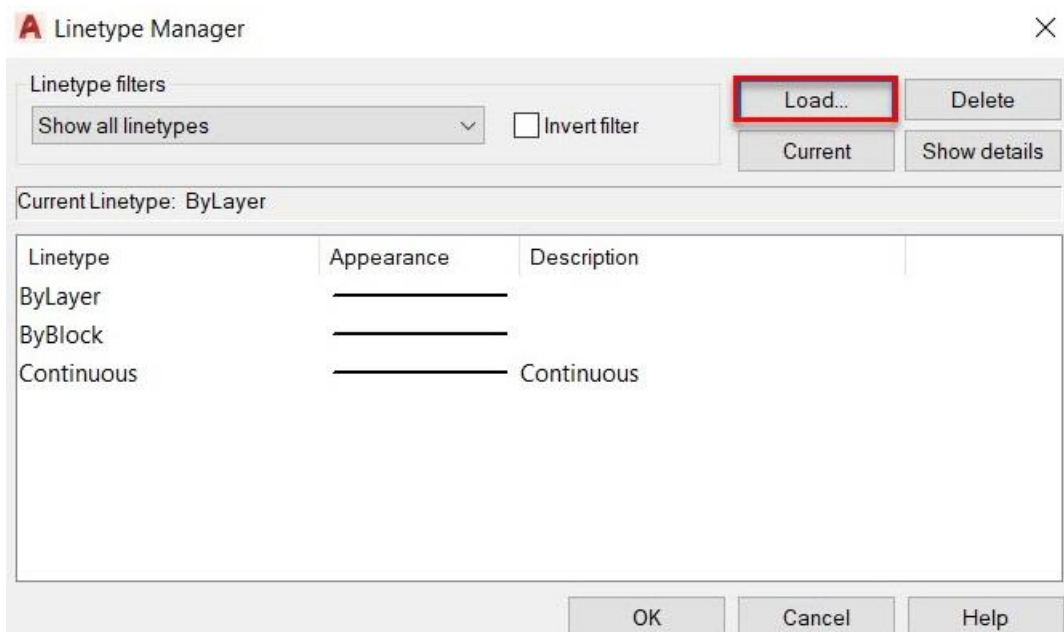
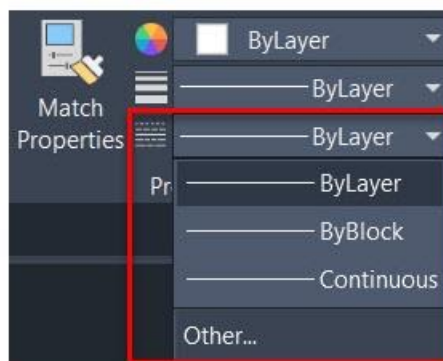
OK Cancel Help

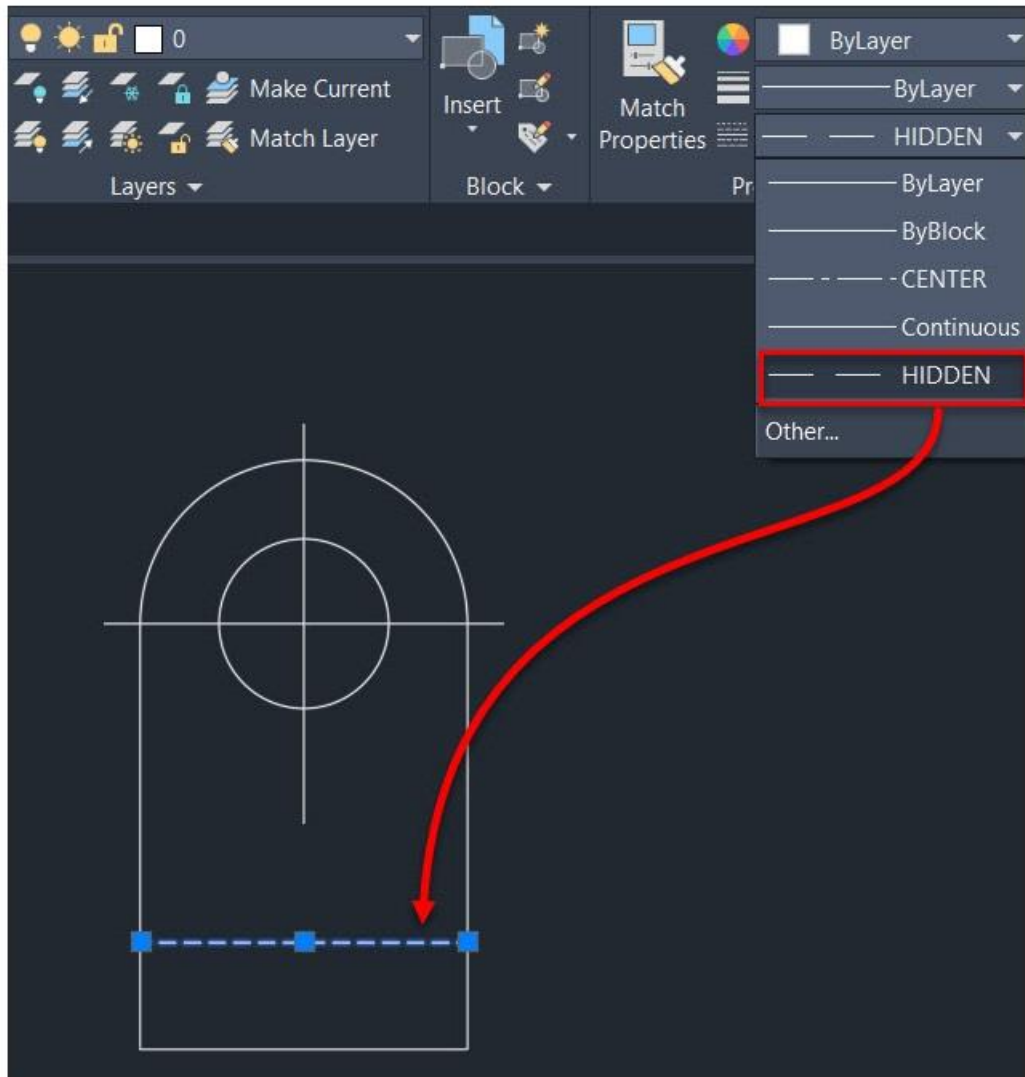


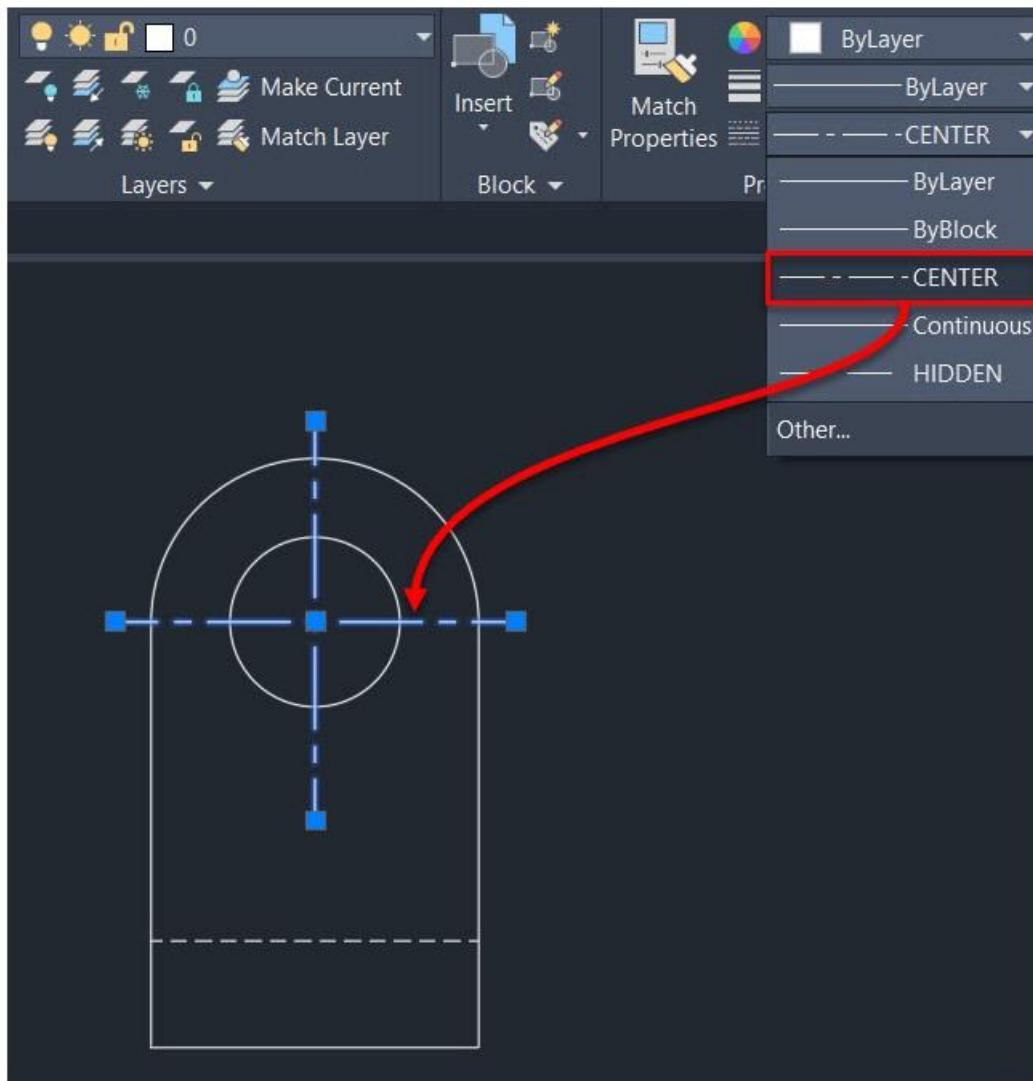


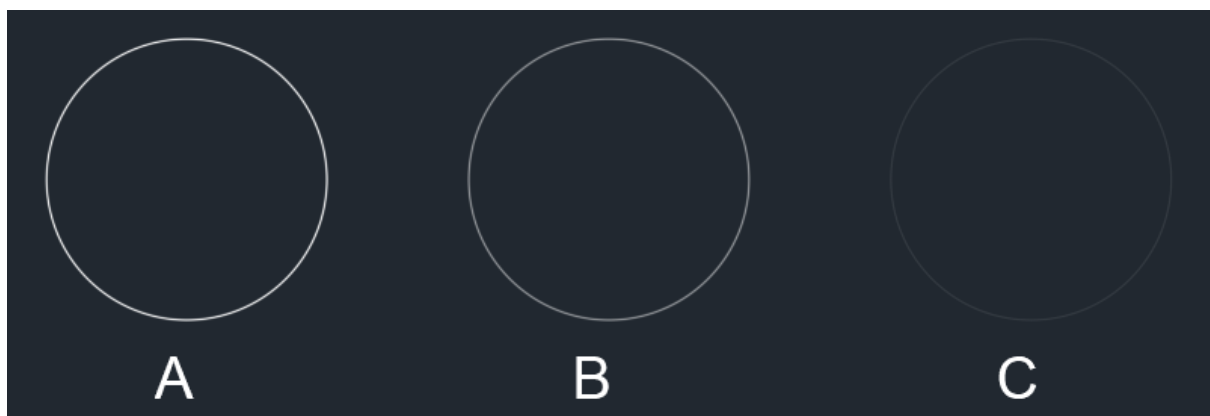
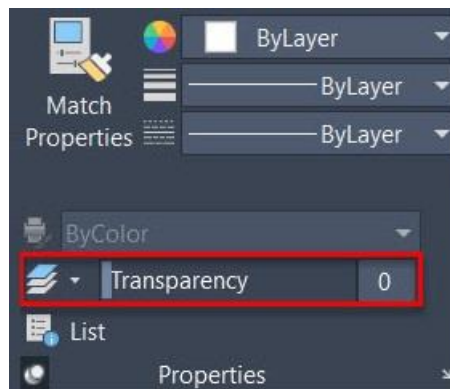
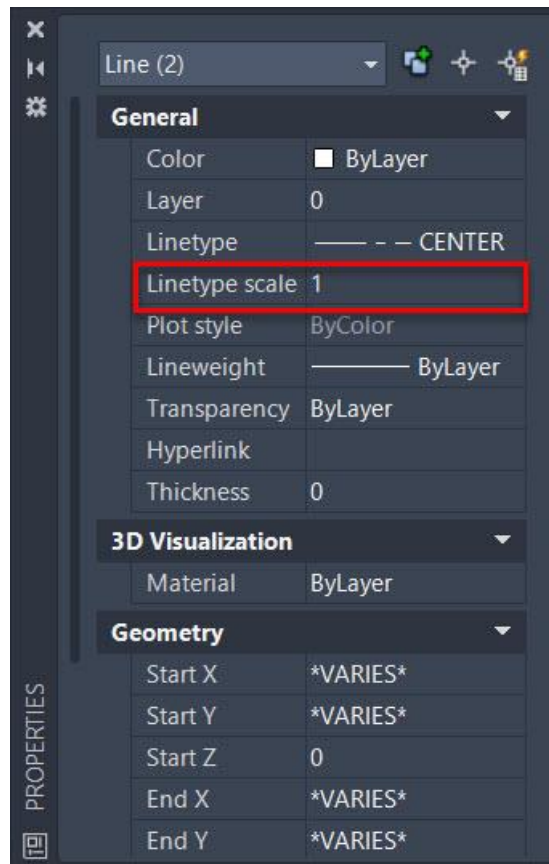
Chapter 05: Managing Drawings with Layers and Properties

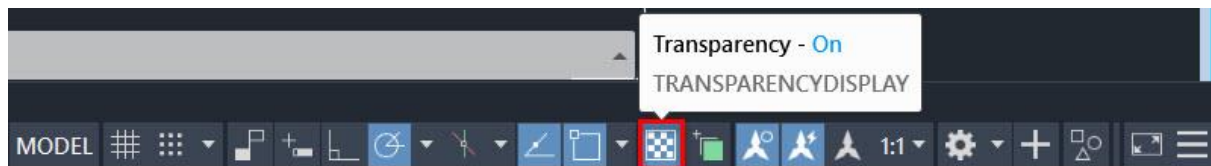
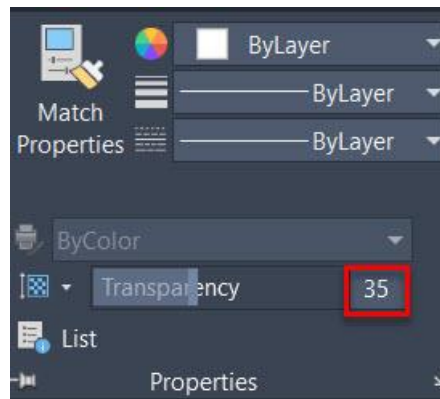


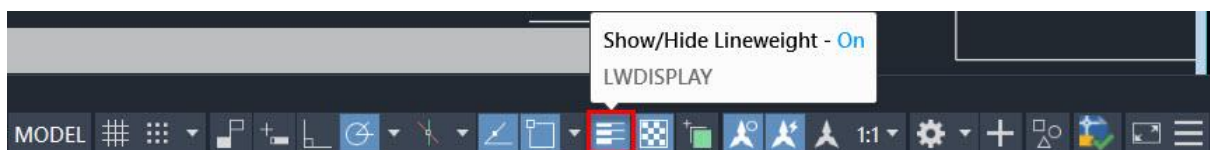
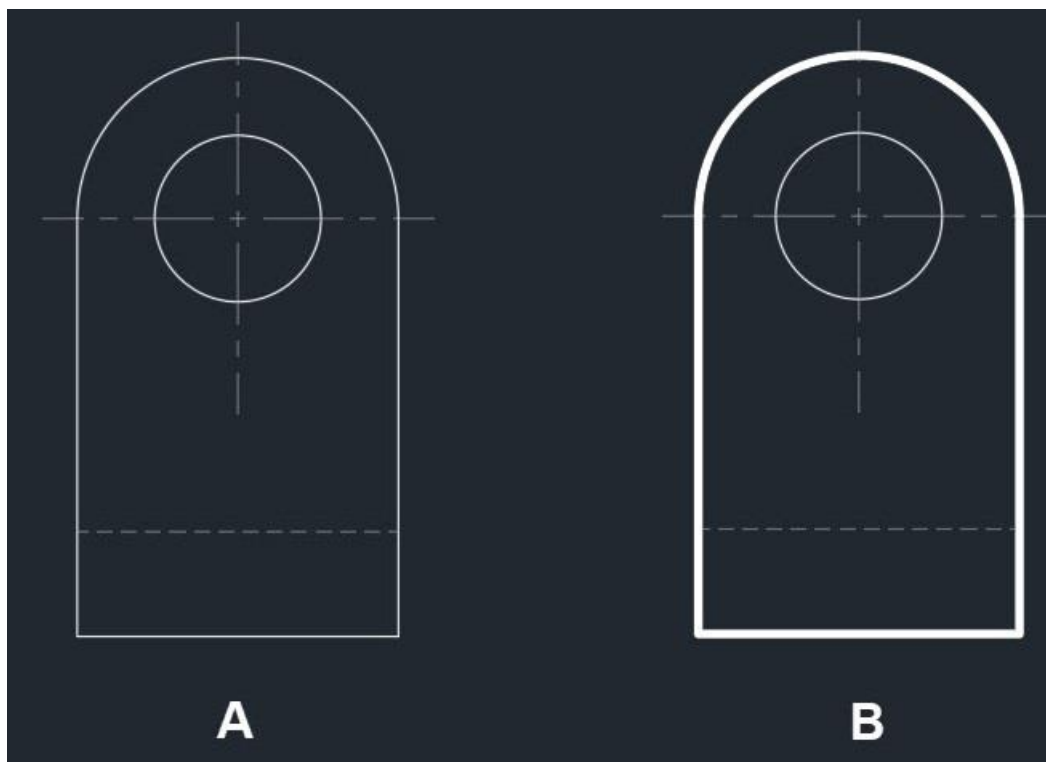
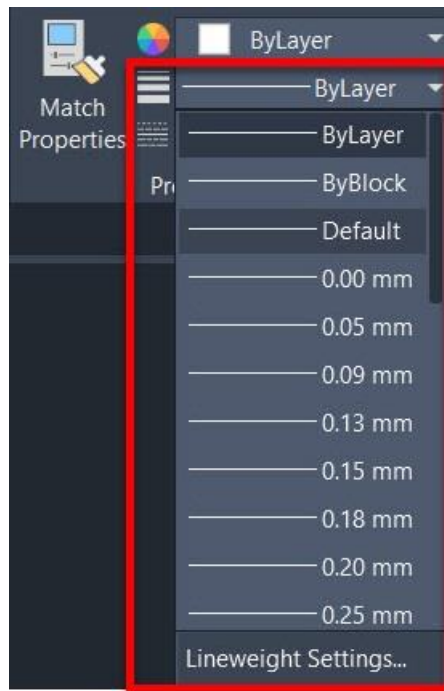


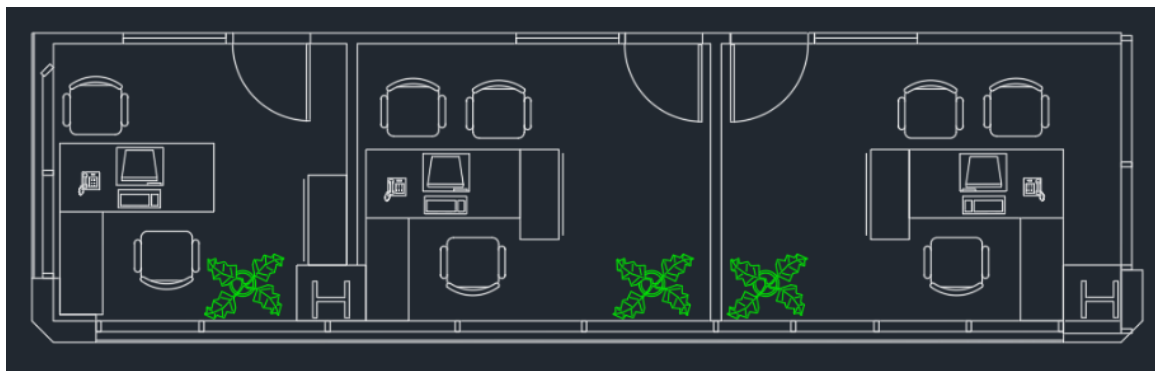
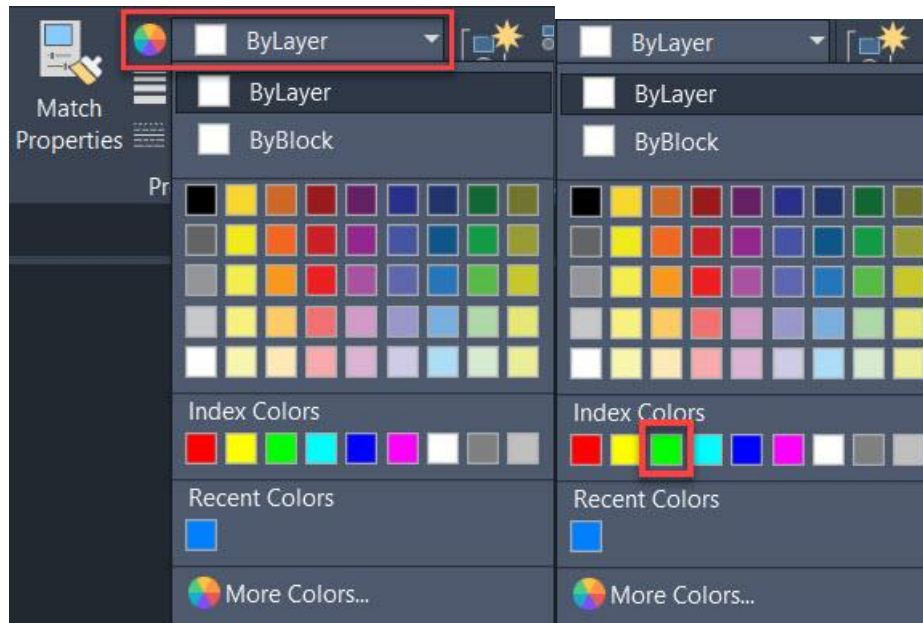
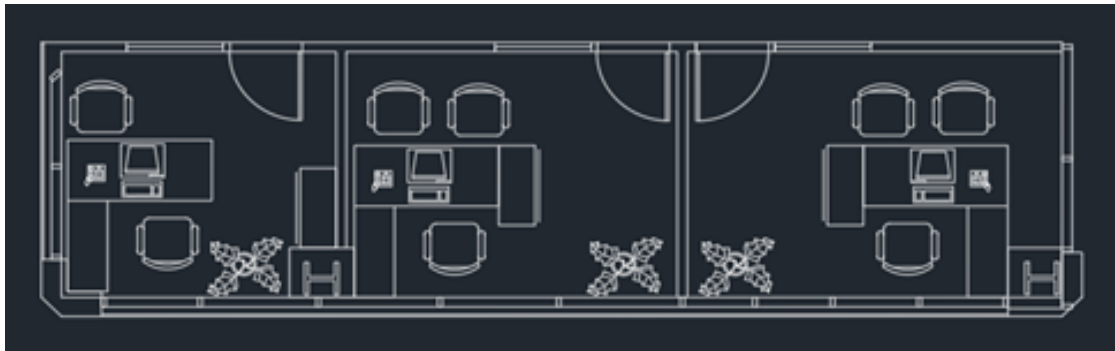


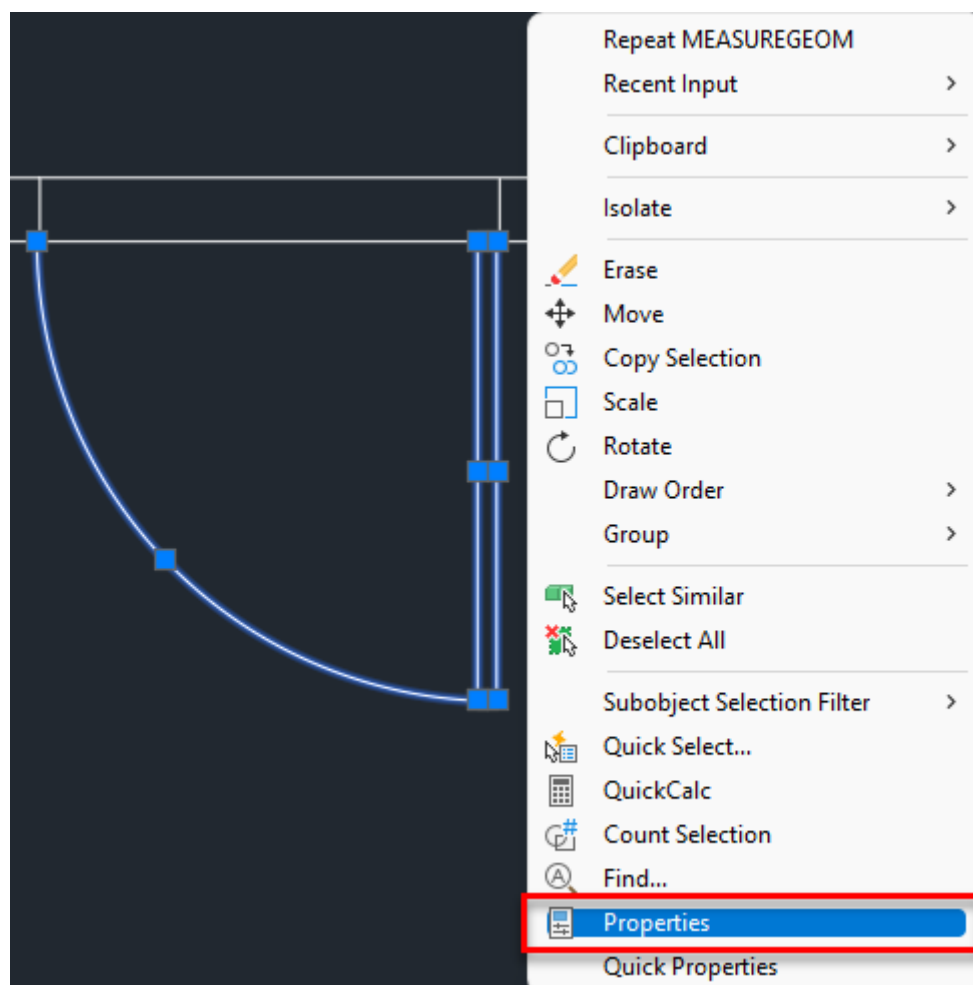
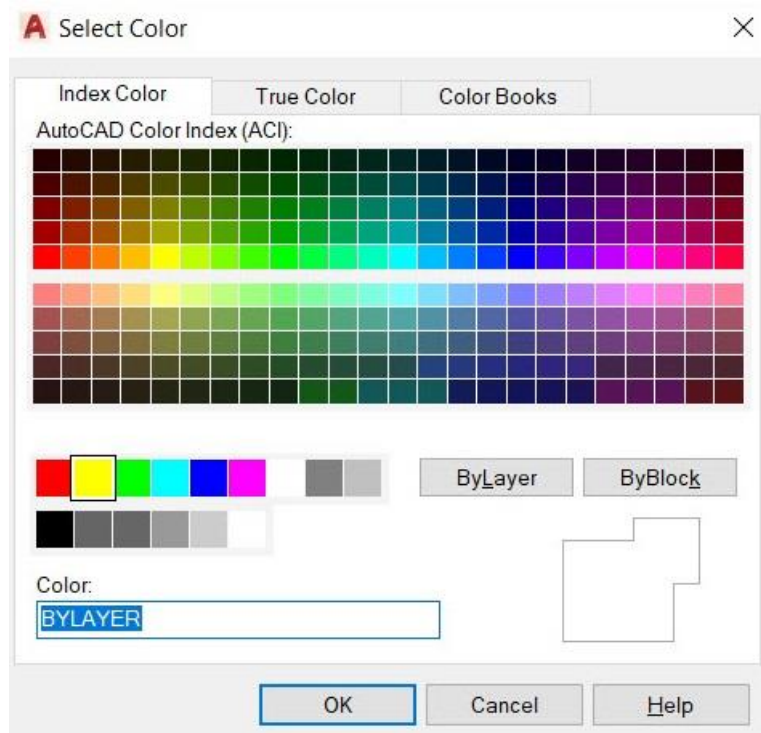


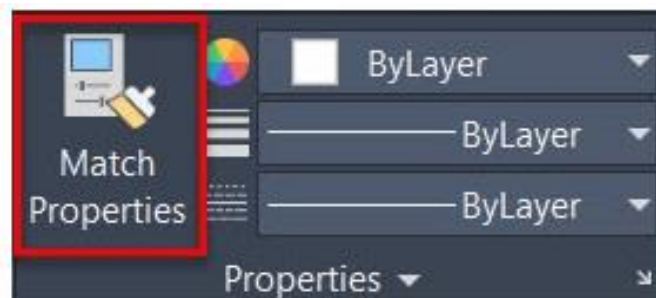
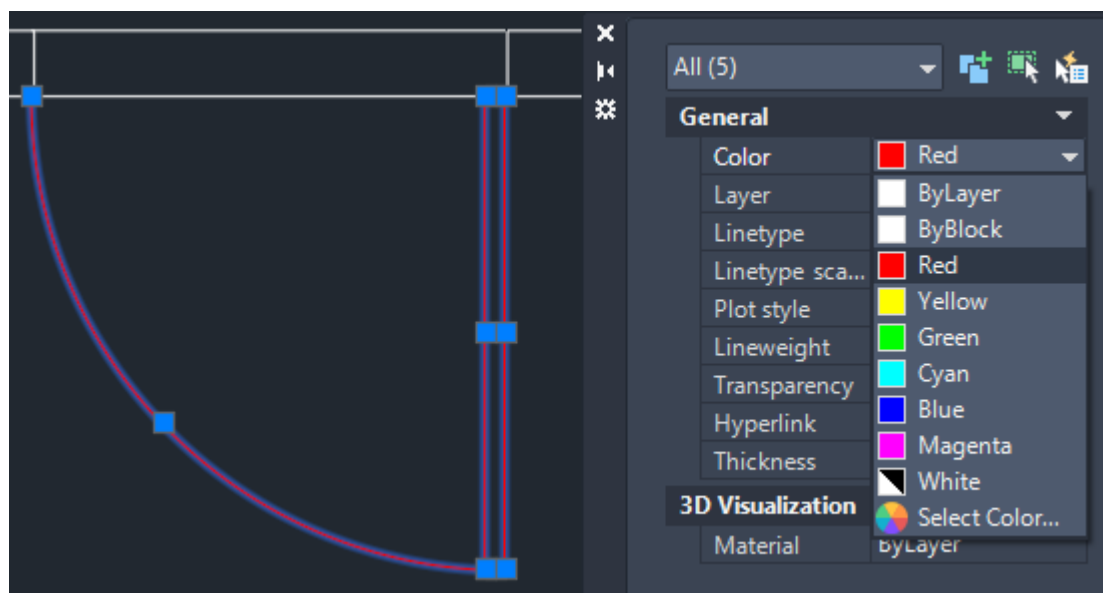
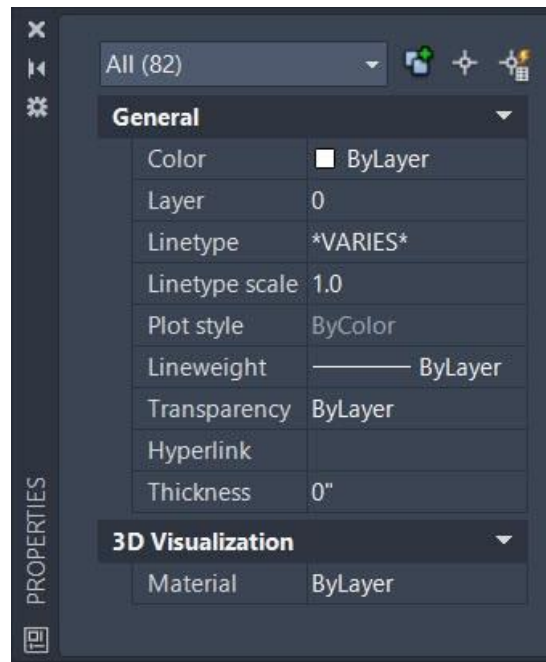


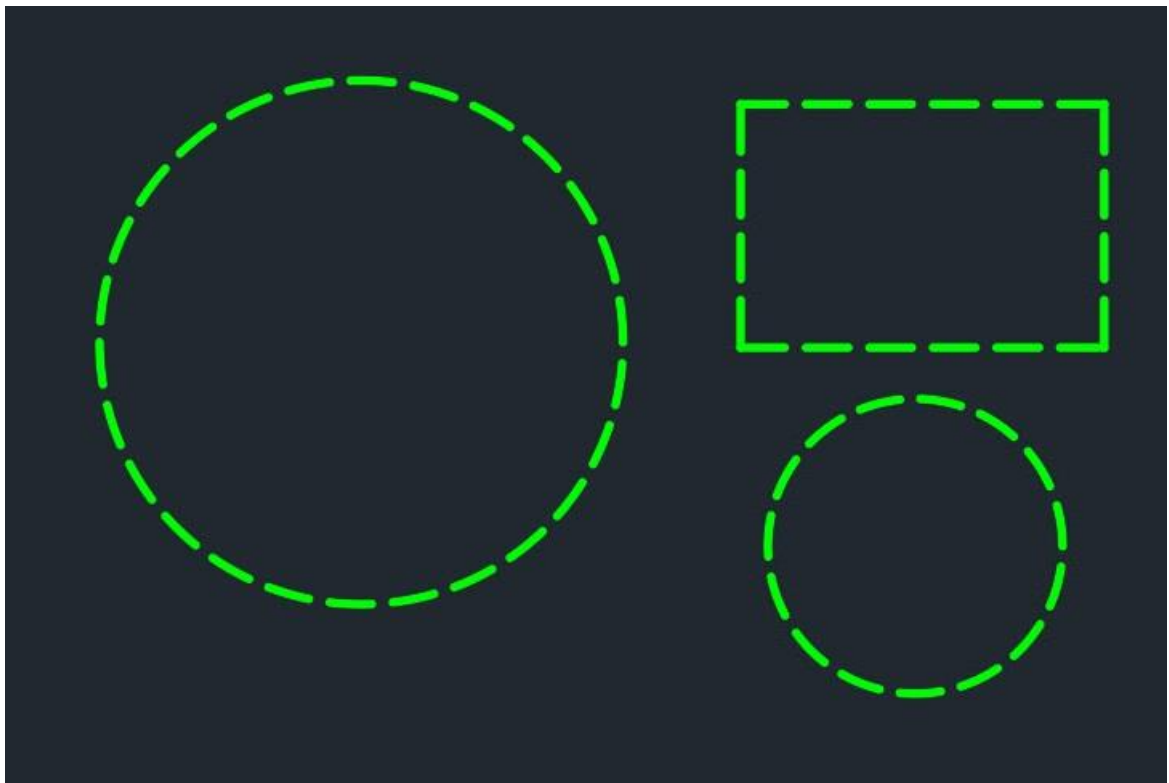
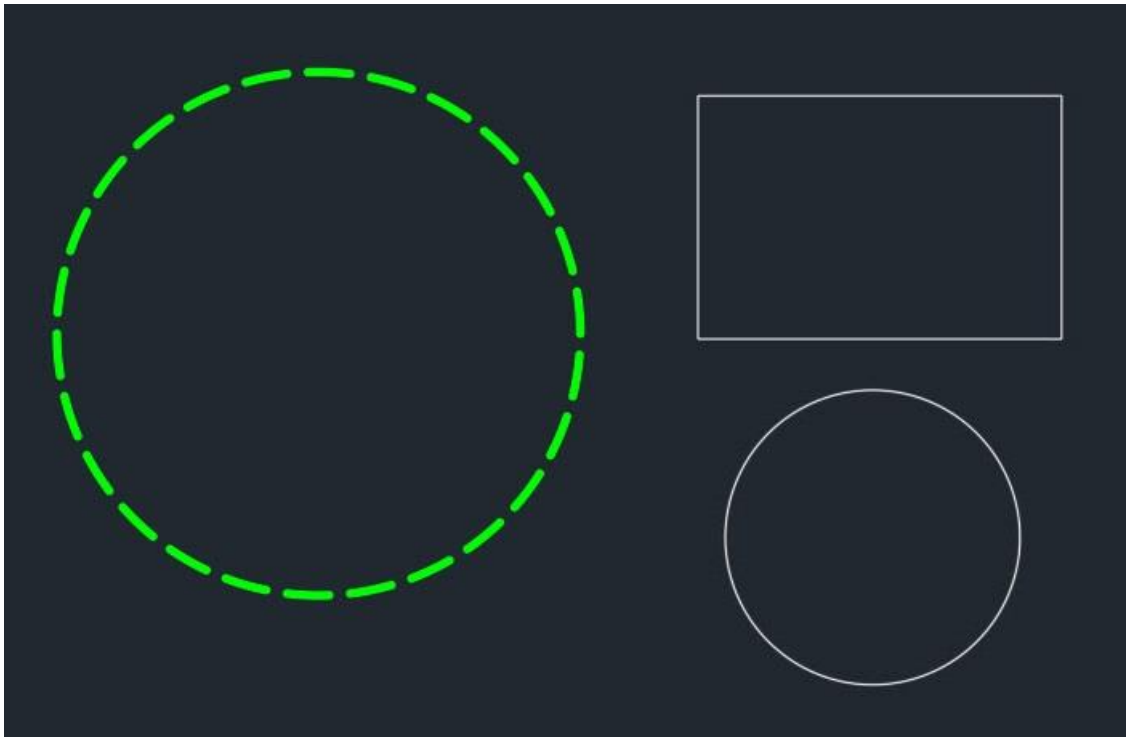
















   **MATCHPROP** Select destination object(s) or **[Settings]:**

A Property Settings ✕

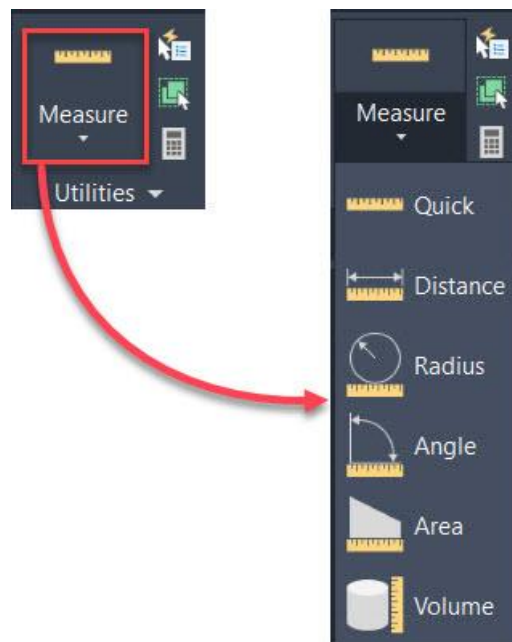
Basic Properties

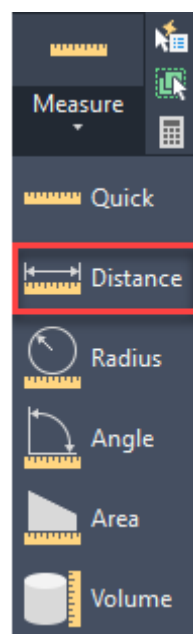
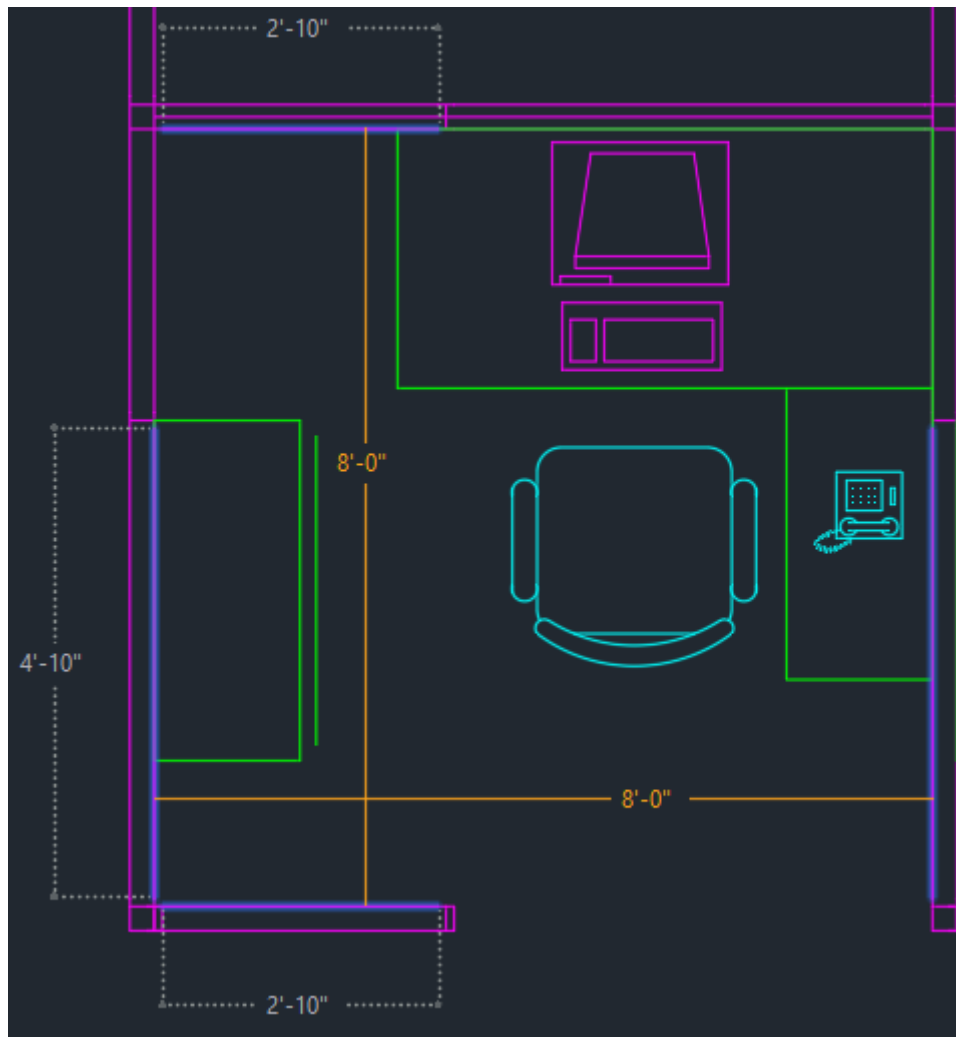
<input checked="" type="checkbox"/> Color	 Green
<input checked="" type="checkbox"/> Layer	0
<input checked="" type="checkbox"/> Linetype	HIDDEN
<input checked="" type="checkbox"/> Linetype Scale	2
<input checked="" type="checkbox"/> Lineweight	0.50 mm
<input checked="" type="checkbox"/> Transparency	ByLayer
<input checked="" type="checkbox"/> Thickness	0
<input checked="" type="checkbox"/> PlotStyle	Color_3

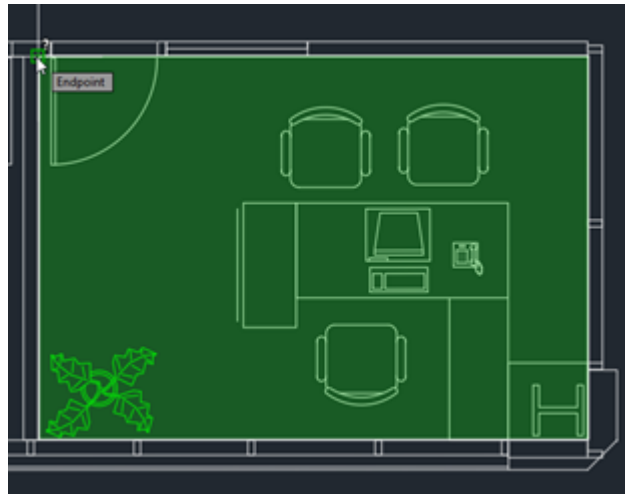
Special Properties

<input checked="" type="checkbox"/> Dimension	<input checked="" type="checkbox"/> Text	<input checked="" type="checkbox"/> Hatch
<input checked="" type="checkbox"/> Polyline	<input checked="" type="checkbox"/> Viewport	<input checked="" type="checkbox"/> Table
<input checked="" type="checkbox"/> Material	<input checked="" type="checkbox"/> Multileader	<input checked="" type="checkbox"/> Center object

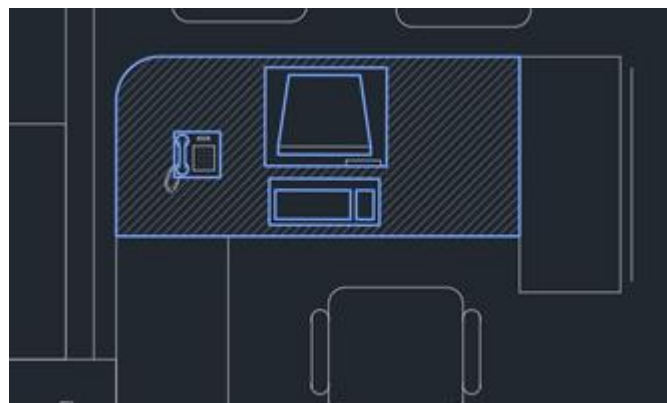
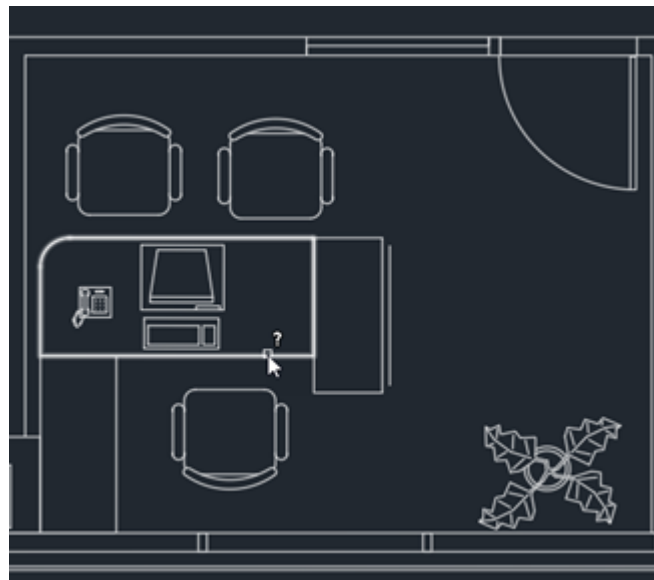
OK
Cancel
Help

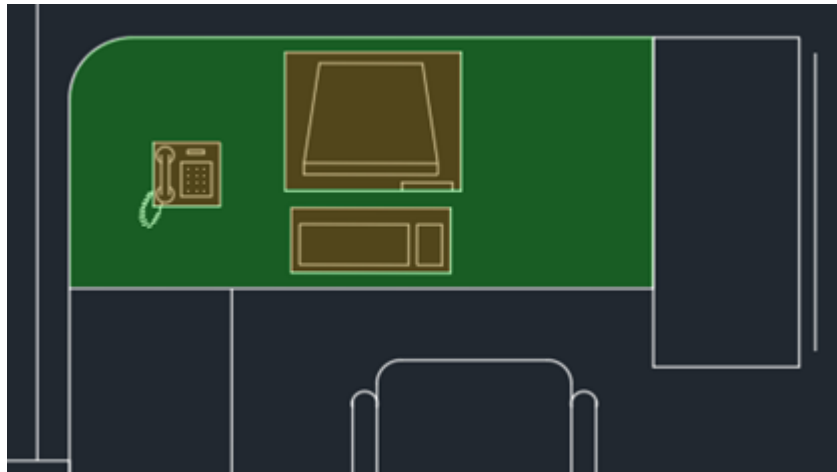


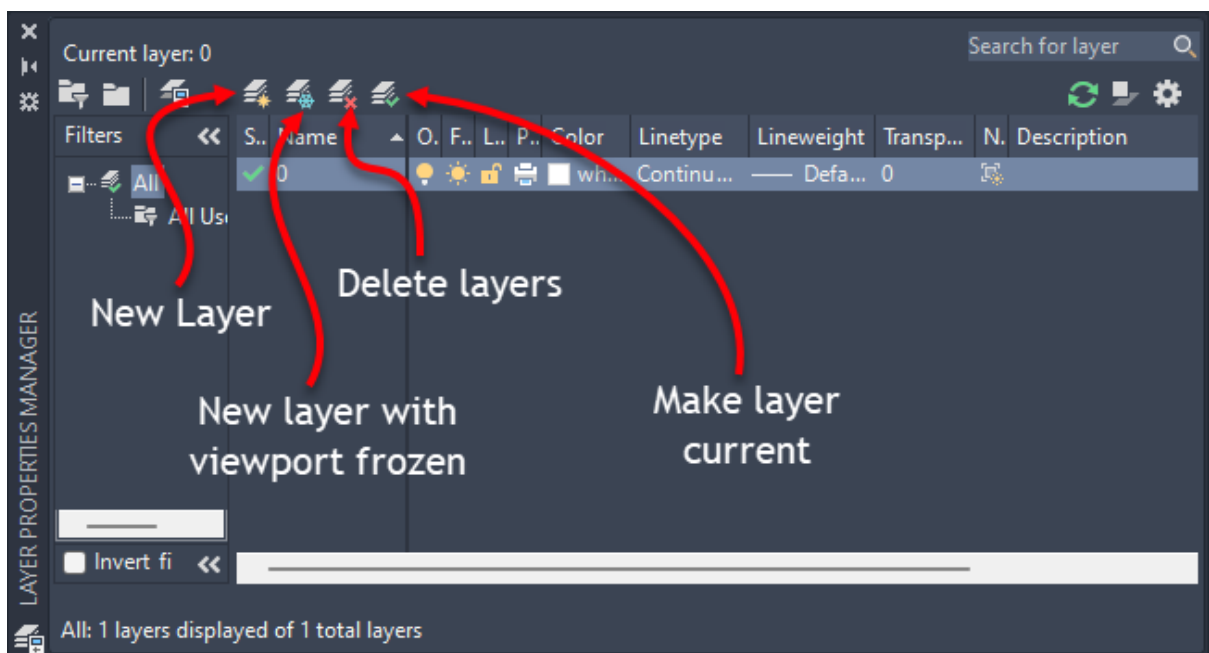
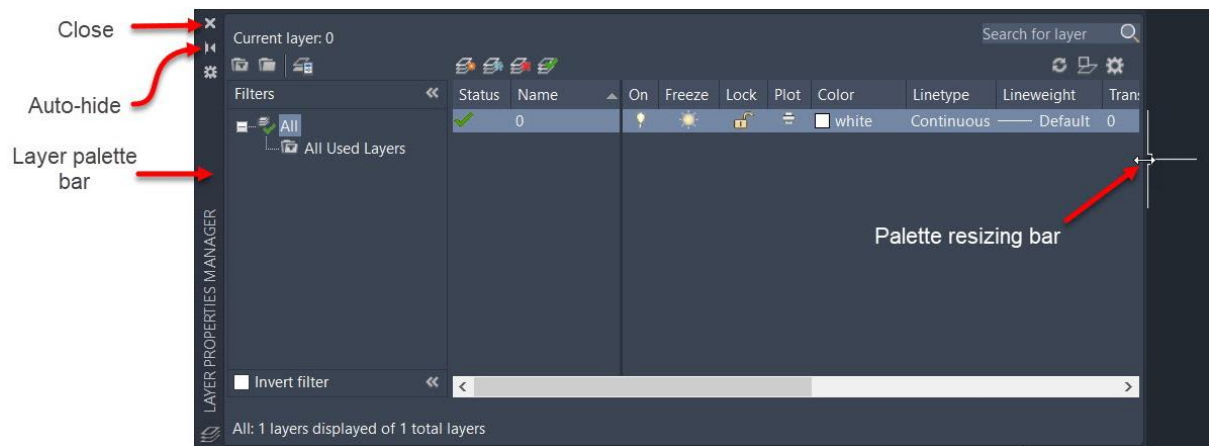




✕ ⚙️ ▾ AREA Specify first corner point or [Object] Add area Subtract area] <Object>:







Layer - Not Deleted



The selected layer was not deleted.

The following layers cannot be deleted:

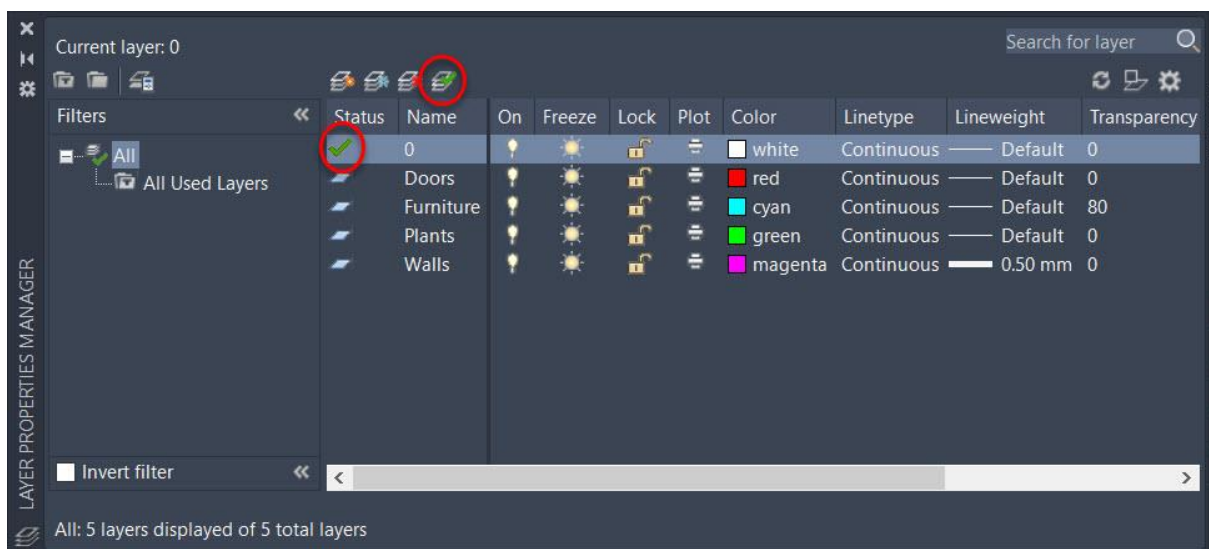
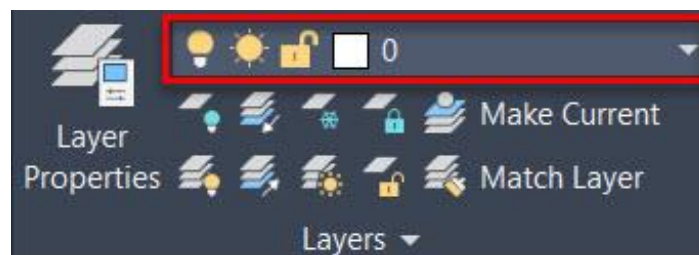
- Layers 0 and Defpoints
- The current layer
- Layers containing objects
- Xref-dependent layers

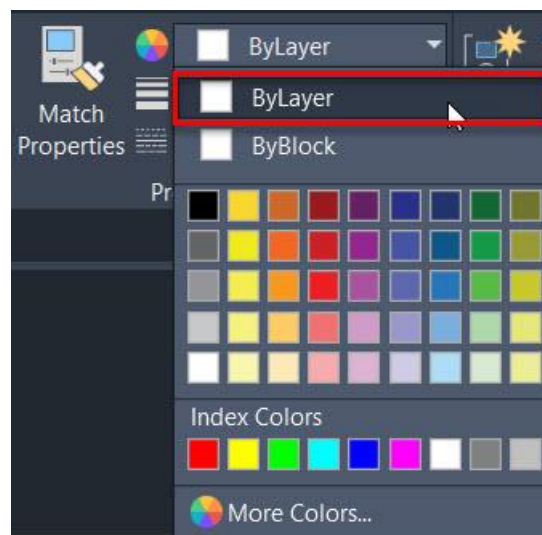
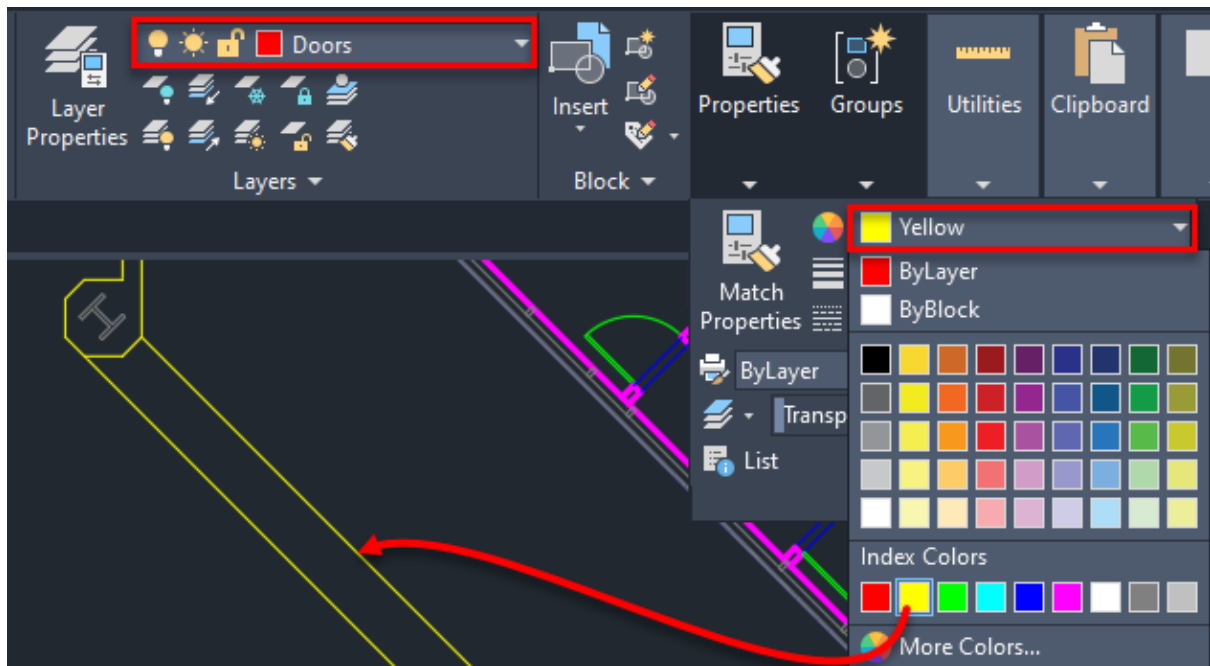
Close

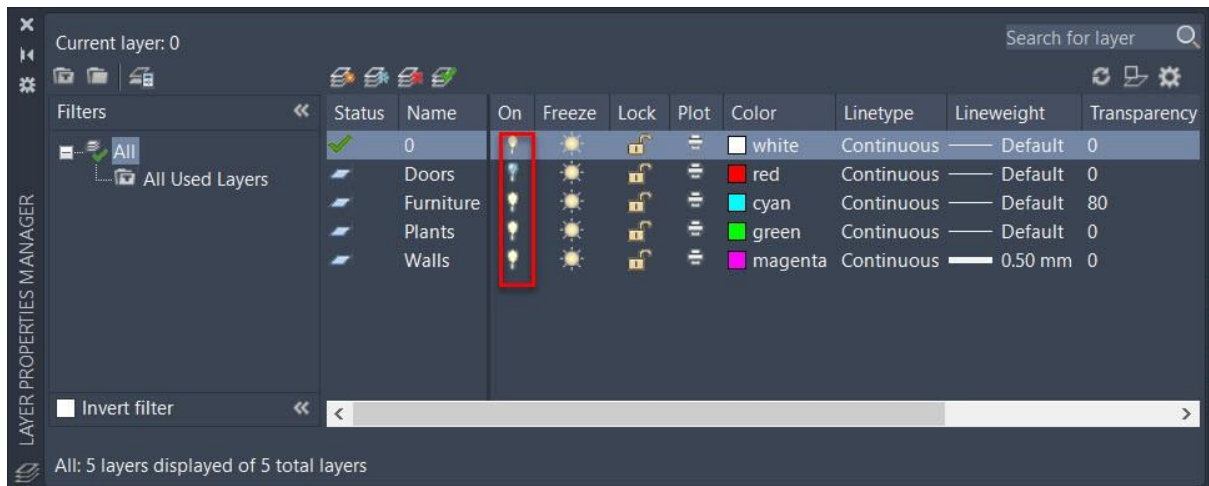
Status	Name	On	Freeze	Lock	Plot	Color	Linetype	Lineweight	Trans
✓	0					white	Continuous	Default	0
	Doors					red	Continuous	Default	0
	Walls					magenta	Continuous	Default	0
	Furniture					cyan	Continuous	Default	0
	Plants					green	Continuous	Default	0

Status	Name	On	Freeze	Lock	Plot	Color	Linetype	Lineweight	Transparency
✓	0					white	Continuous	Default	0
	Doors					red	Continuous	Default	0
	Furniture					cyan	Continuous	Default	60
	Plants					green	Continuous	Default	0
	Walls					magenta	Continuous	0.50 mm	0









Layer - Current Layer Off

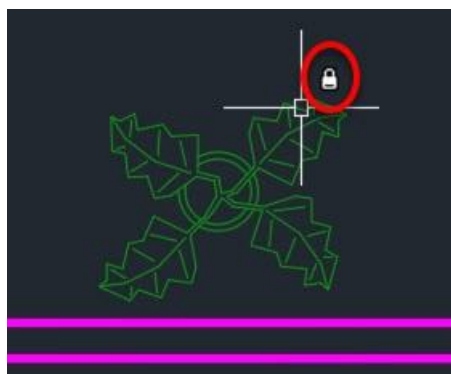


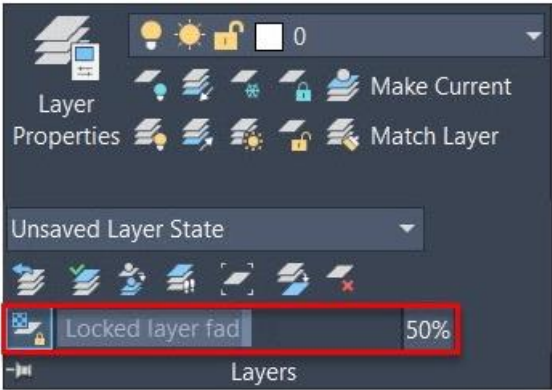
The current layer will be turned off. What do you want to do?

→ Turn the current layer off

Objects that you create from now on will not be displayed in the drawing until you turn the layer back on.

→ Keep the current layer on





Current layer: 0

Search for layer

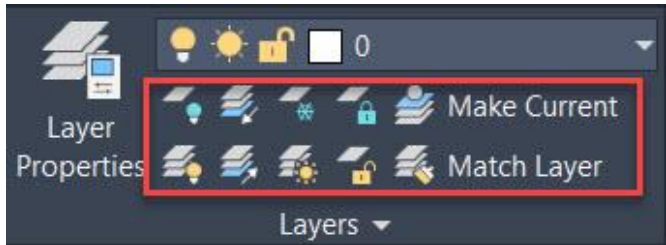
Filters: All, All Used Layers

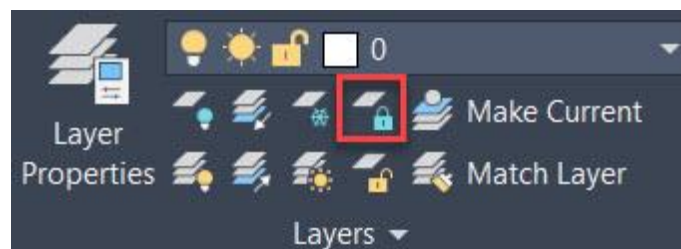
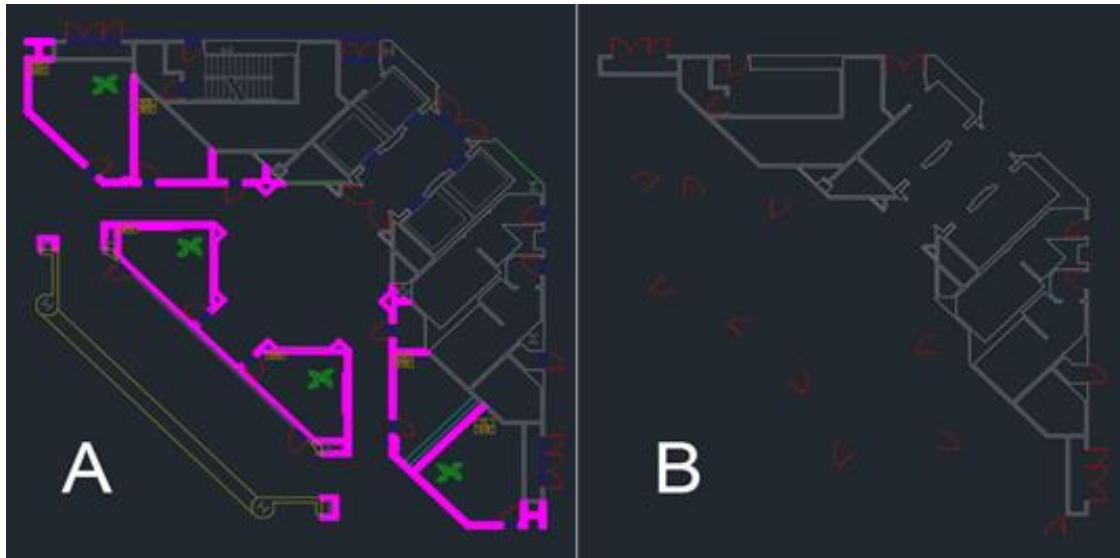
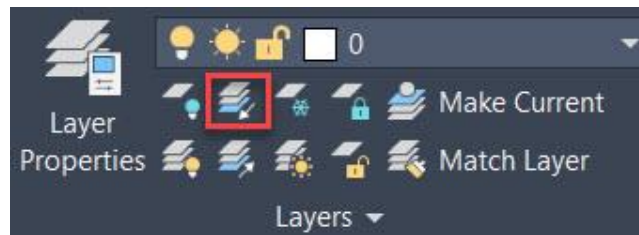
Layer Properties Manager

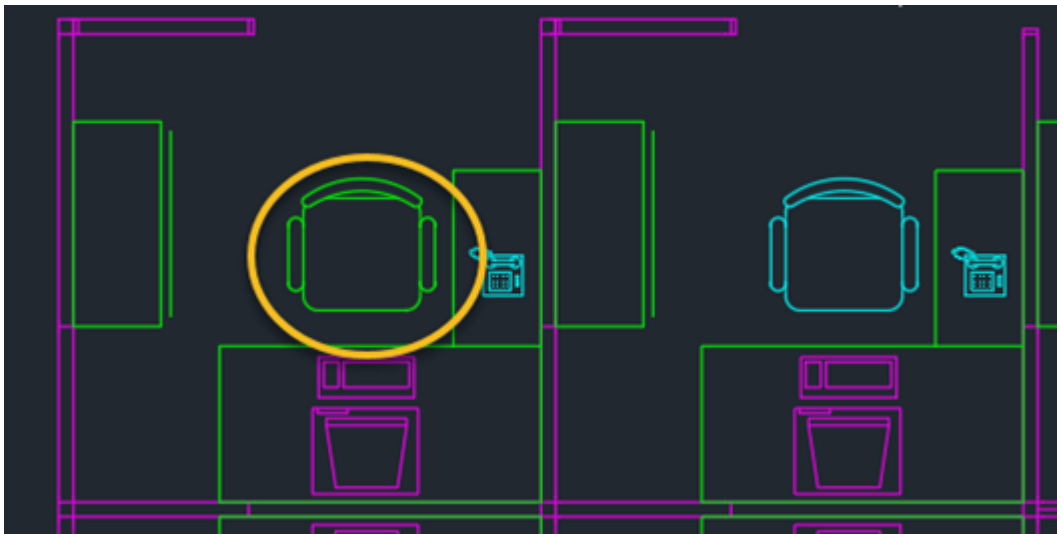
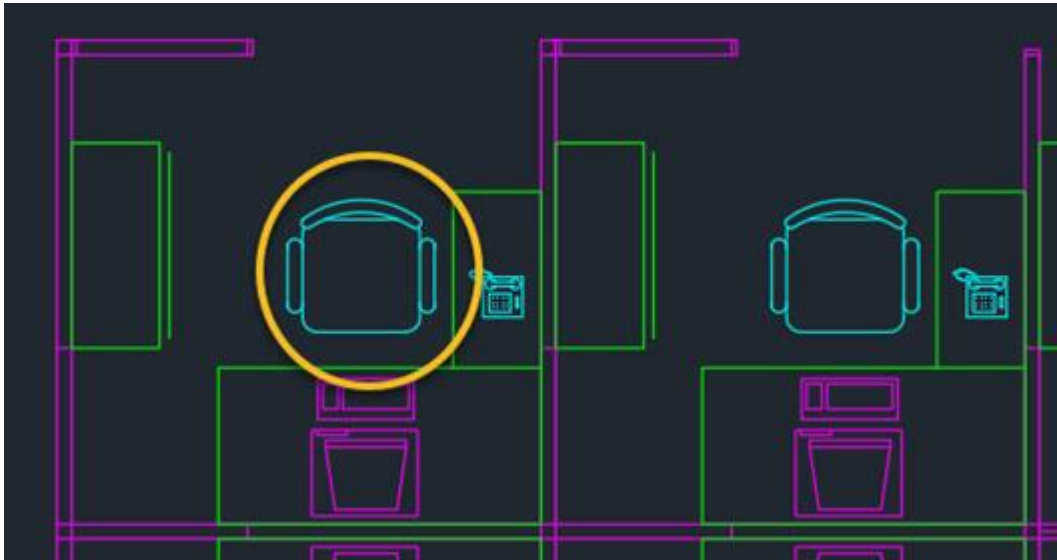
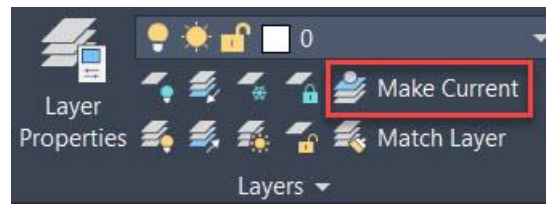
Status	Name	On	Freeze	Lock	Plot	Color	Linetype	Lineweight	Transparency
✓	0	☀	☀	🔒	🖨	white	Continuous	Default	0
	Doors	☀	☀	🔒	🖨	red	Continuous	Default	0
	Furniture	☀	☀	🔒	🖨	cyan	Continuous	Default	80
	Plants	☀	☀	🔒	🖨	green	Continuous	Default	0
	Walls	☀	☀	🔒	🖨	magenta	Continuous	0.50 mm	0

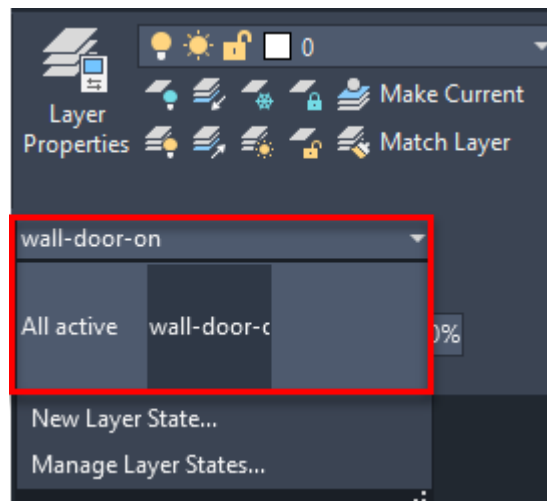
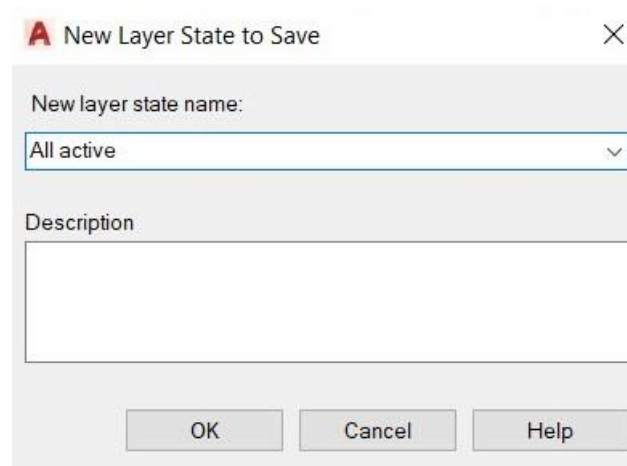
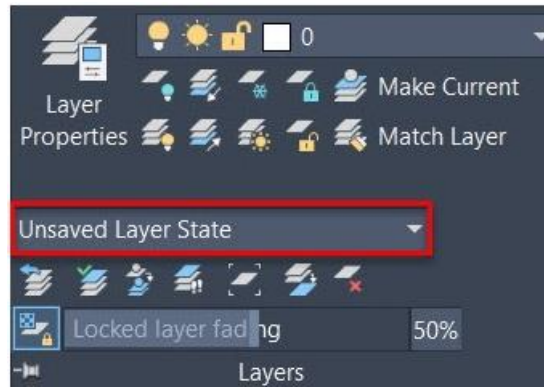
■ Invert filter

All: 5 layers displayed of 5 total layers

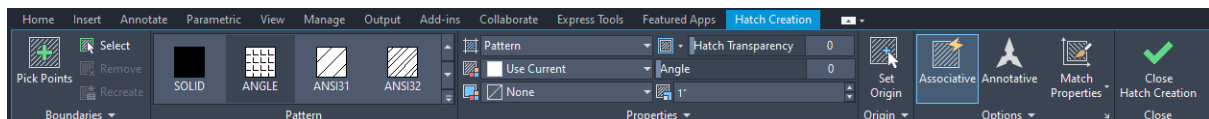
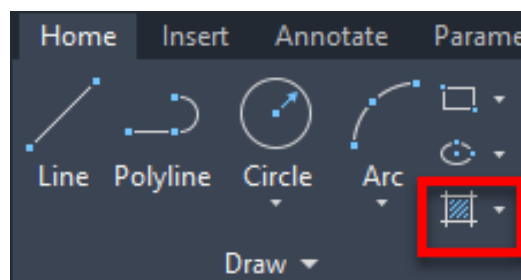
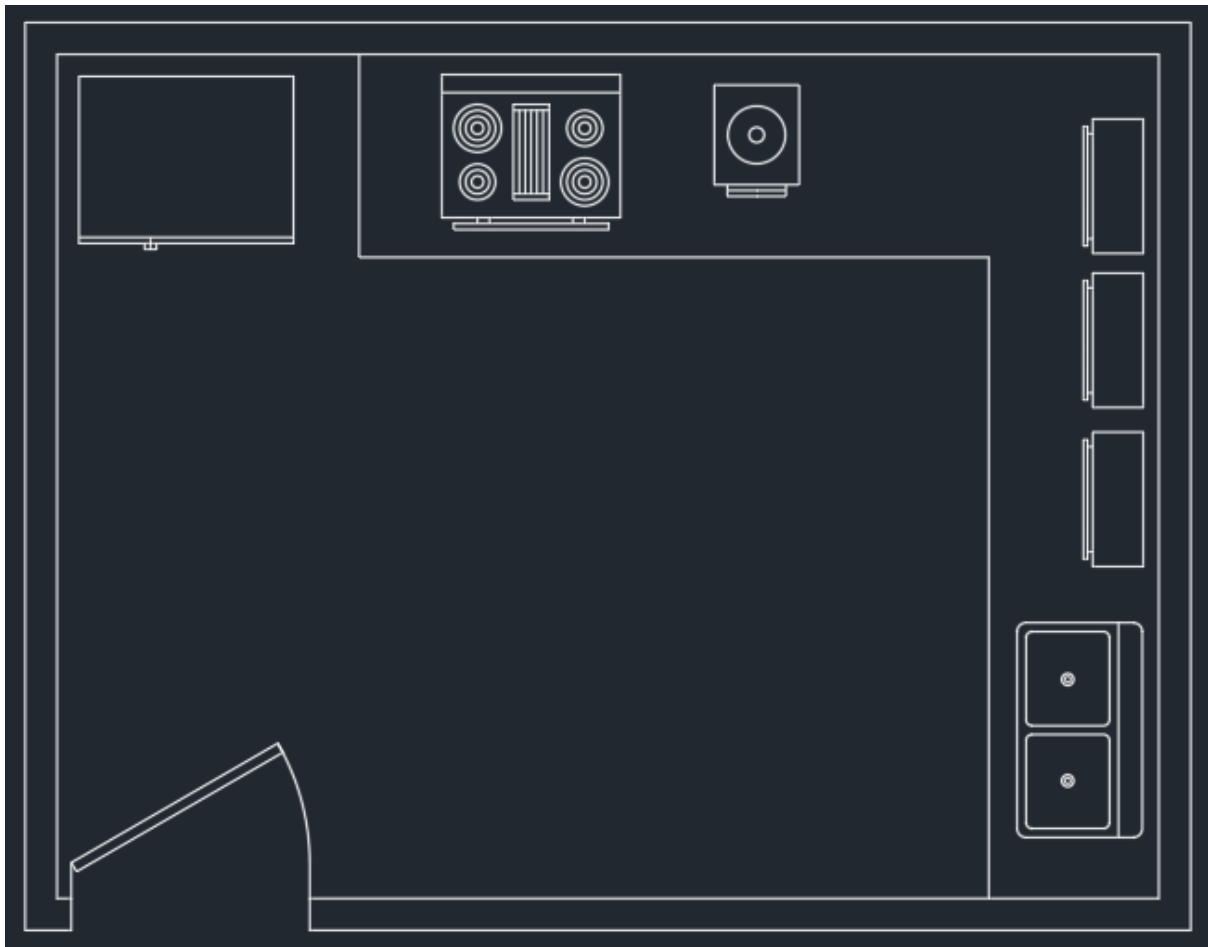


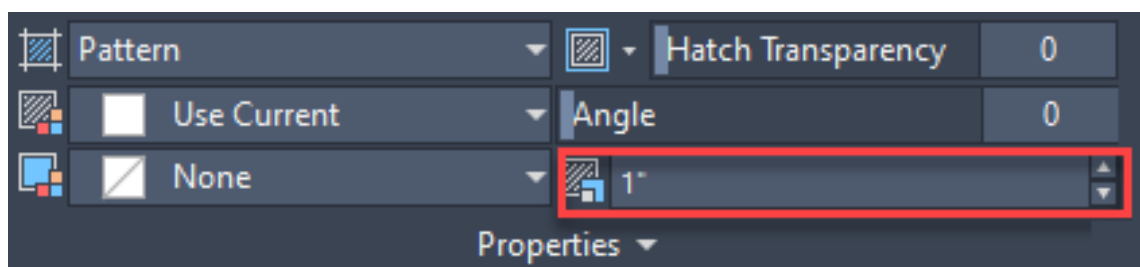
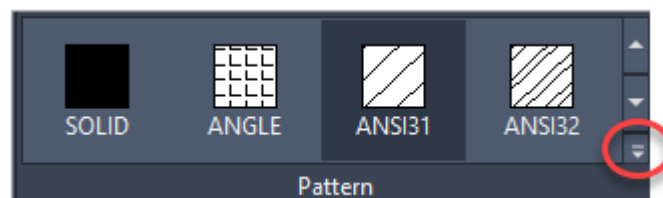
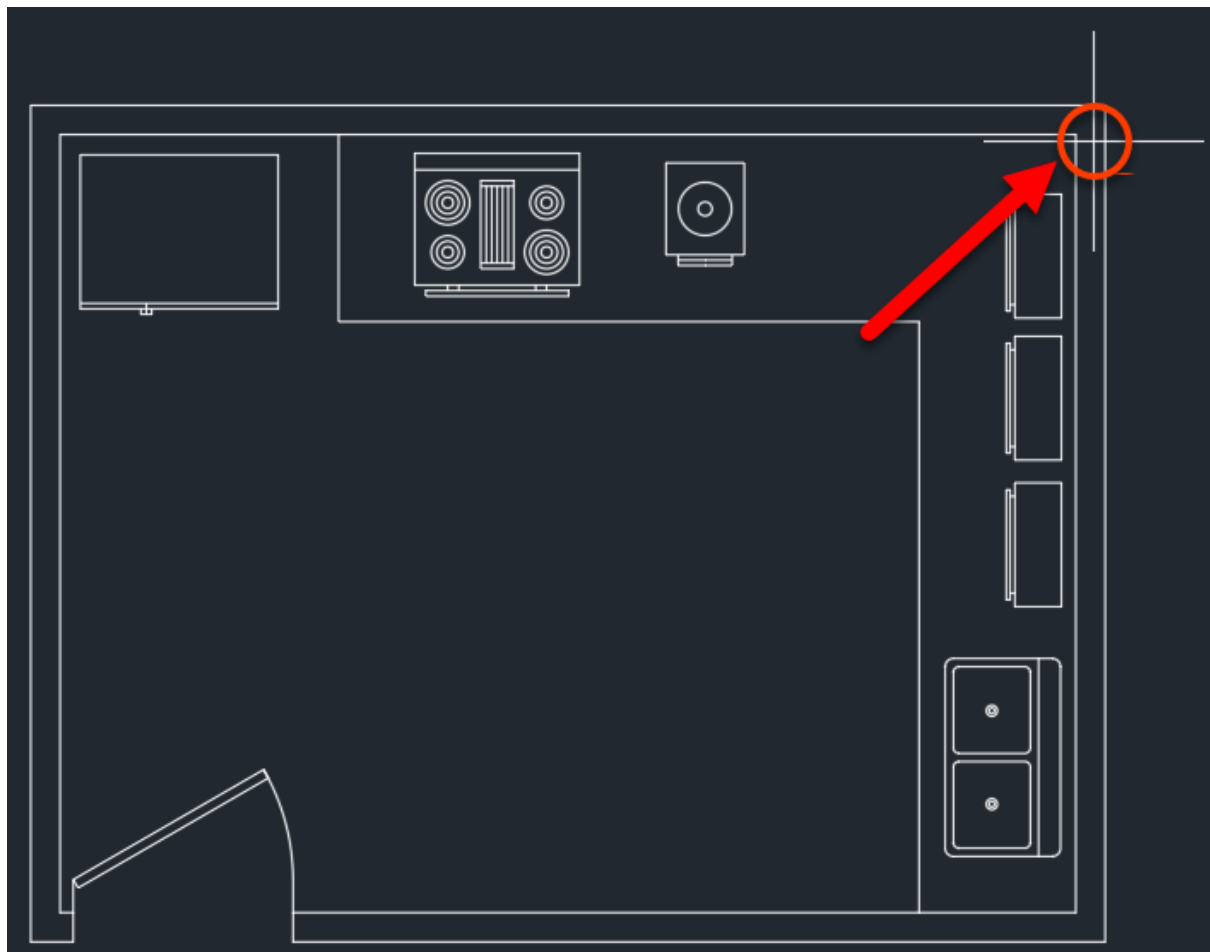


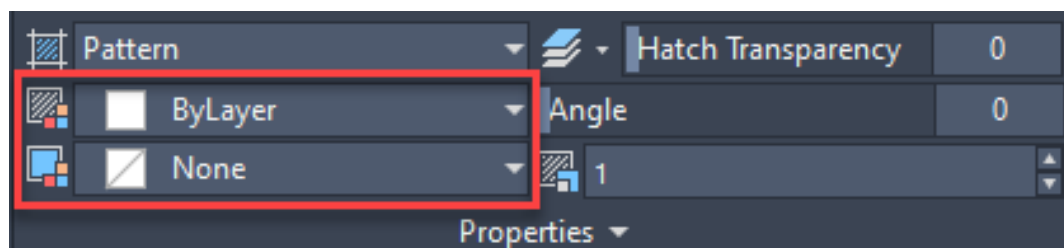
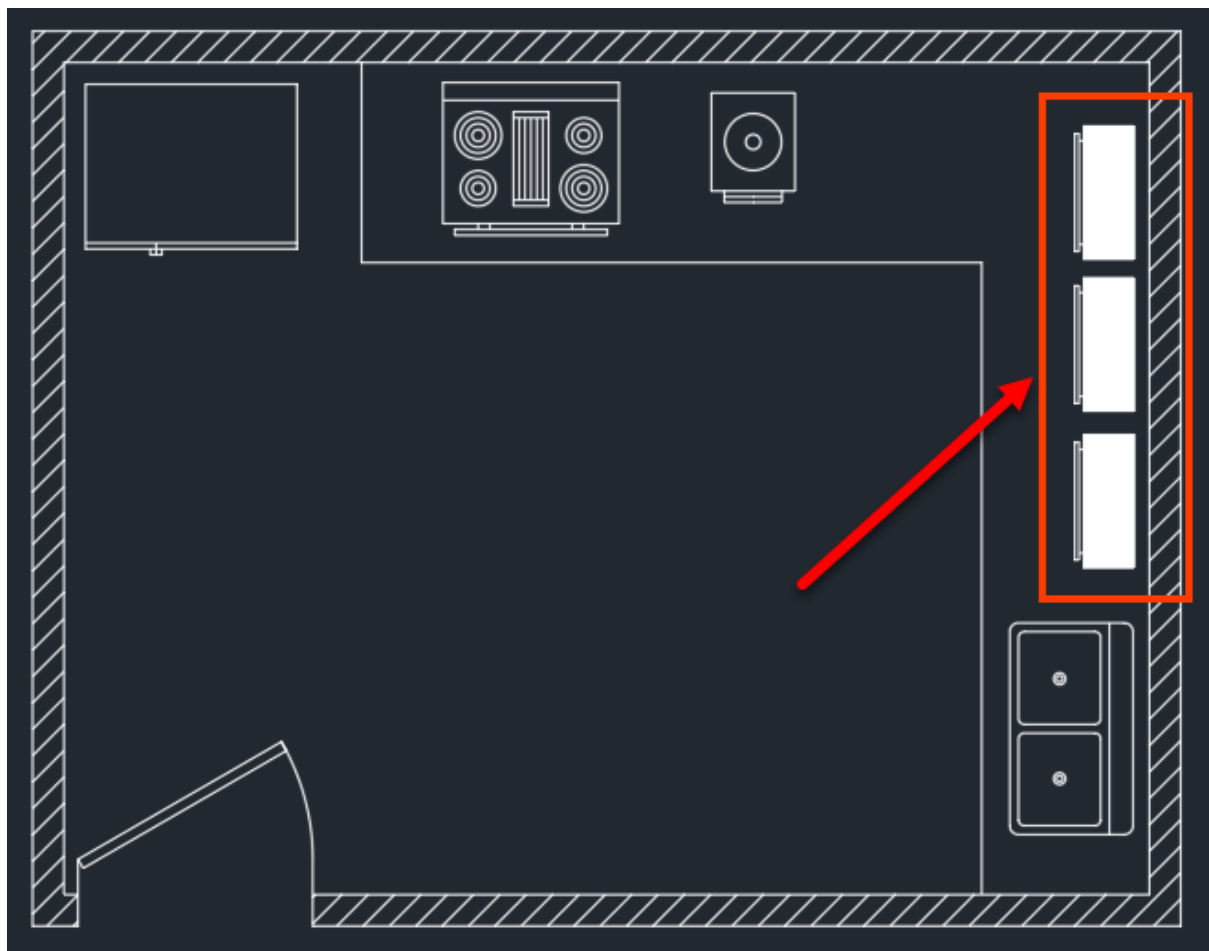
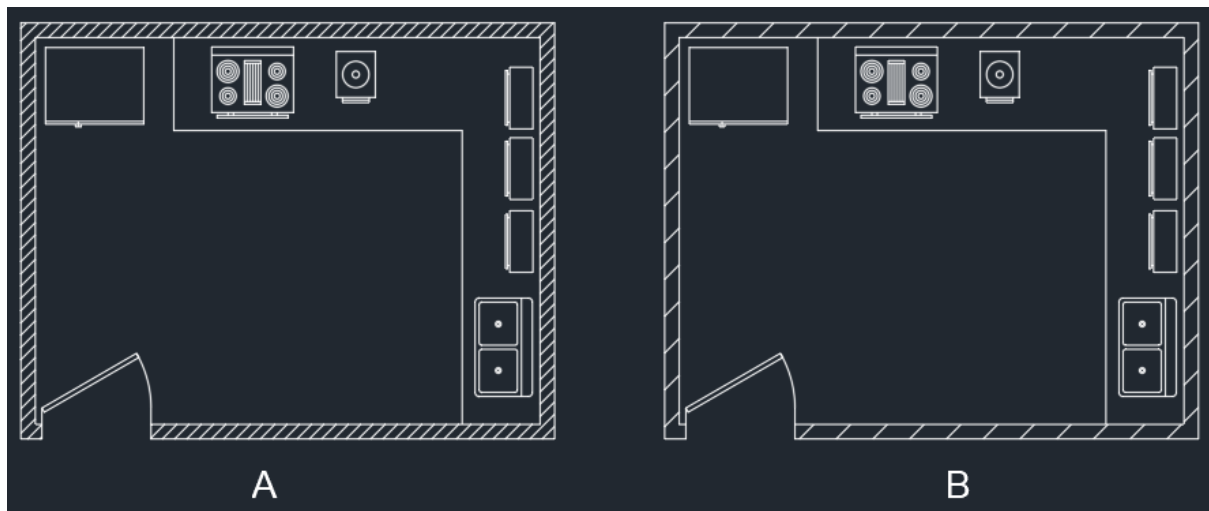


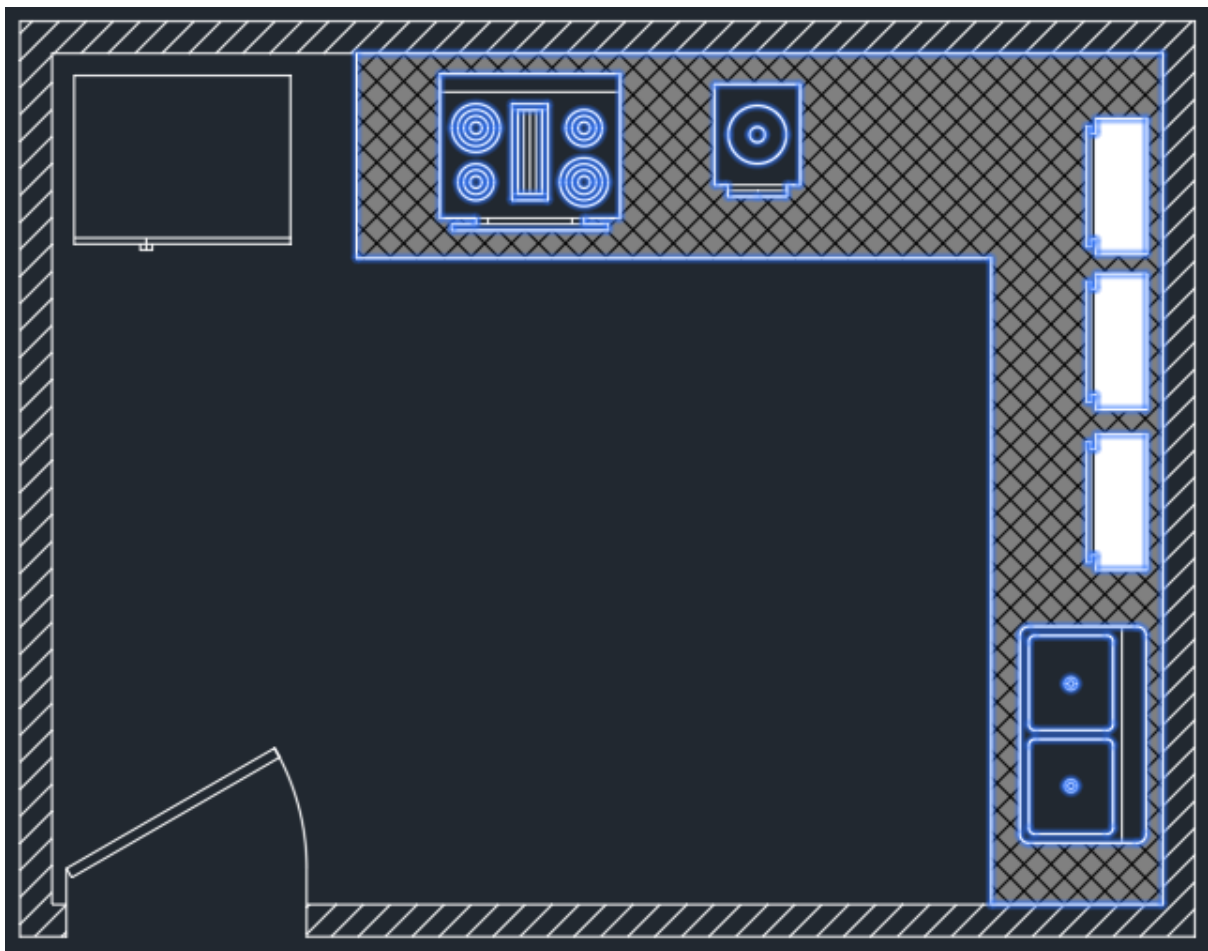
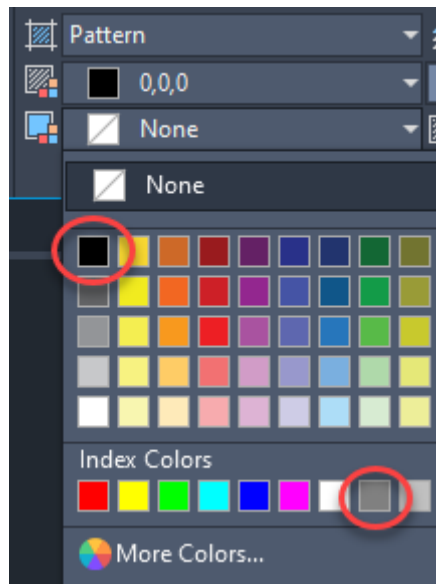


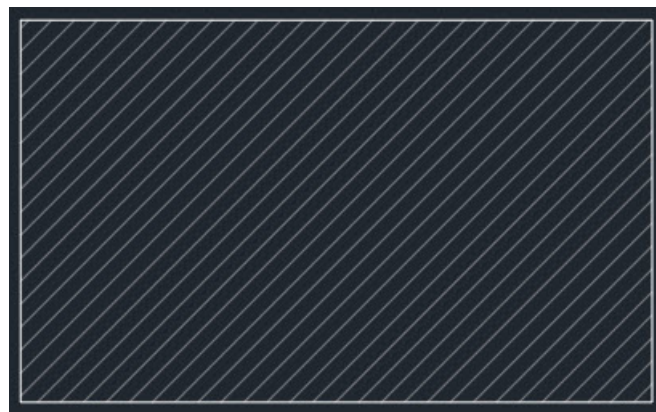
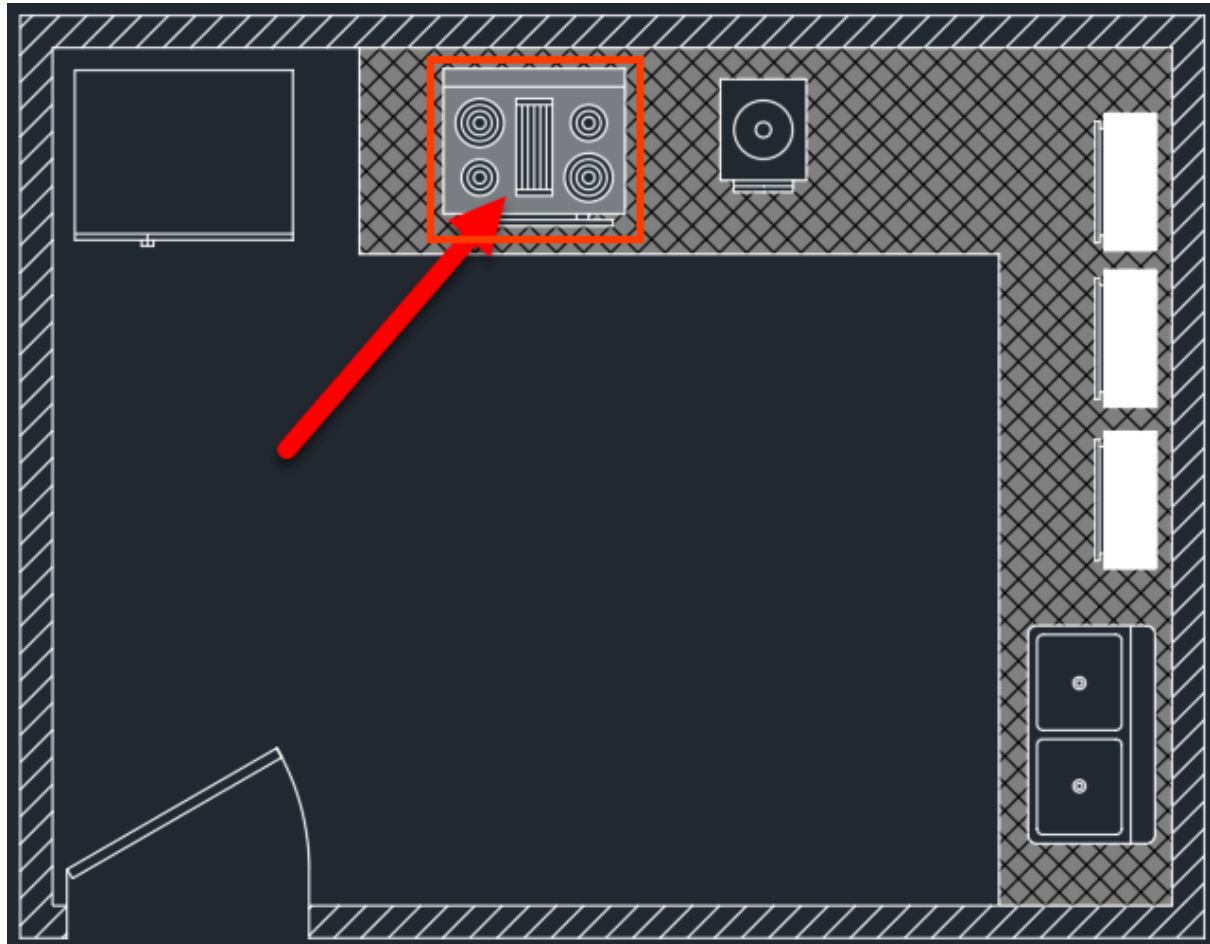
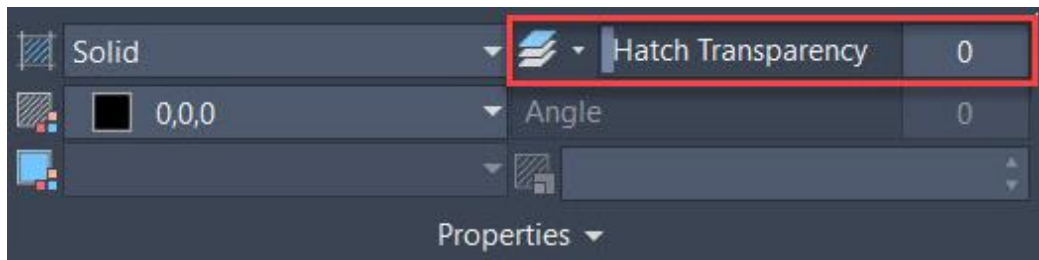
Chapter 06: Working with Hatches, Text, and Dimensions

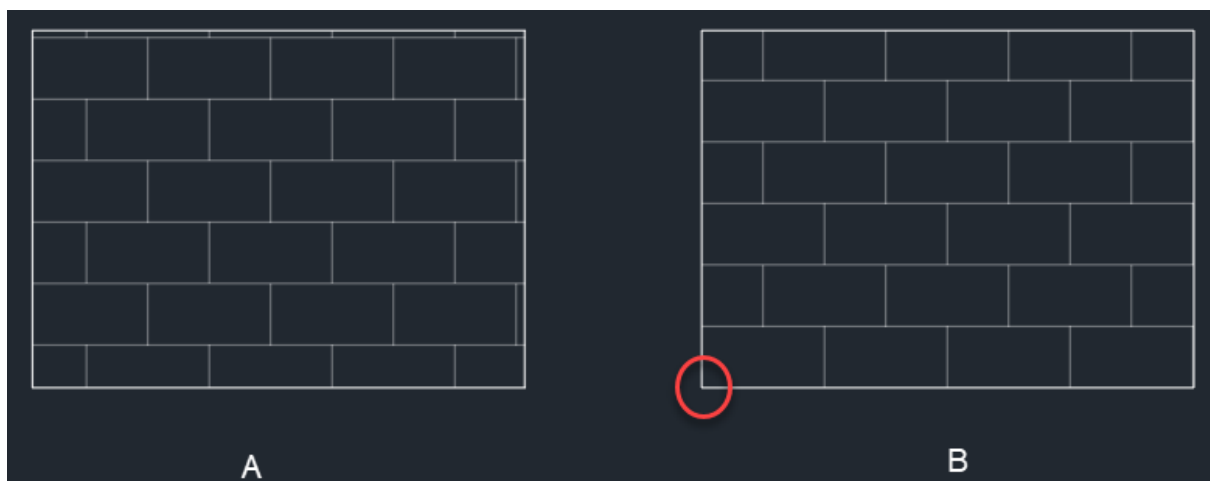
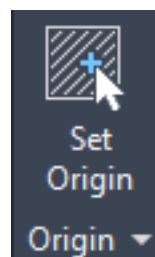


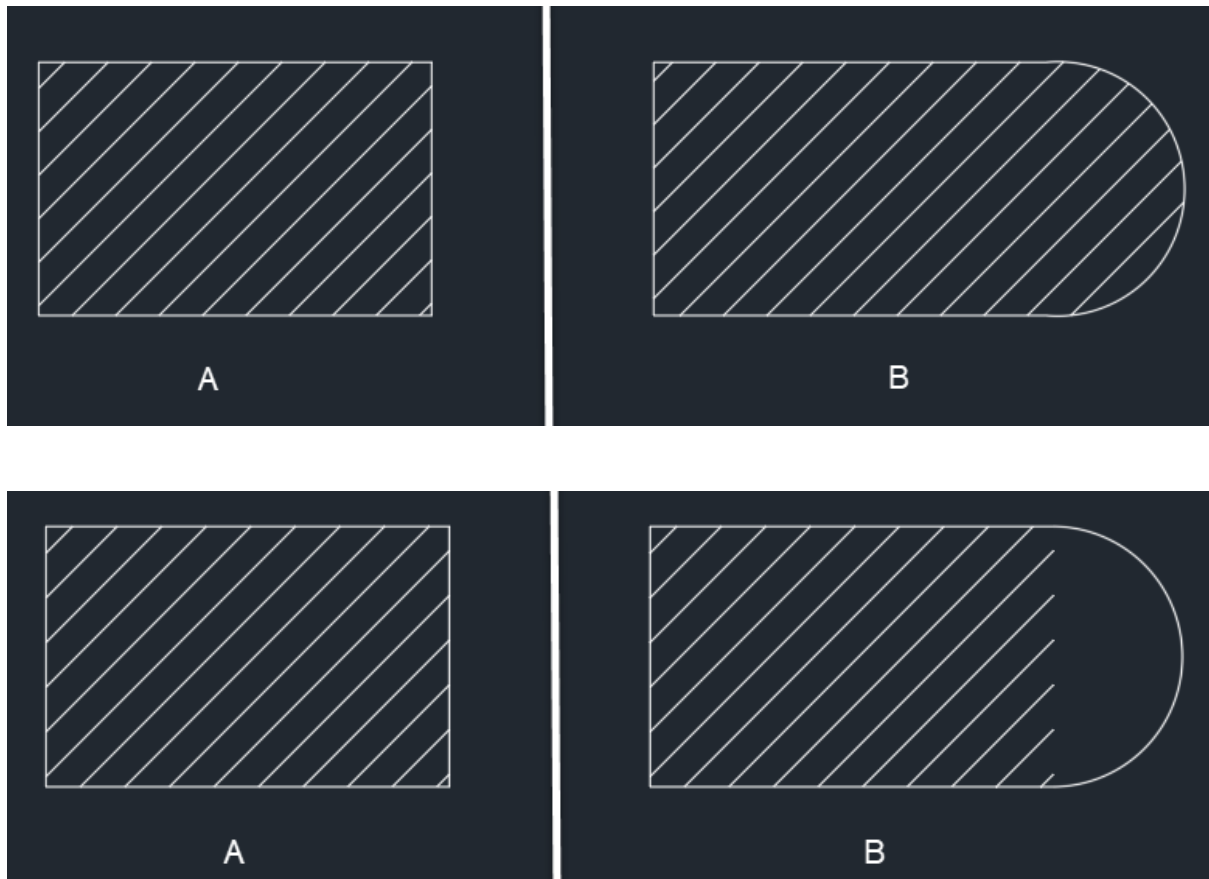
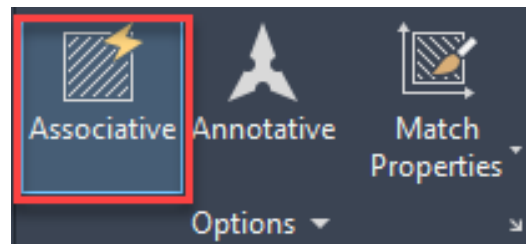












Hatch - Boundary Definition Error



A closed boundary could not be determined.

There might be gaps between the boundary objects, or the boundary objects might be outside of the display area.

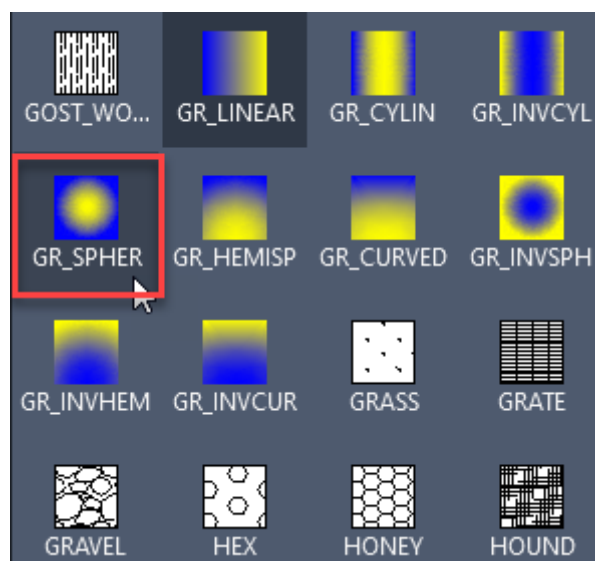
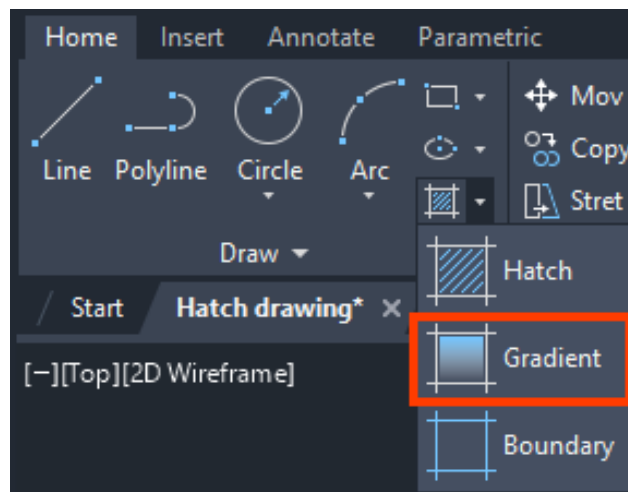
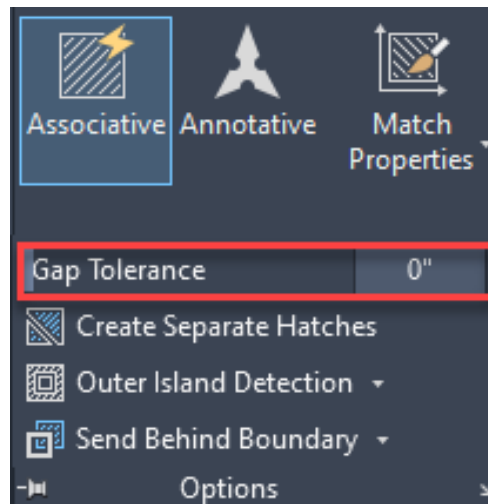


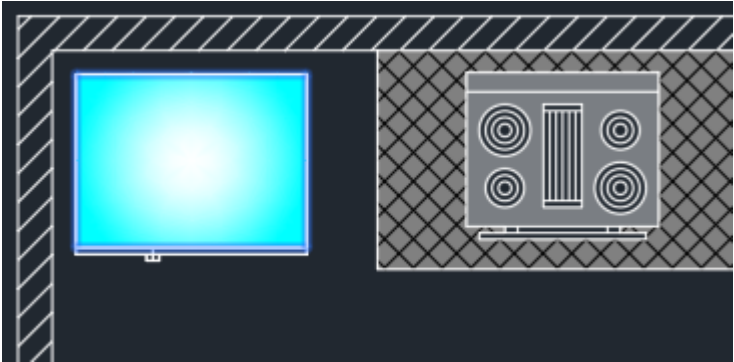
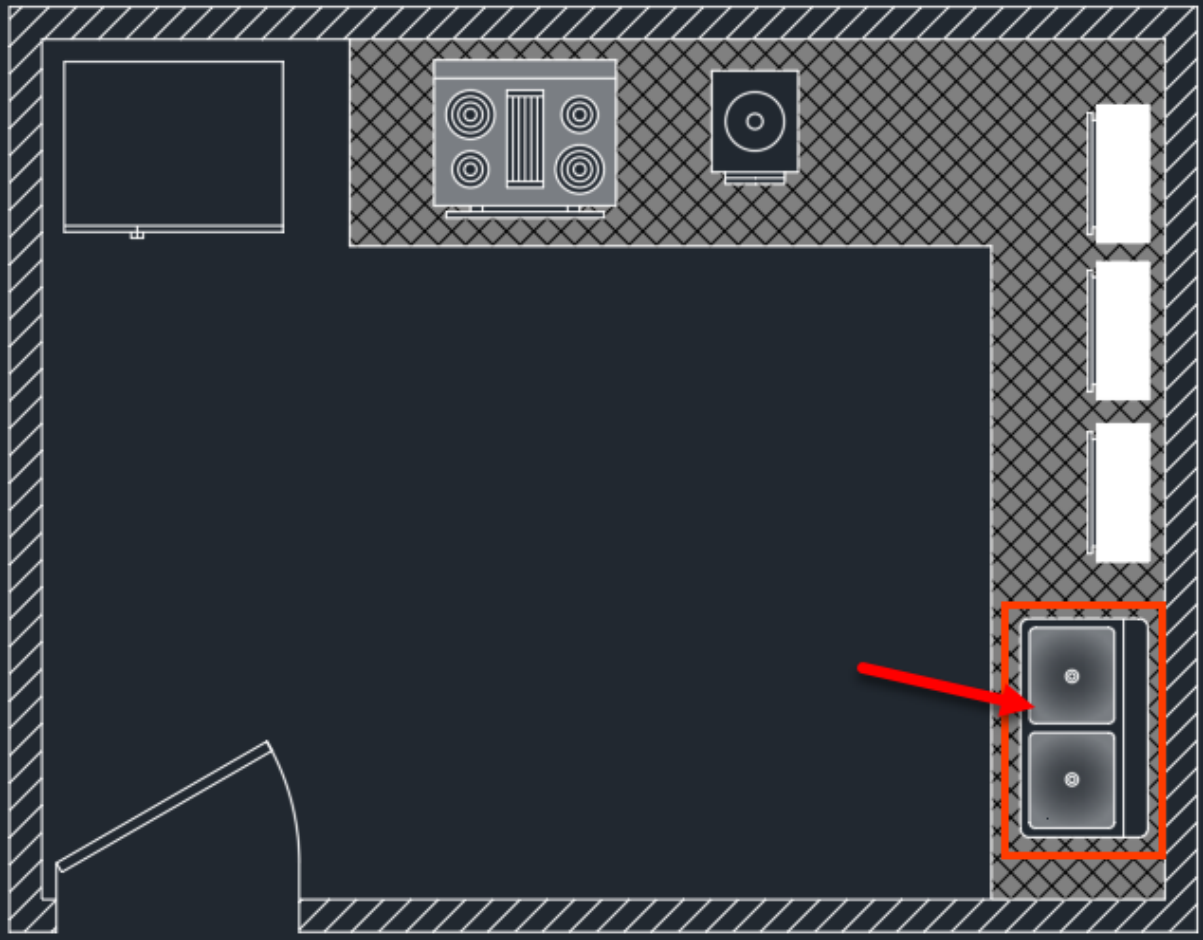
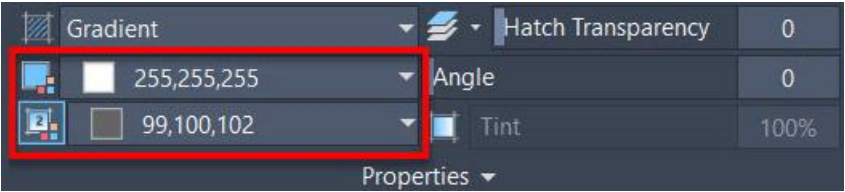
Show details

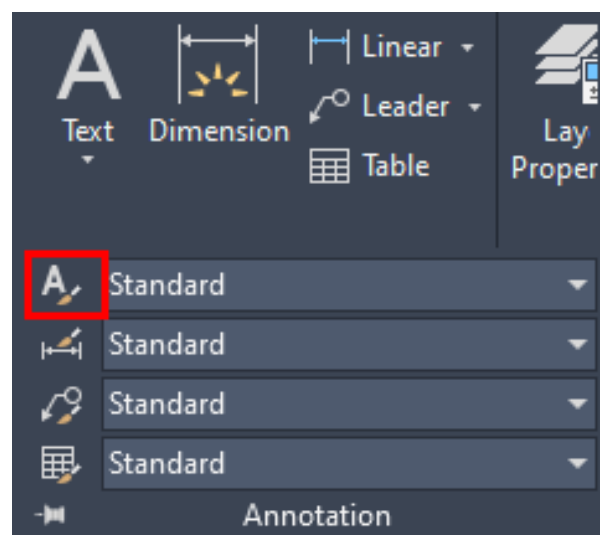
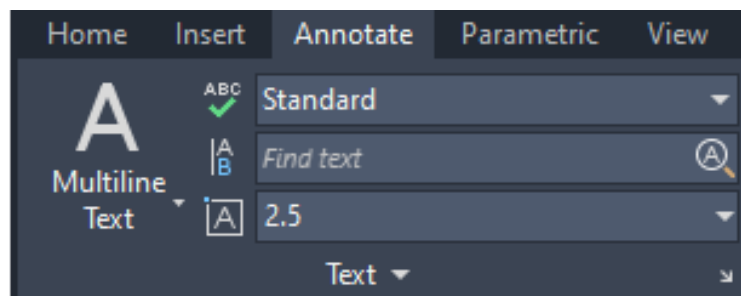
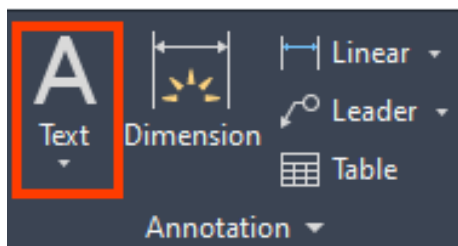
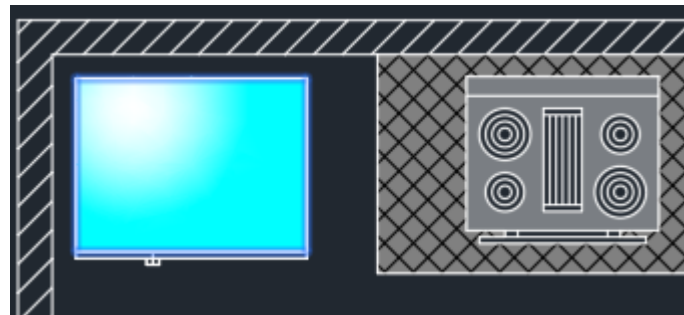
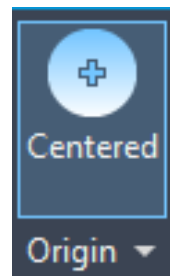


Do not show this message again

Close







Text Style

×

Current text style: Test

Styles:

▲ Annotative

Standard

Test

All styles

AaBb123

Font

Font Name:

TT Calibri

Font Style:

Regular

☐ Use Big Font

Size

☐ Annotative

☐ Match text orientation to layout

Effects

☐ Upside down

☐ Backwards

☐ Vertical

Width Factor:

1.0000

Oblique Angle:

0

Set Current

New...

Delete

Apply

Close

Help

Text Style

×

Current text style: Test

Styles:

▲ Annotative

Standard

Test

All styles

AaBb123

Font

Font Name:

TT Calibri

Font Style:

Regular

☐ Use Big Font

Size

☐ Annotative

☐ Match text orientation to layout

Effects

☐ Upside down

☐ Backwards

☐ Vertical

Width Factor:

1.0000

Oblique Angle:

0

Set Current

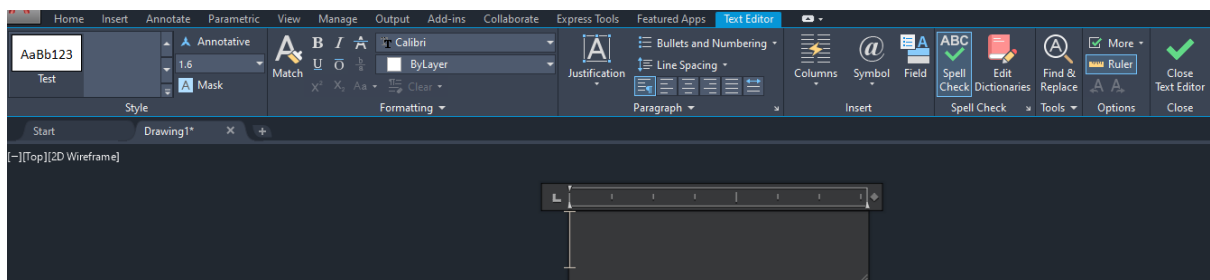
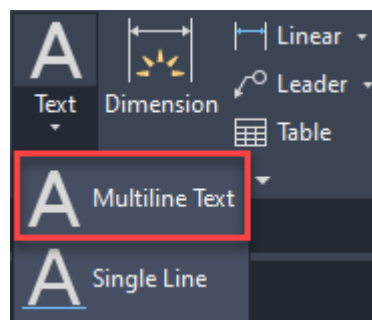
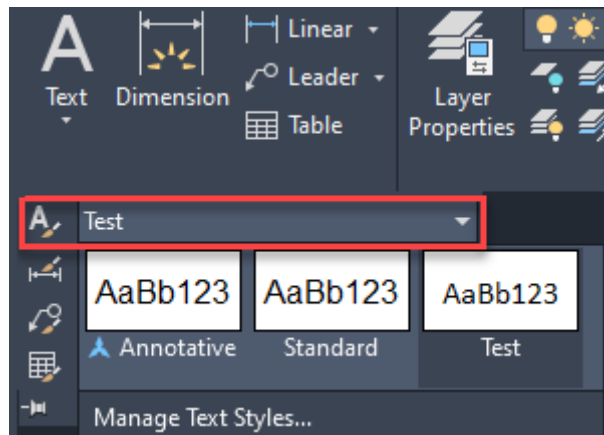
New...

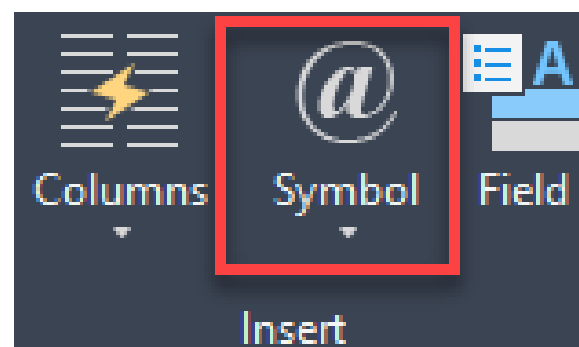
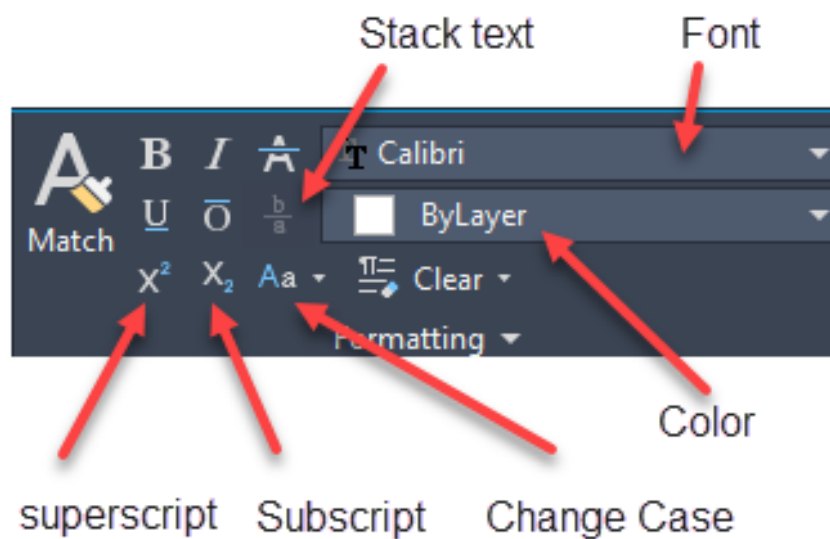
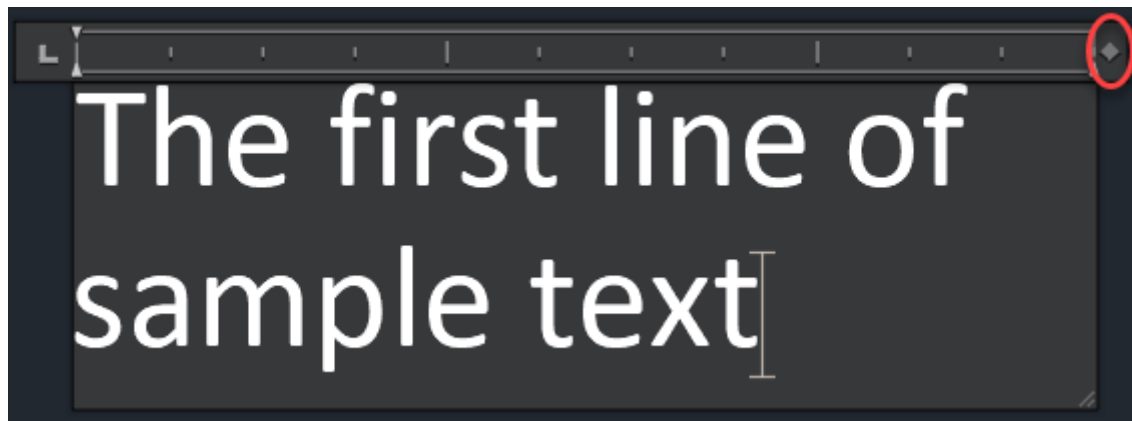
Delete

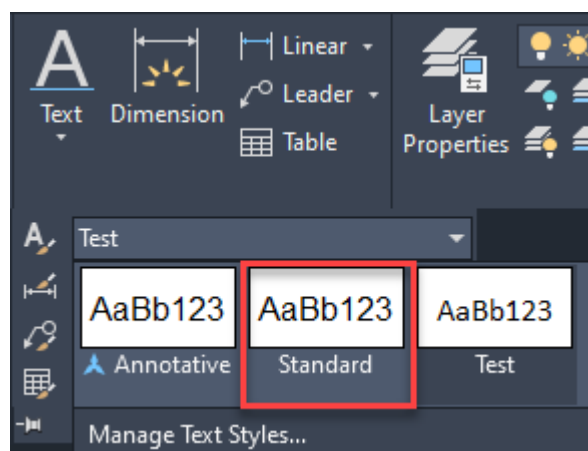
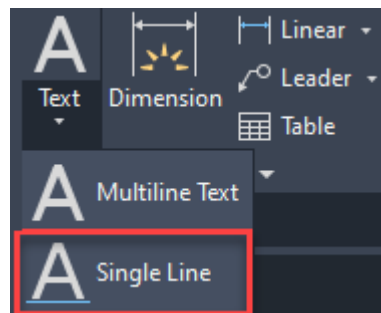
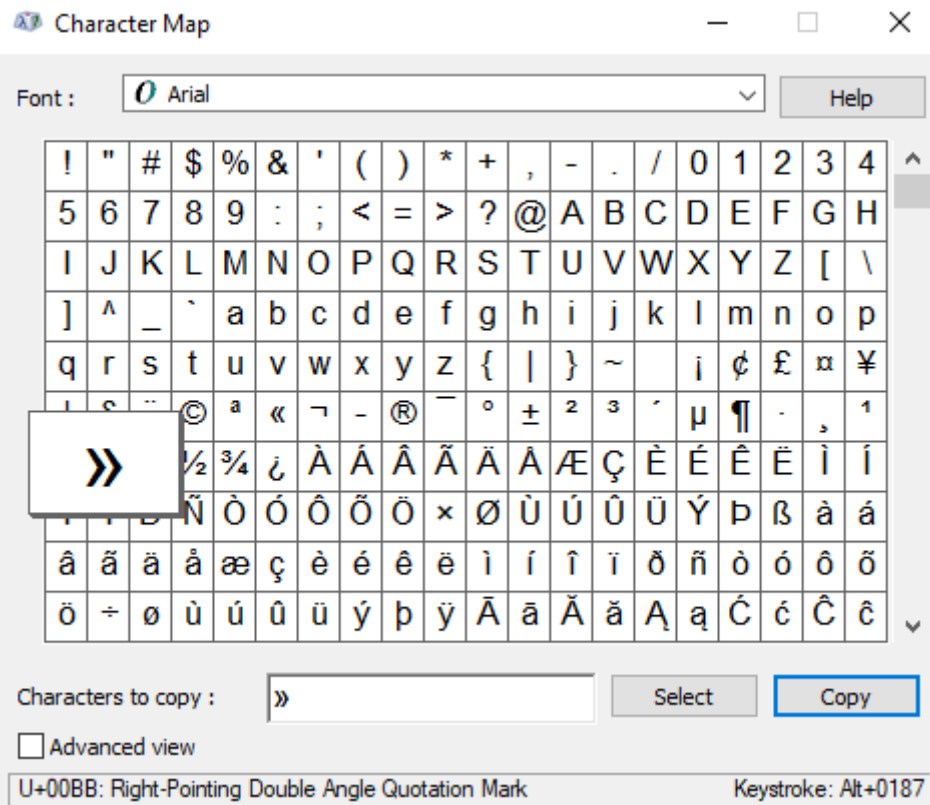
Apply

Cancel

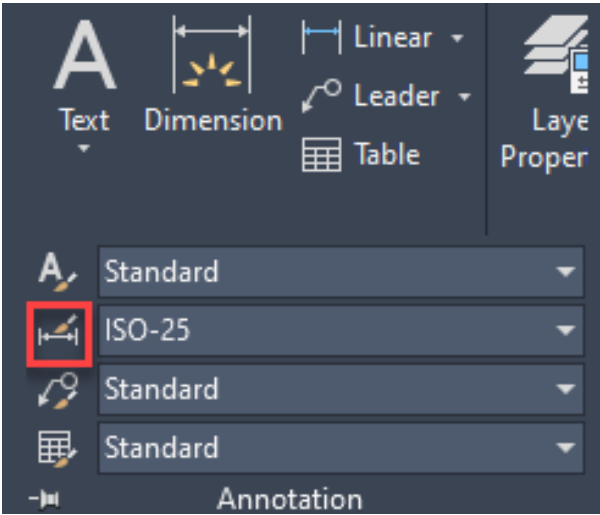
Help

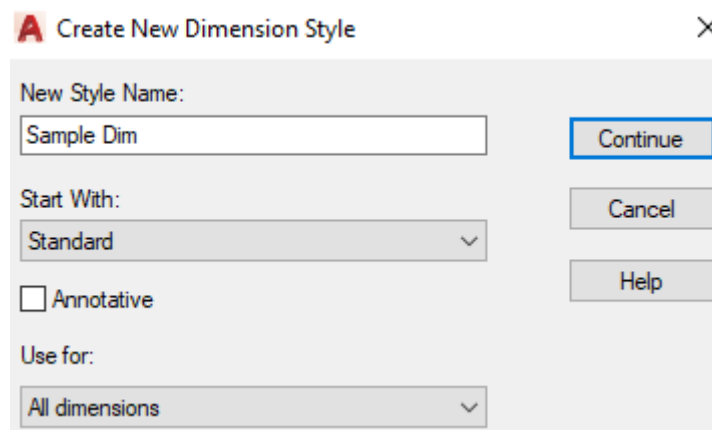
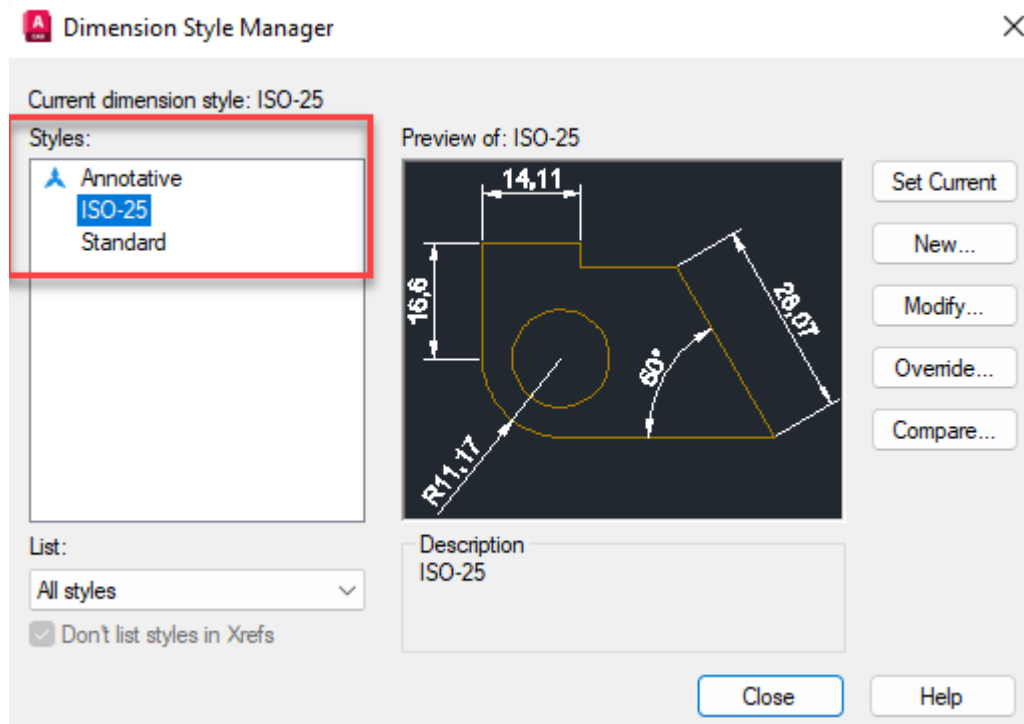


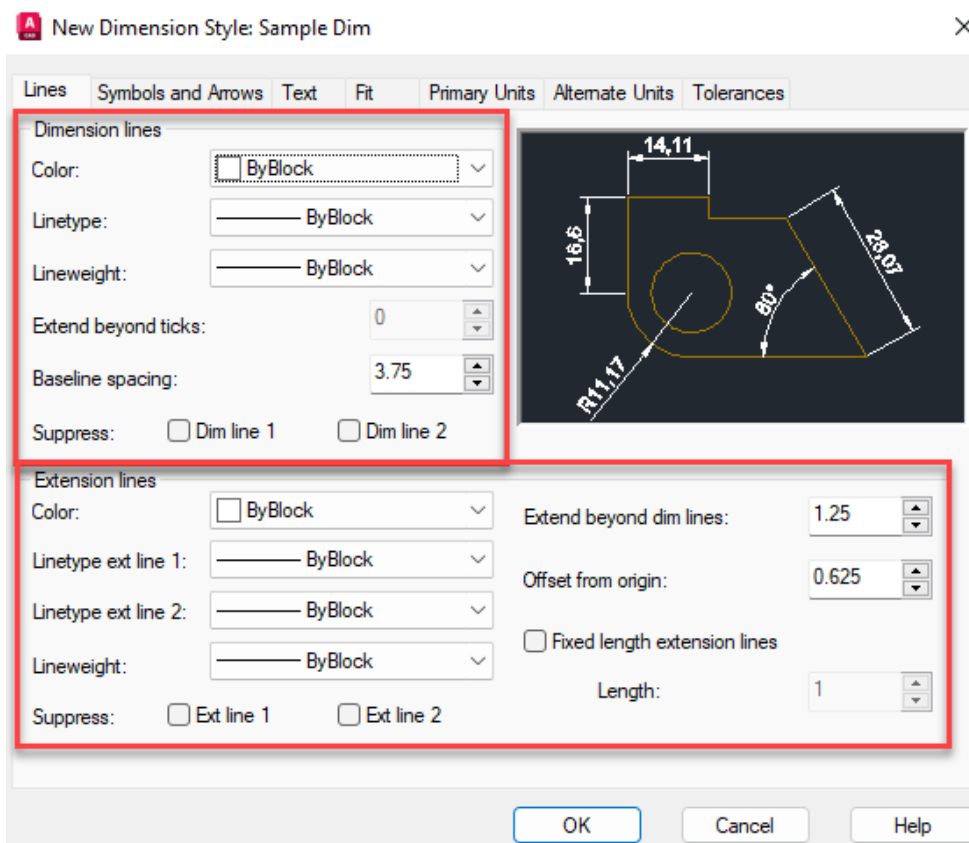
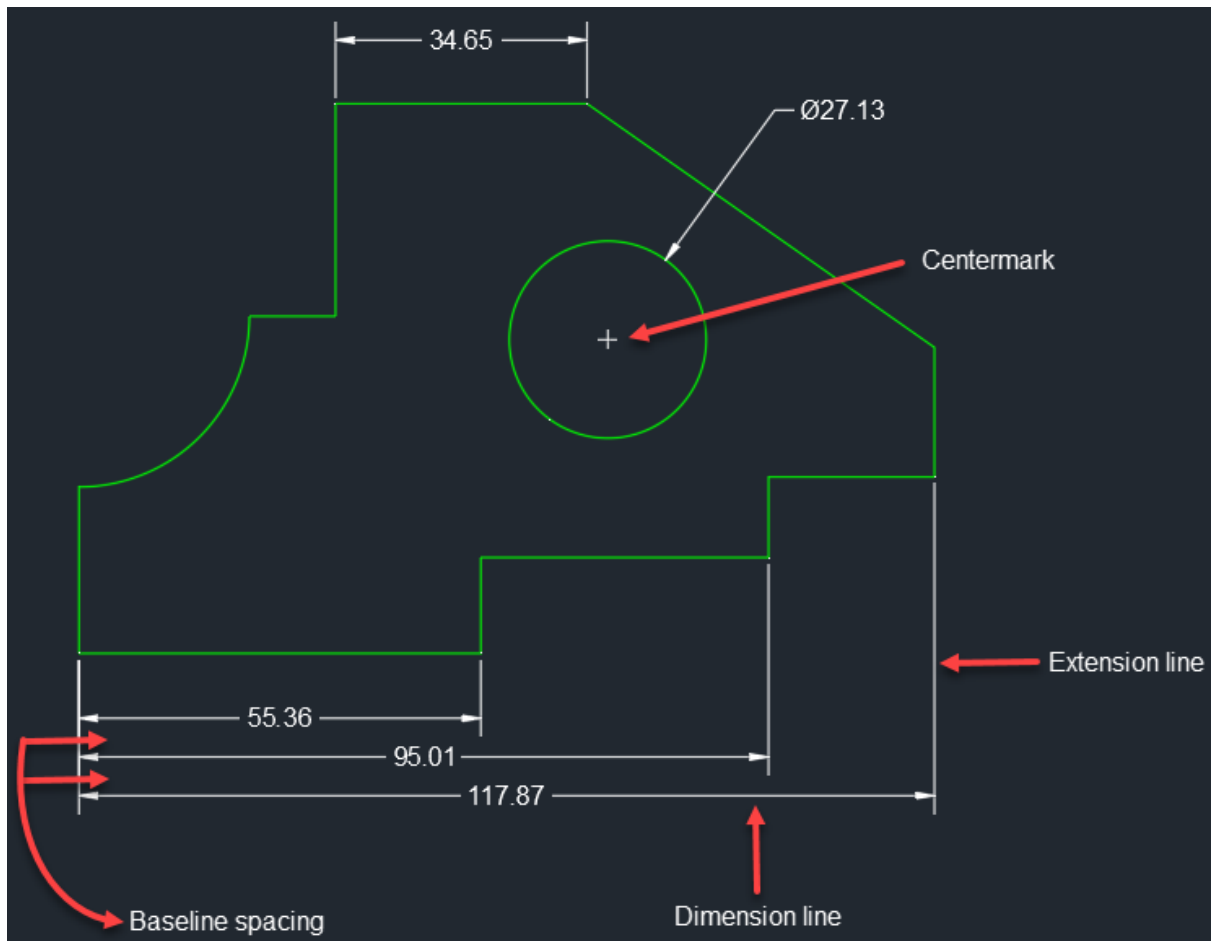


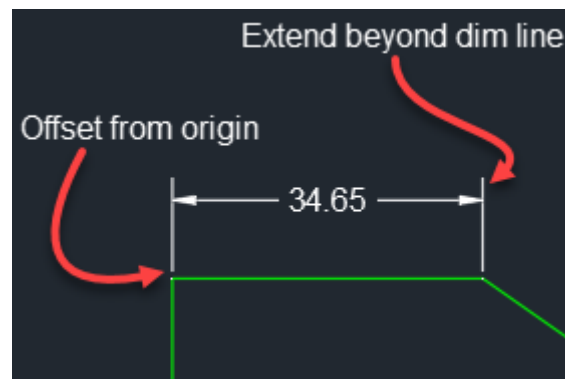


Sample text









New Dimension Style: Sample Dim

Lines Symbols and Arrows Text Fit Primary Units Alternate Units Tolerances

Arrowheads

First: Closed filled

Second: Closed filled

Leader: Closed filled

Arrow size: 2.5

Center marks

☐ None

☒ Mark 2.5

☐ Line

Dimension Break

Break size: 3.75

Arc length symbol

☒ Preceding dimension text

☐ Above dimension text

☐ None

Radius jog dimension

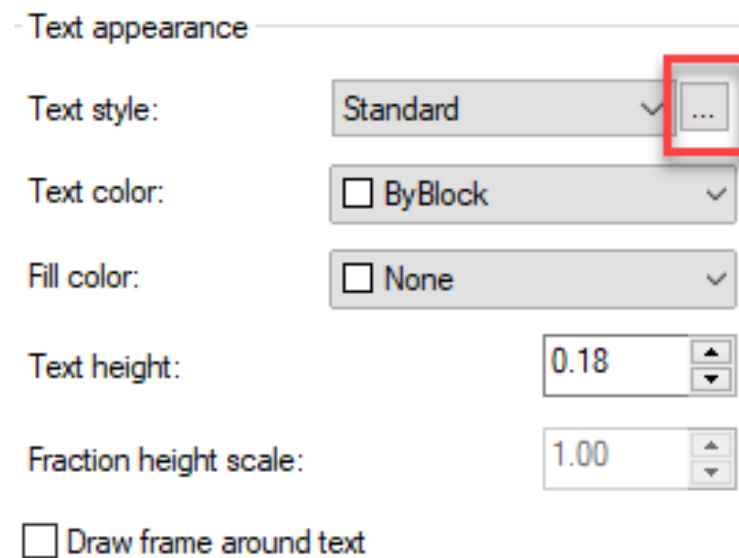
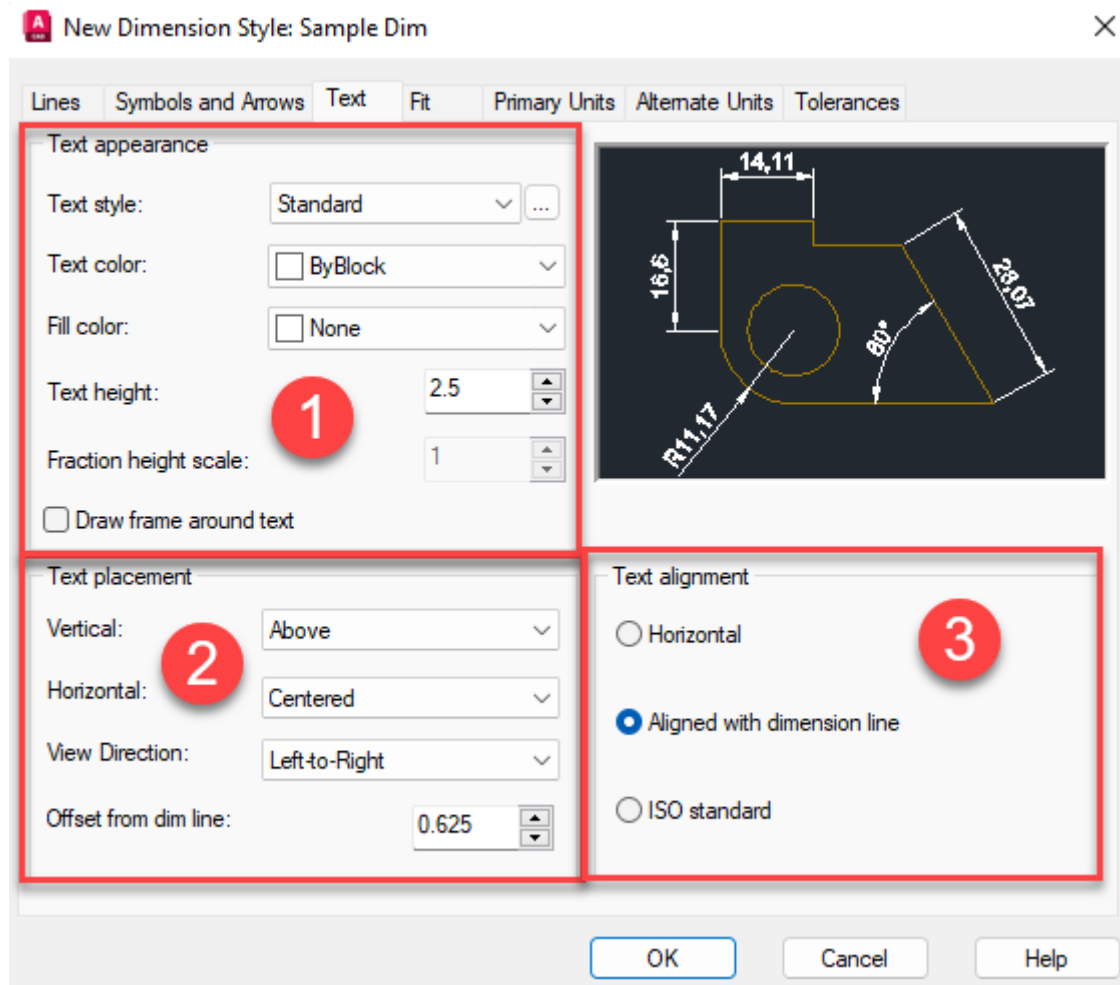
Jog angle: 45

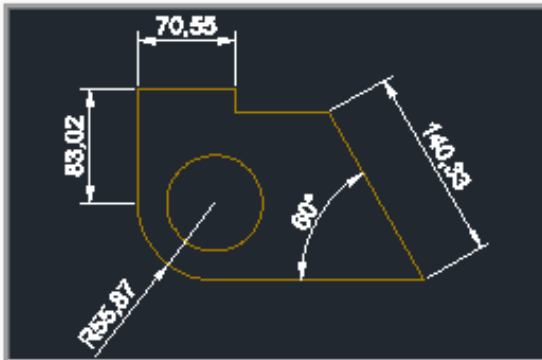
Linear jog dimension

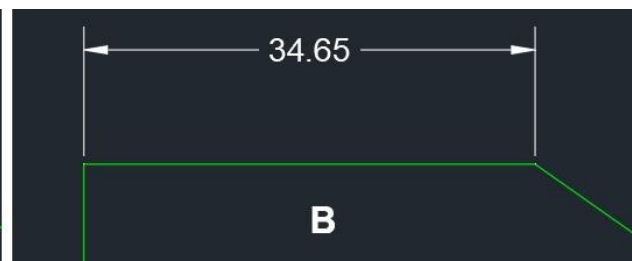
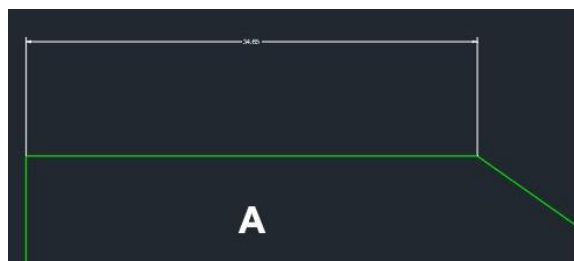
Jog height factor: 1.5 * Text height

OK Cancel Help

A technical drawing of a mechanical part with various dimensions. The dimensions include: 14.11 (horizontal), 16.6 (vertical), 28.03 (slanted), 80° (angle), and R11.17 (radius). The drawing is shown in a perspective view.



Lines	Symbols and Arrows	Text	Fit	Primary Units	Alternate Units	Tolerances
<p>Fit options</p> <p>If there isn't enough room to place both text and arrows inside extension lines, the first thing to move outside the extension lines is:</p> <p> <input checked="" type="radio"/> Either text or arrows (best fit) <input type="radio"/> Arrows <input type="radio"/> Text <input type="radio"/> Both text and arrows <input type="radio"/> Always keep text between ext lines <input type="checkbox"/> Suppress arrows if they don't fit inside extension lines </p>						
<p>Text placement</p> <p>When text is not in the default position, place it:</p> <p> <input checked="" type="radio"/> Beside the dimension line <input type="radio"/> Over dimension line, with leader <input type="radio"/> Over dimension line, without leader </p>				<p>Scale for dimension features</p> <p> <input type="checkbox"/> Annotative <input type="radio"/> Scale dimensions to layout <div style="border: 2px solid red; padding: 2px;"> <input checked="" type="radio"/> Use overall scale of: 5 </div> </p> <p>Fine tuning</p> <p> <input type="checkbox"/> Place text manually <input checked="" type="checkbox"/> Draw dim line between ext lines </p>		
<p>OK Cancel Help</p>						



New Dimension Style: Sample Dim

×

Lines

Symbols and Arrows

Text

Fit

Primary Units

Alternate Units

Tolerances

Linear dimensions

Unit format:

Decimal

Precision:

0.00

Fraction format:

Horizontal

Decimal separator:

'.' (Comma)

Round off:

0

Prefix:
Suffix:

Measurement scale

Scale factor:

1

☐ Apply to layout dimensions only

Zero suppression

☐ Leading
☒ Trailing

Sub-units factor:

100

☐ 0 feet
☐ 0 inches

Sub-unit suffix:

Angular dimensions

Units format:

Decimal Degrees

Precision:

0

Zero suppression

☐ Leading
☐ Trailing

OK

Cancel

Help

34.65

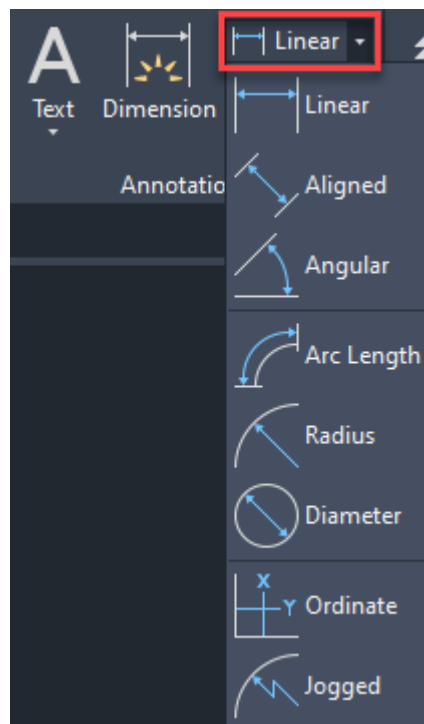
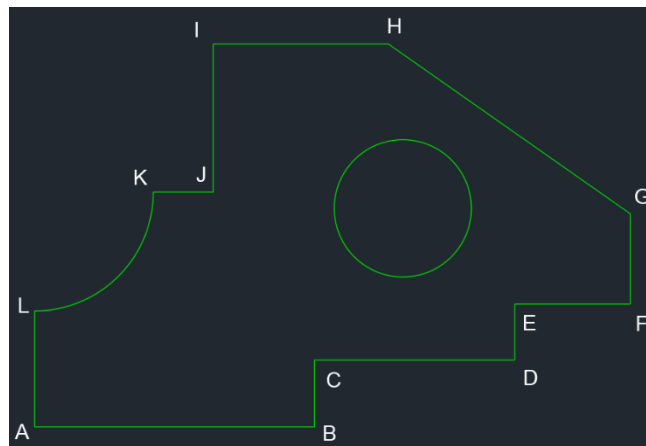
Decimal

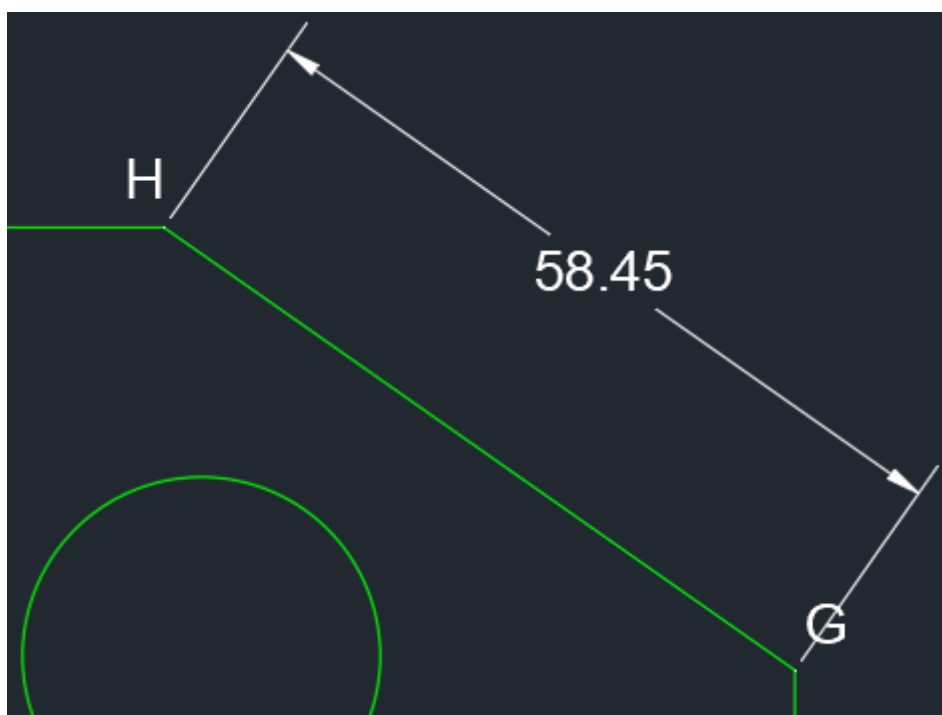
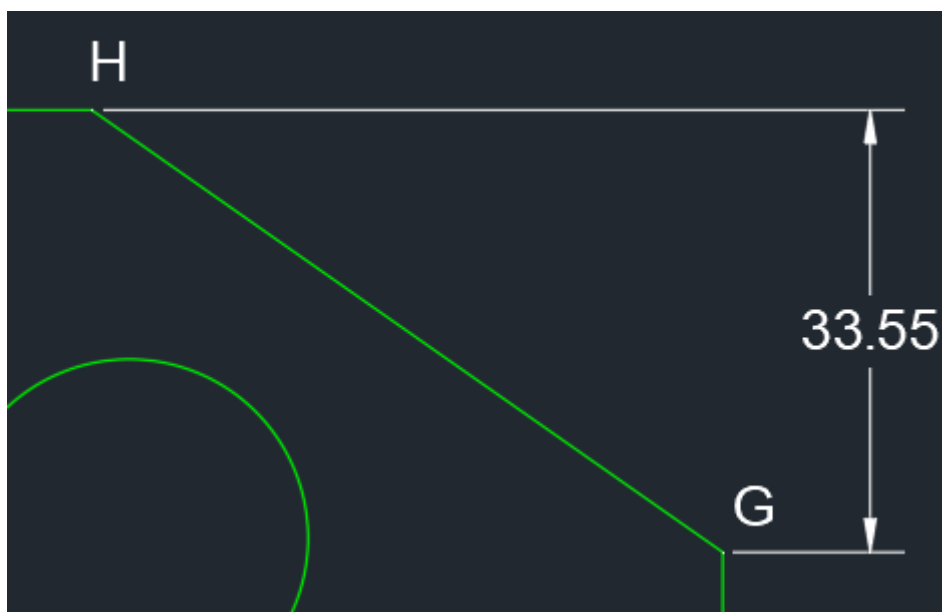
2'-10³/₄"

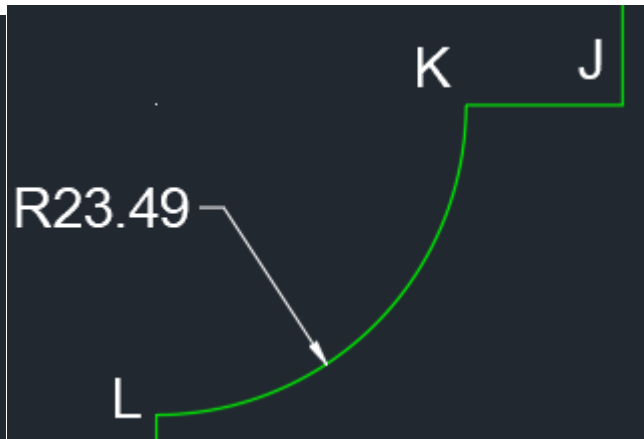
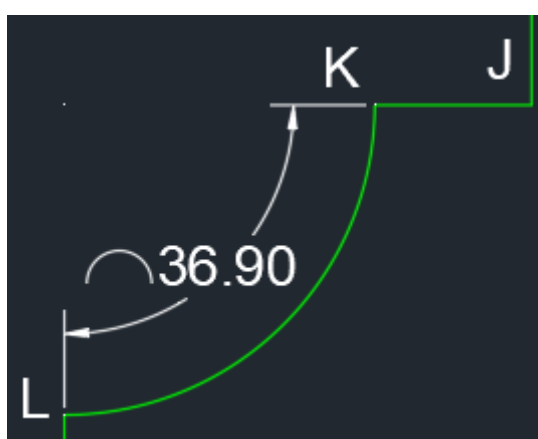
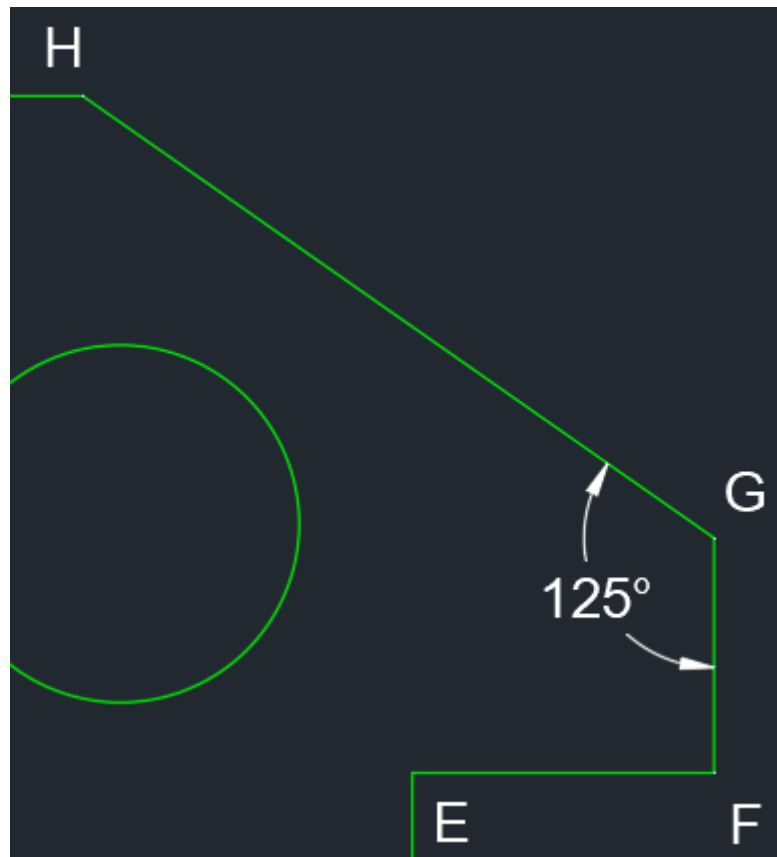
Architectural

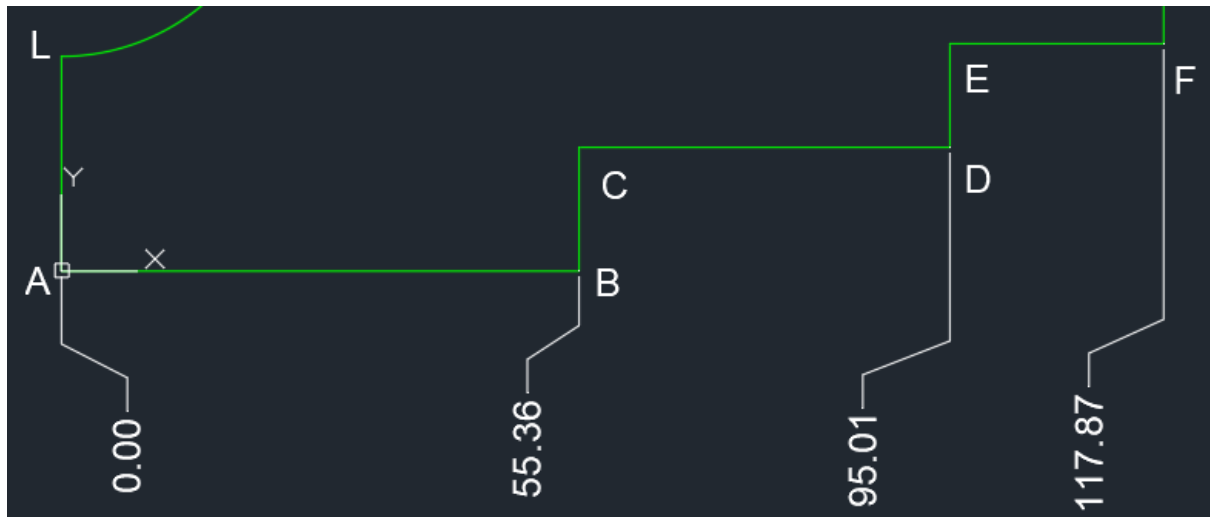
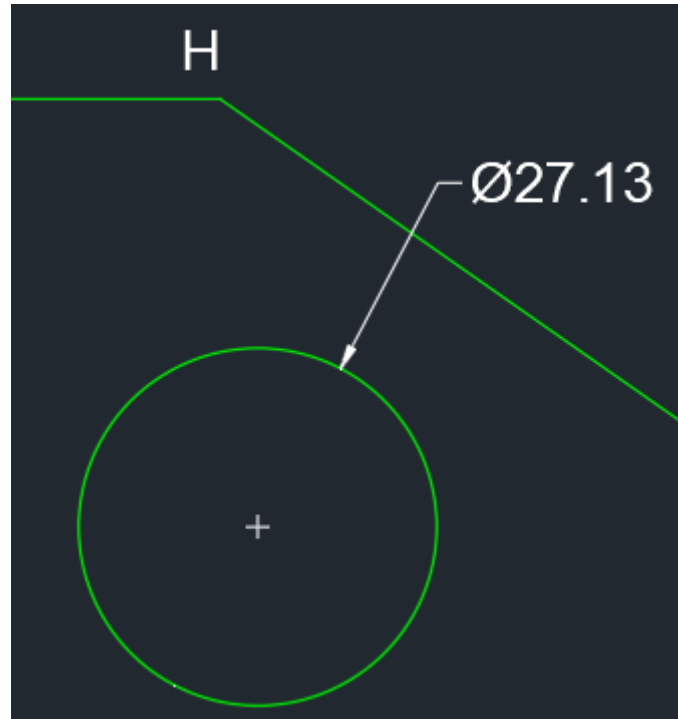
3.46E+01

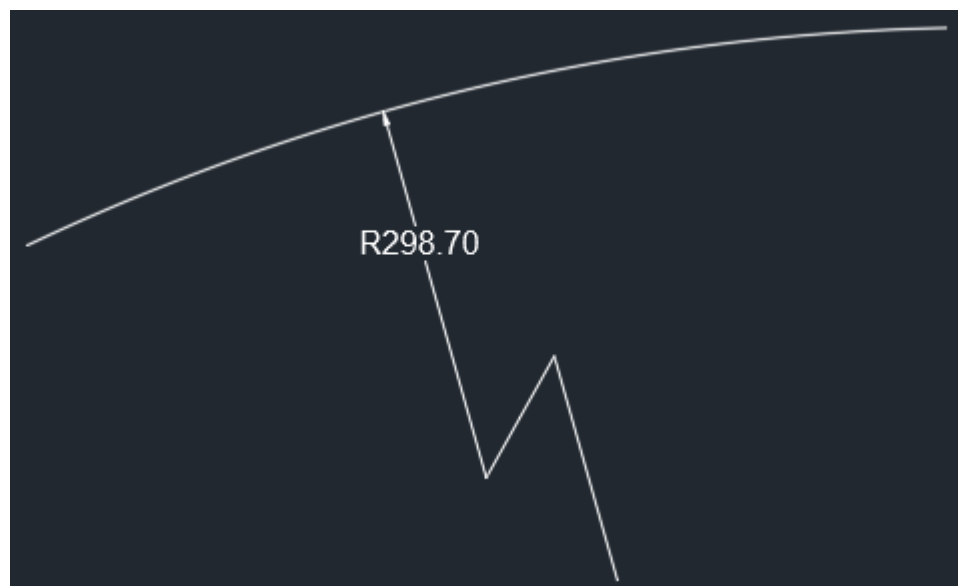
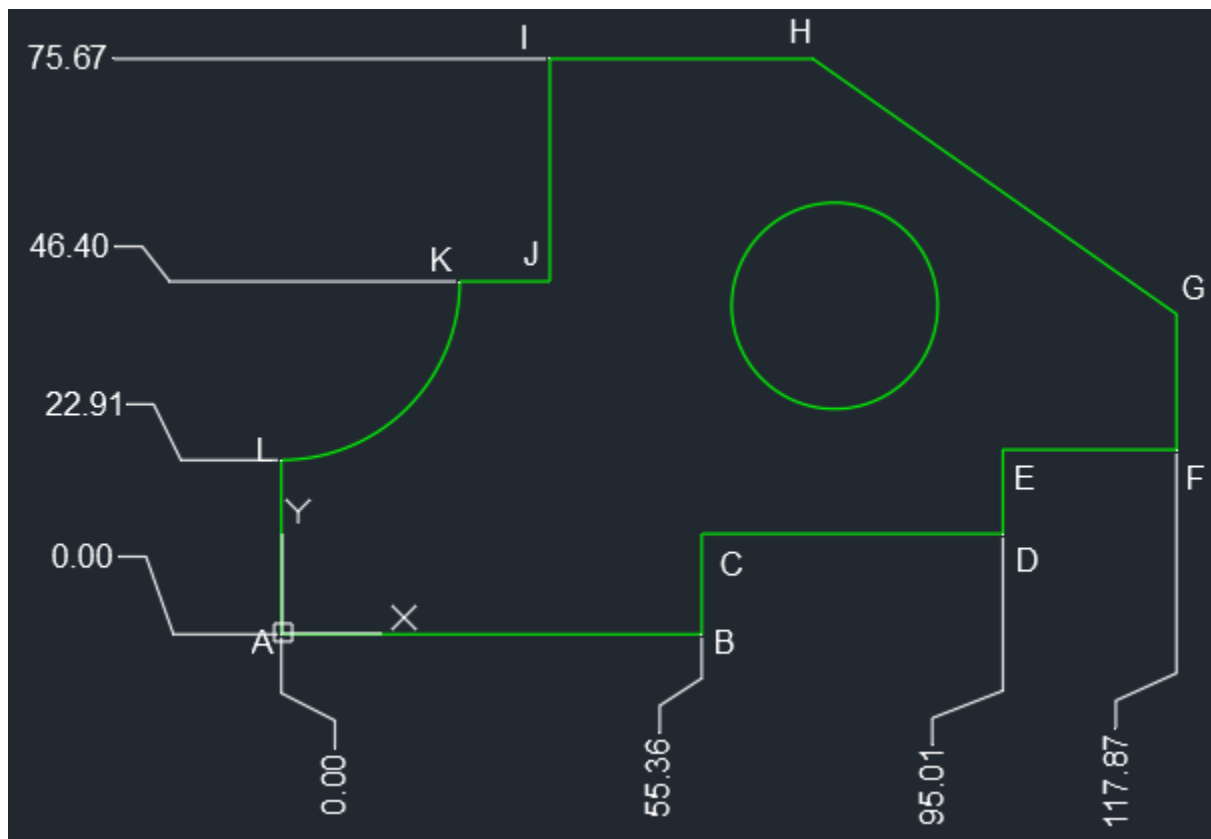
Scientific

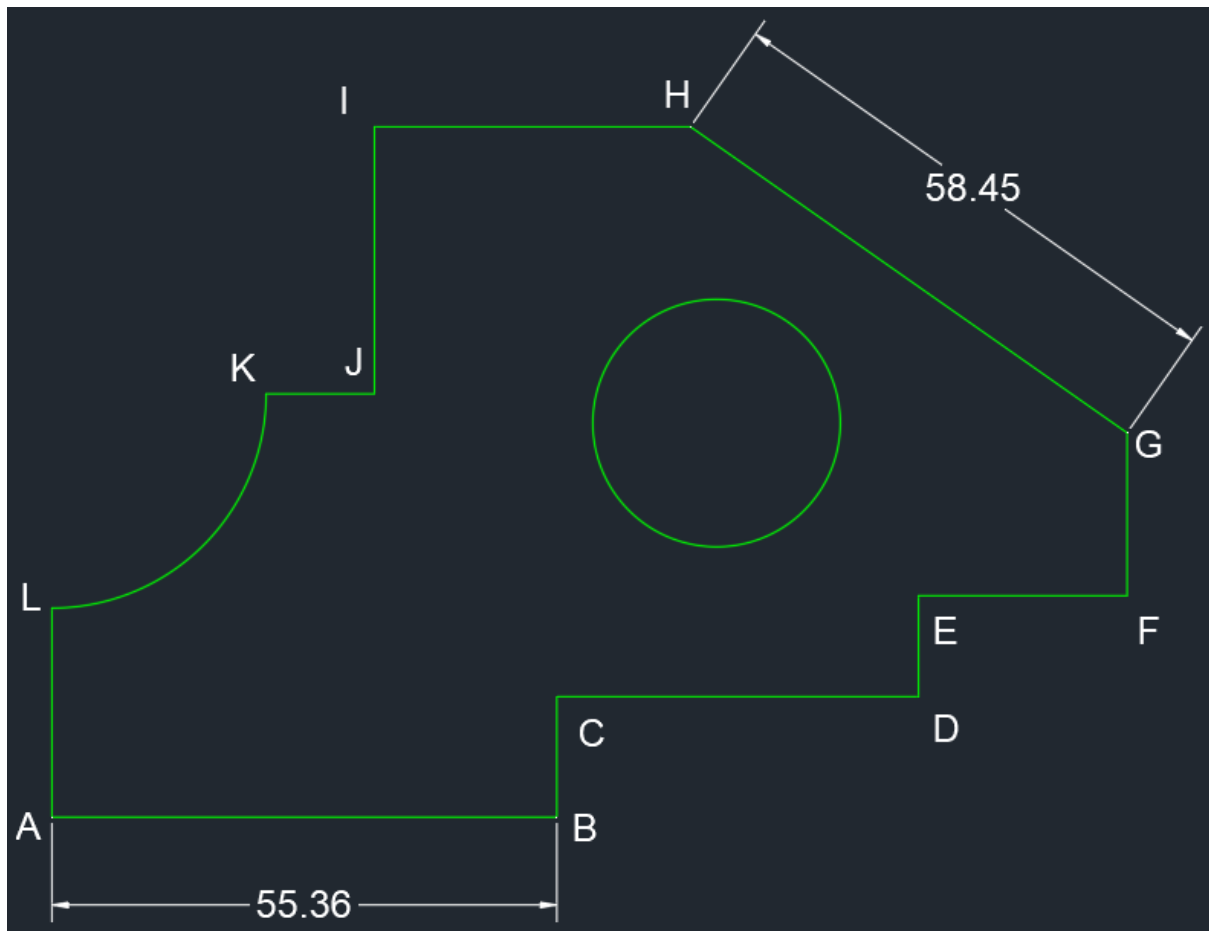






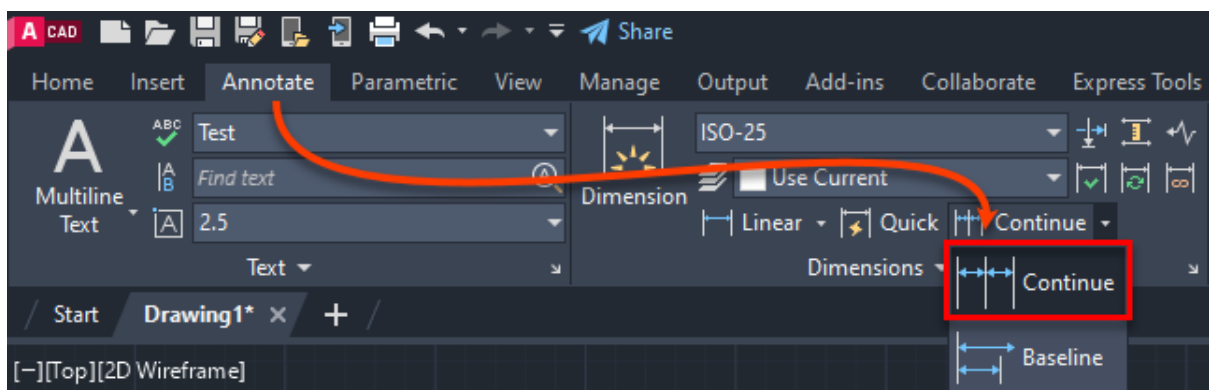


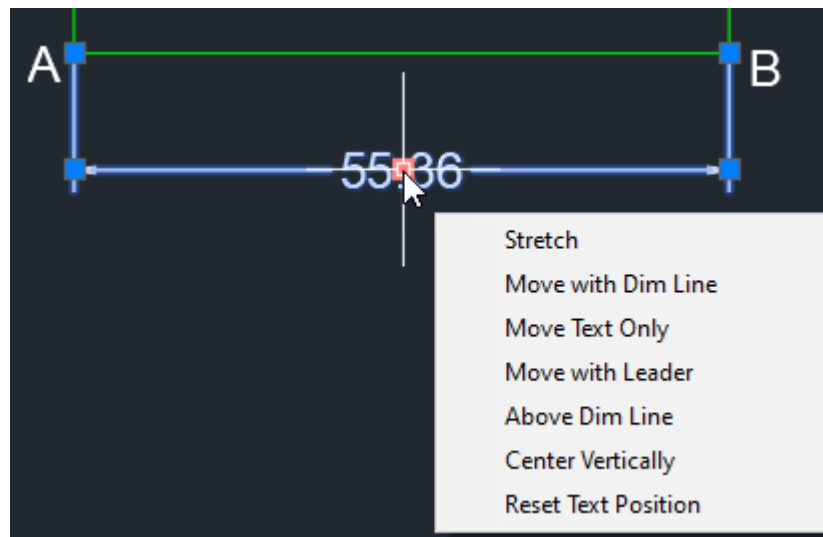
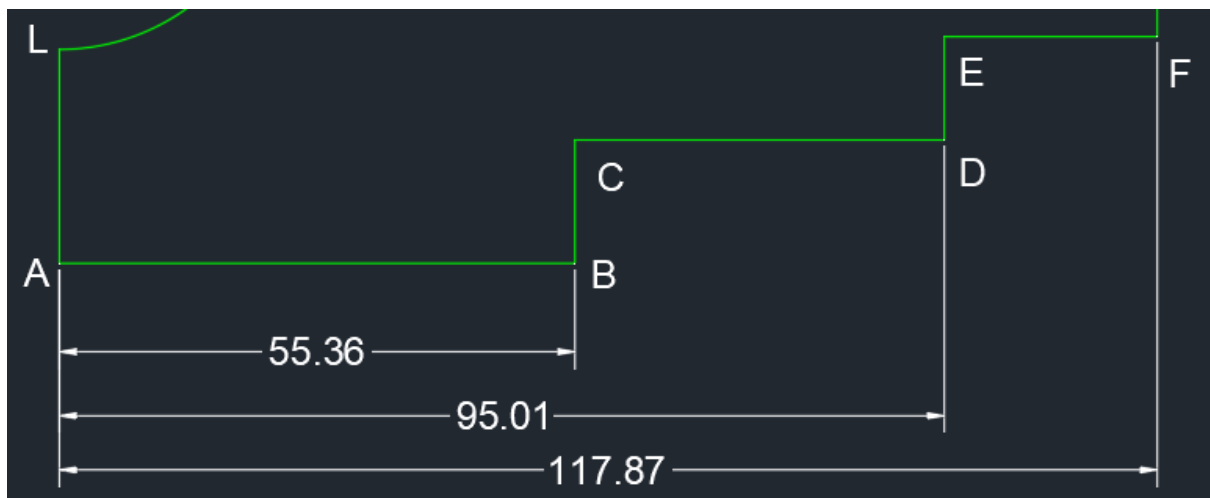
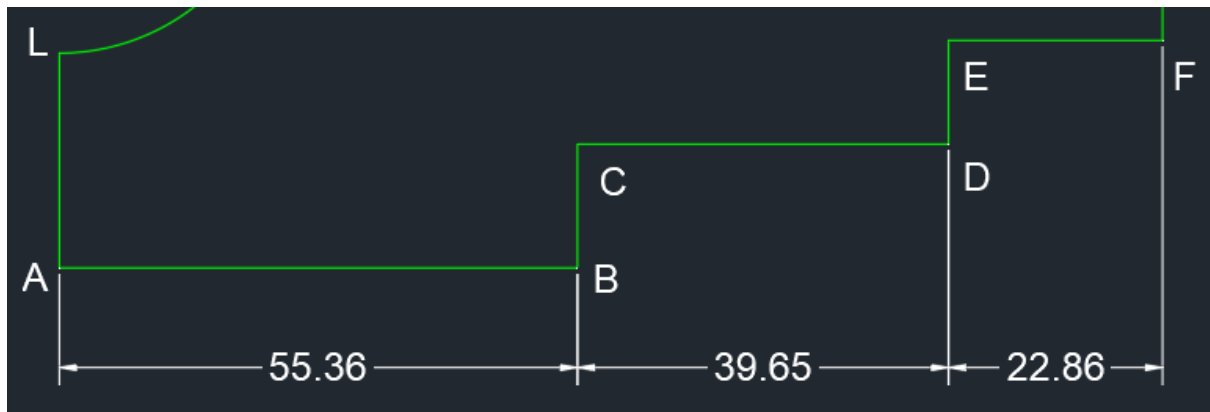




Select objects or specify first extension line origin or [Angular/Baseline/Continue/Ordinate/align/Distribute/Layer/Undo]:
 DIM Select arc to specify radius or [Diameter] Logged arc Length Angular]:

Select objects or specify first extension line origin or [Angular/Baseline/Continue/Ordinate/align/Distribute/Layer/Undo]:
 DIM Select objects or specify first extension line origin or [Angular Baseline Continue Ordinate align Distribute Layer Undo]:





Modify Dimension Style: ISO-25

Lines Symbols and Arrows Text Fit Primary Units Alternate Units Tolerances

☒ Display alternate units

Alternate units

Unit format: Decimal

Precision: 0.000

Multiplier for alt units: 25.40

Round distances to: 0

Prefix:

Suffix:

Zero suppression

☐ Leading ☐ Trailing

Sub-units factor: 100

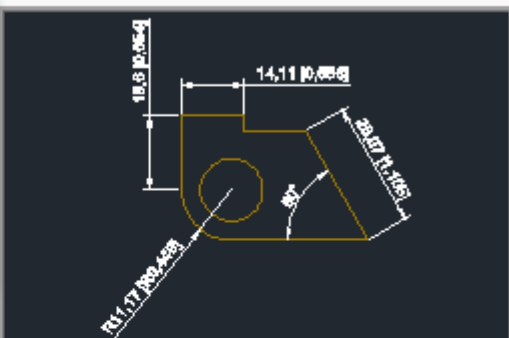
☒ 0 feet ☒ 0 inches

Sub-units suffix:

Placement

☒ After primary value ☐ Below primary value

OK Cancel Help



The technical drawing shows a mechanical part with several dimensions. A vertical dimension of 16.53 mm [0.650 in] is shown on the left. A horizontal dimension of 14.11 mm [0.556 in] is shown at the top. A diagonal dimension of 28.27 mm [1.113 in] is shown on the right. A circular feature is dimensioned with a radius of R11.57 mm [0.455 in]. The drawing is on a dark background with white dimension lines and text.



Modify Dimension Style: ISO-25

×

Lines
Symbols and Arrows
Text
Fit
Primary Units
Alternate Units
Tolerances

Tolerance format

Method:
Symmetrical

Precision:
0.00

Upper value:
0.50

Lower value:
0.5

Scaling for height:
1

Vertical position:
Bottom

Tolerance alignment

☐ Align decimal separators
☒ Align operational symbols

Zero suppression

☐ Leading
☒ 0 feet
☒ Trailing
☒ 0 inches

Alternate unit tolerance

Precision:
0.000

Zero suppression

☐ Leading
☒ 0 feet
☐ Trailing
☒ 0 inches

OK

Cancel

Help

A technical drawing showing a dimension line between points A and B. The dimension value is 55.36±0.50.

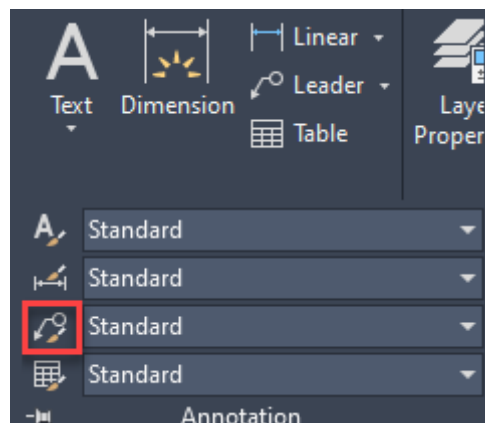
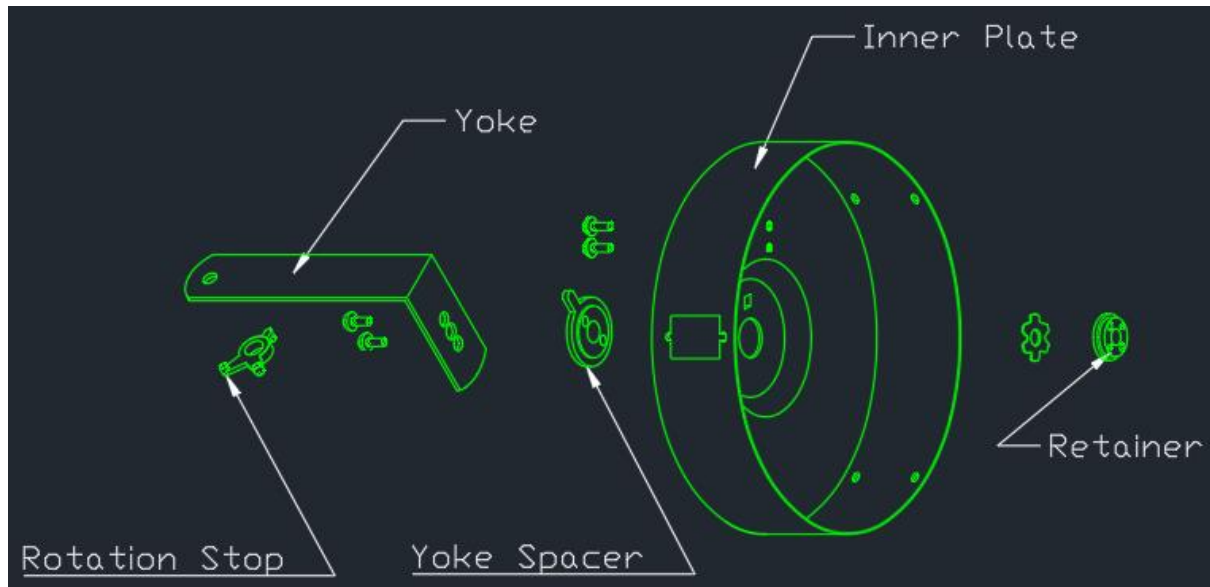
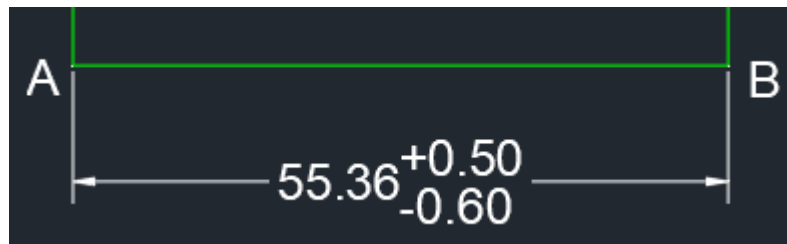
Tolerance format

Method:
Deviation

Precision:
0.00

Upper value:
0.50

Lower value:
0.60



Leader Format
Leader Structure
Content

General
Type: Straight
Color: ByBlock
Linetype: ByBlock
Lineweight: ByBlock

Arrowhead
Symbol: Closed filled
Size: 4

Leader break
Break size: 3.75

OK
Cancel
Help

Leader Format
Leader Structure
Content

General
Type: Straight
Color: ByBlock
Linetype: ByBlock
Lineweight: ByBlock

Arrowhead
Symbol: Closed filled
Size: 0.1800

Leader break
Break size: 0.1250

Leader Format Leader Structure Content

Constraints

☒ Maximum leader points 2

☐ First segment angle 0

☐ Second segment angle 0

Landing settings

☒ Automatically include landing

☒ Set landing distance 0.3600

Scale

☐ Annotative

☐ Scale multileaders to layout

☒ Specify scale: 1.0000

Modify Multileader Style: Sample Leader



Leader Format Leader Structure Content

Multileader type: Mtext

Text options

Default text: Default Text

Text style: Standard

Text angle: Keep horizontal

Text color: ByBlock

Text height: 4

☐ Always left justify ☐ Frame text

Leader connection

☒ Horizontal attachment

☐ Vertical attachment

Left attachment: Middle of top line

Right attachment: Middle of top line

Landing gap: 2

☐ Extend leader to text

Default Text

OK Cancel Help

Leader Format Leader Structure Content

Multileader type: Mtext

Text options

Default text: Default Text

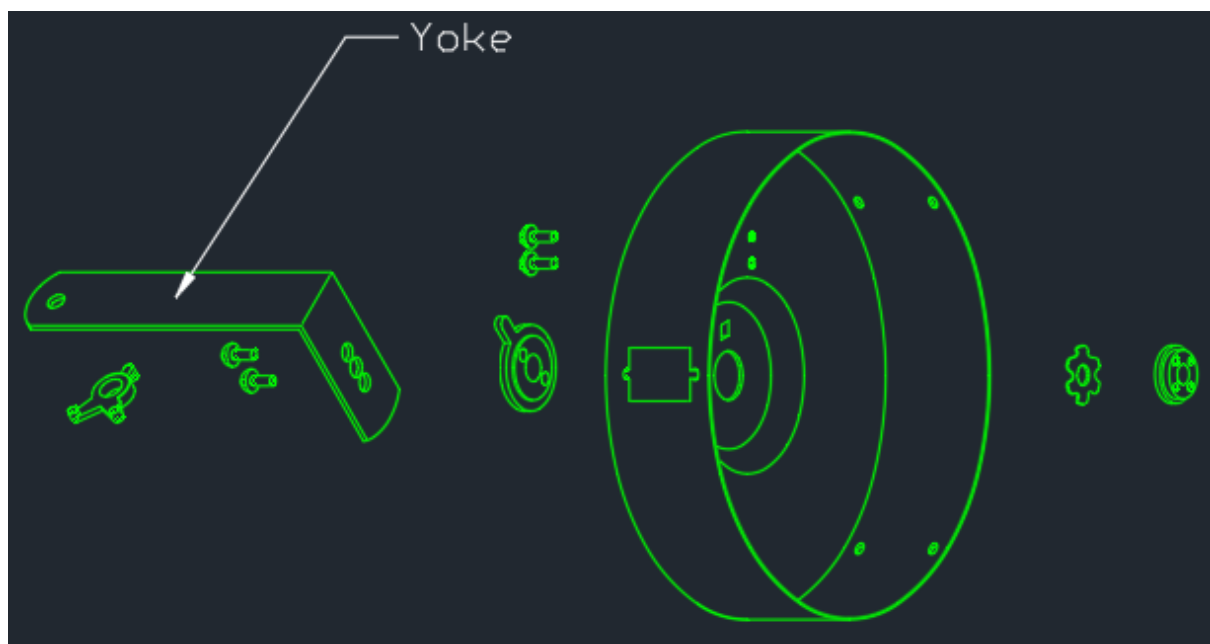
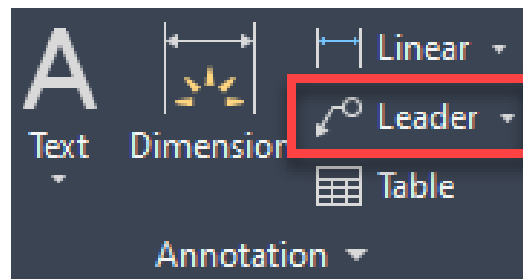
Text style: Standard

Text angle: Keep horizontal

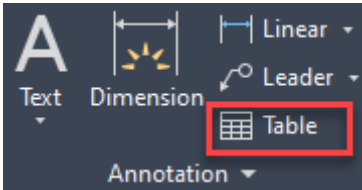
Text color: ☐ ByBlock

Text height: 0.1800

☐ Always left justify ☐ Frame text



Chapter 07: Tables and Isometric Drawings



Insert Table

Table style

Standard

Insert options

☒ Start from empty table

☐ From a data link

No data links found

☐ From object data in the drawing (Data Extraction)

☒ Preview

Title		
Header	Header	Header
Data	Data	Data
Data	Data	Data
Data	Data	Data
Data	Data	Data
Data	Data	Data
Data	Data	Data
Data	Data	Data
Data	Data	Data

Insertion behavior

☒ Specify insertion point

☐ Specify window

Column & row settings

Columns:

5

Column width:

63.5

Data rows:

1

Row height:

1

Line(s)

Set cell styles

First row cell style:

Title

Second row cell style:

Header

All other row cell styles:

Data

OK

Cancel

Help

Column & row settings

Columns:

5

Column width:

50

Data rows:

4

Row height:

1

Line(s)

Column & row settings

Columns: Column width:

Data rows: Row height: **Line(s)**

Insert Table

Table style:

Insert options:

- ☒ Start from empty table
- ☐ From a data link
- ☐ From object data in the drawing (Data Extraction)

☒ Preview

Insertion behavior:

- ☐ Specify insertion point
- ☒ Specify window

Column & row settings:

- ☒ Columns: ☐ Column width:
- ☒ Data rows: ☐ Row height: **Line(s)**

Set cell styles:

First row cell style:

Second row cell style:

All other row cell styles:

OK Cancel Help

Grip for moving table

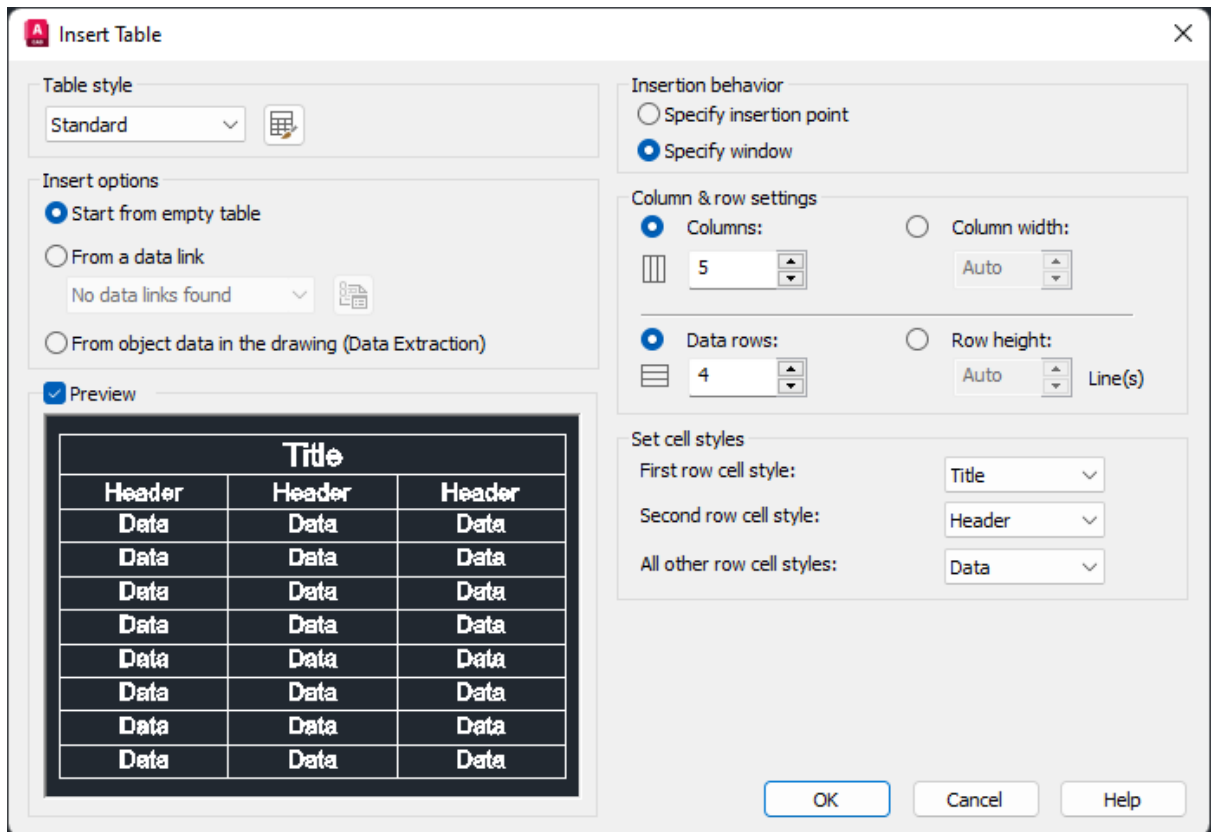
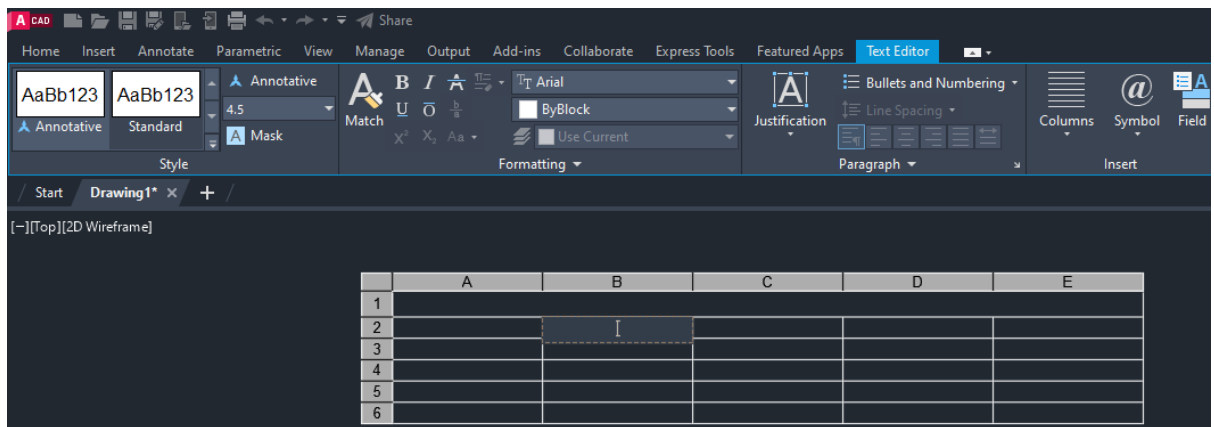
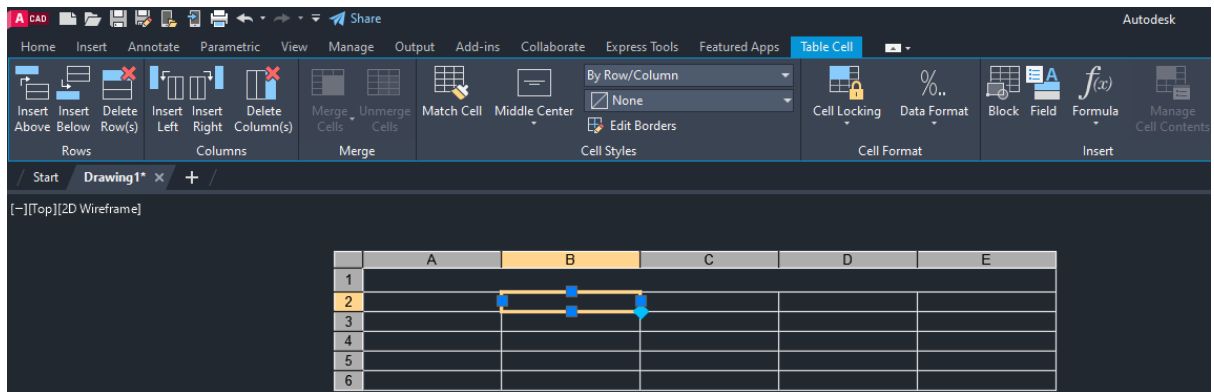
Change table length

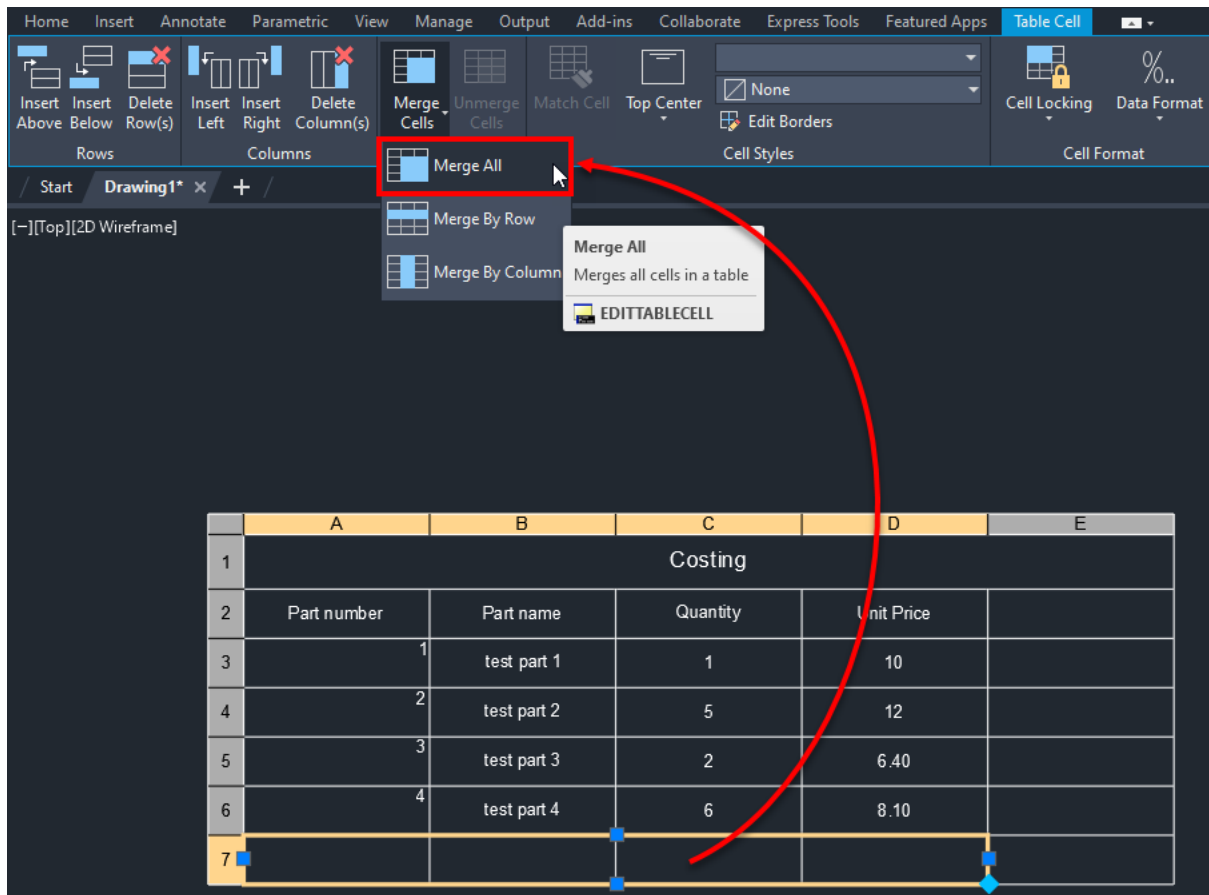
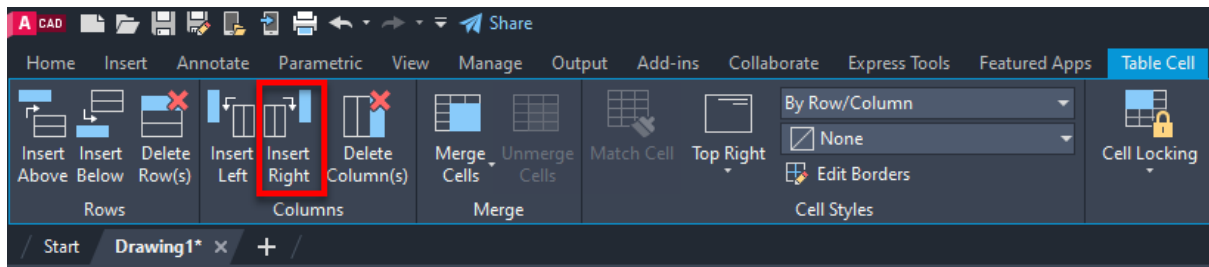
Resize cell width

Change table height

Change table length and height simultaneously

	A	B	C	D	E
1					
2					
3					
4					
5					
6					





Costing				
Part number	Part name	Quantity	Unit Price	Total price
1	test part 1	1	10	
2	test part 2	5	12	
3	test part 3	2	6.40	
4	test part 4	6	8.10	
Total Cost				

C	D	E
Costing		
Quantity	Unit Price	Total price
1	10	10
5	12	
2	6.40	
6	8.10	

Costing		
Quantity	Unit Price	Total price
1	10	10
5	12	60
2	6.40	12.800000
6	8.10	48.600000
Cost		

Costing		
Quantity	Unit Price	Total price
3	10	30
5	12	60
2	6.40	12.800000
6	8.10	48.600000
Cost		

Apps Table Cell

Cell Locking Data Format Block Field Formula Manage Cell Contents Link Cell Download from Source

Cell Format

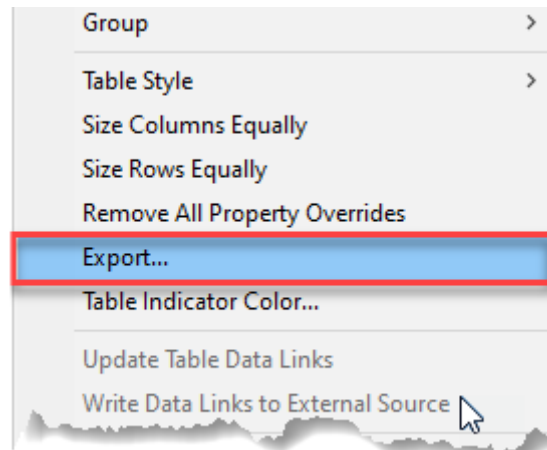
Sum
Average
Count
Cell
Equation

C D E

Costing

Quantity	Unit Price	Total price
3	10	30
5	12	60
2	6.40	12.800000
6	8.10	48.600000

Costing				
Part number	Part name	Quantity	Unit Price	Total price
1	test part 1	3	10	30
2	test part 2	5	12	60
3	test part 3	2	6.40	12.800000
4	test part 4	6	8.10	48.600000
Total Cost				151.400000



	A	B	C	D	E
1	Costing				
2	Part num	Part name	Quantity	Unit Price	Total price
3	1	test part 1	3	10	30
4	2	test part 2	5	12	60
5	3	test part 3	2	6.4	12.8
6	4	test part 4	6	8.1	48.6
7	Total Cost				151.4

Insert Table [X]

Table style: Standard

Insert options:

- ☐ Start from empty table
- ☒ From a data link
No data links found
- ☐ From object data in the drawing (Data Extraction)

☒ Preview

Column & row settings:

Columns: 5, Column width: 63.5

Data rows: 4, Row height: 1 Line(s)


Set cell styles:

First row cell style: Title

Second row cell style: Header

All other row cell styles: Data

OK Cancel Help

 New Excel Data Link: Sample table ✕

File
Use an existing Excel file or browse for a new one:

...

Path type:

Link options

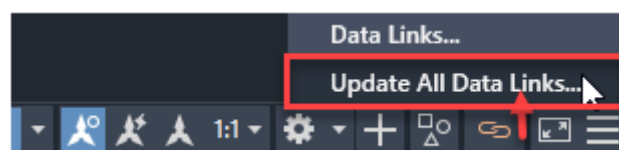
Select a file.

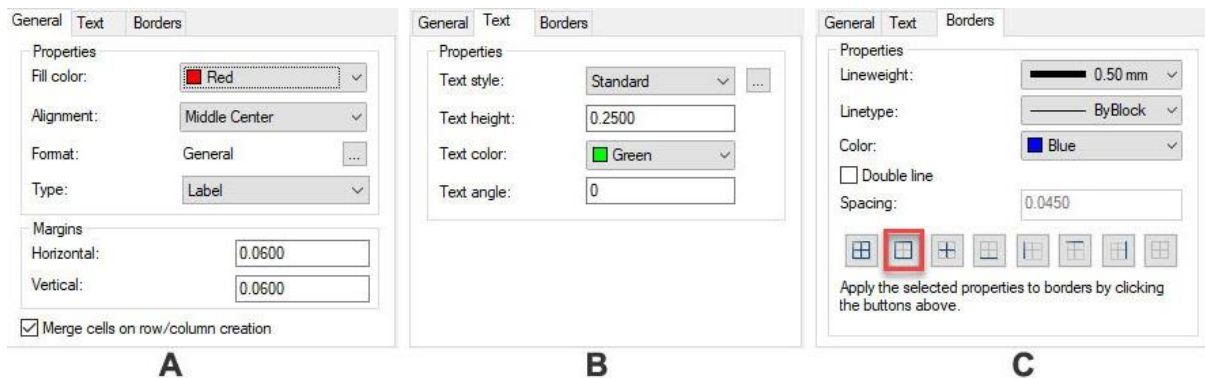
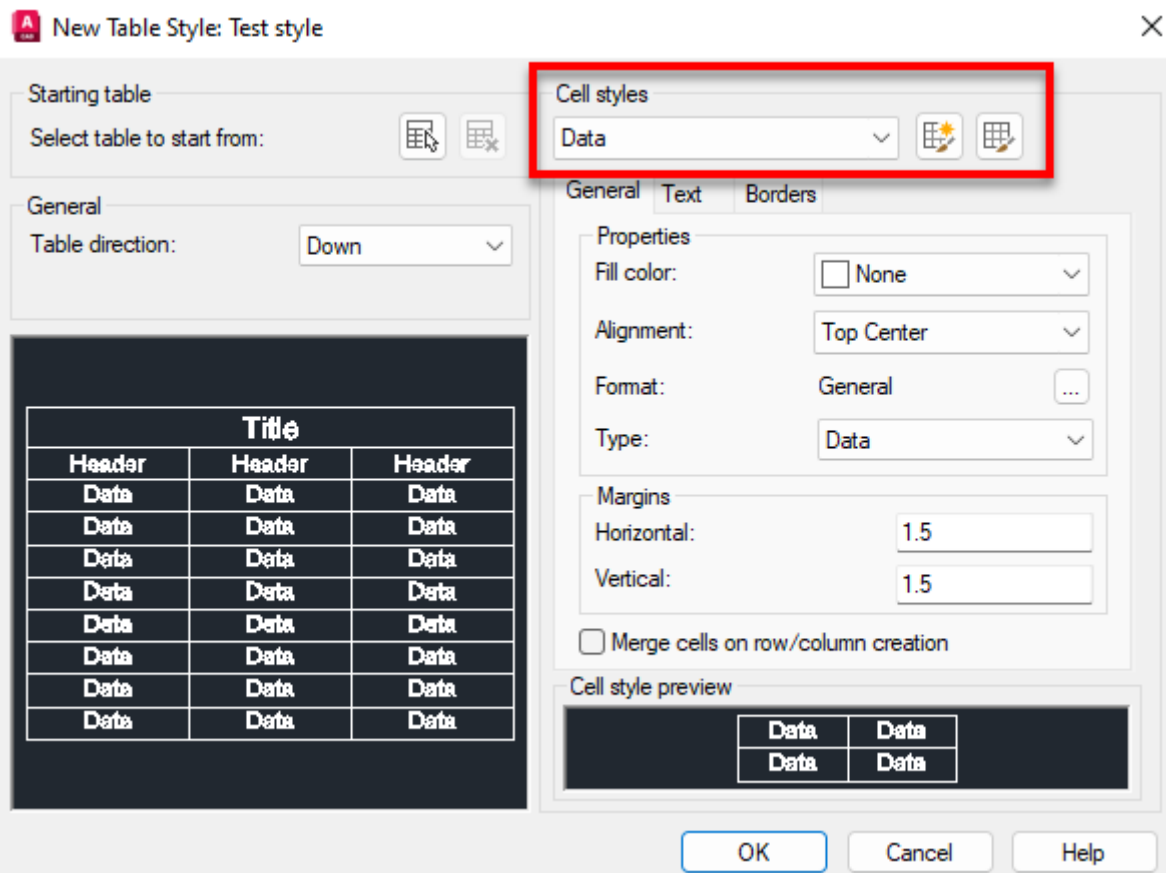
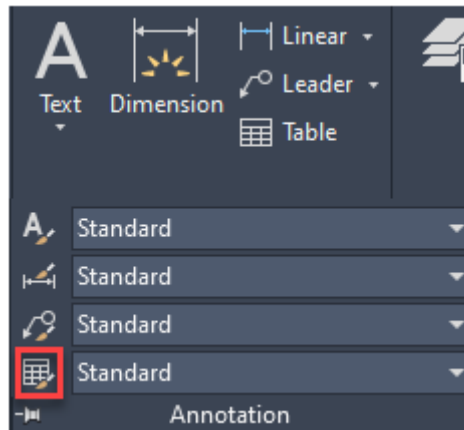
☒ Preview

No preview available.

OK Cancel Help

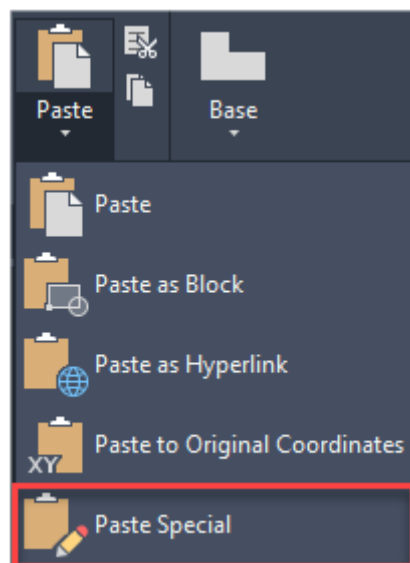
Costing				
Part number	Part name	Quantity	Unit Price	Total price
1	test part 1	3	10	30
2	test part 2	5	12	60
3	test part 3	2	6.4	12.8
4	test part 4	6	8.1	48.6
Total Cost				151.4

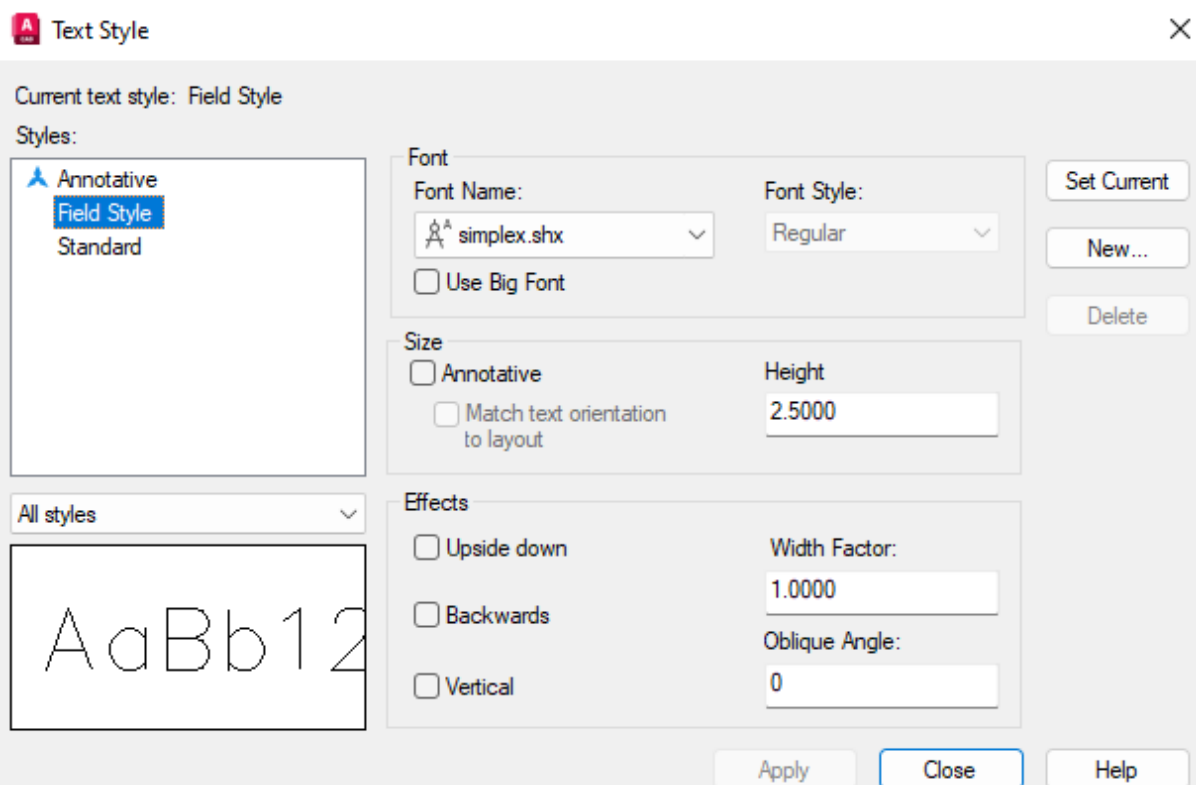
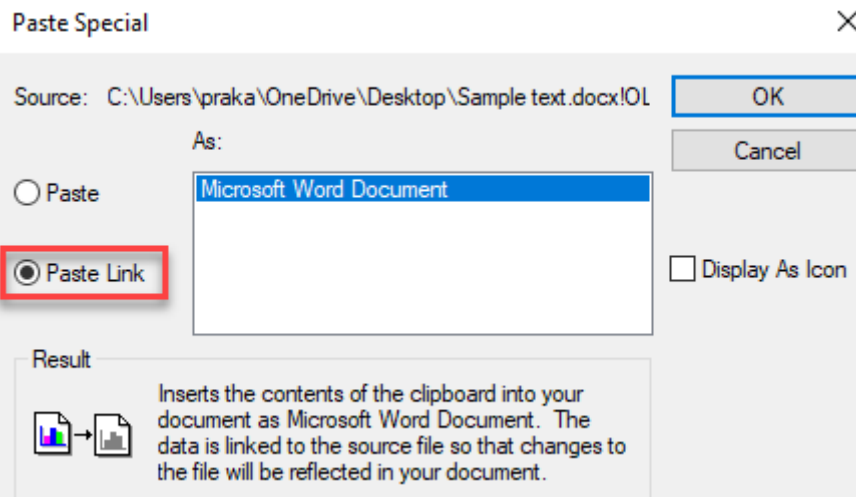
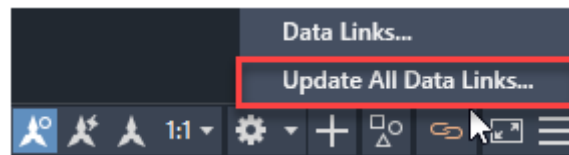


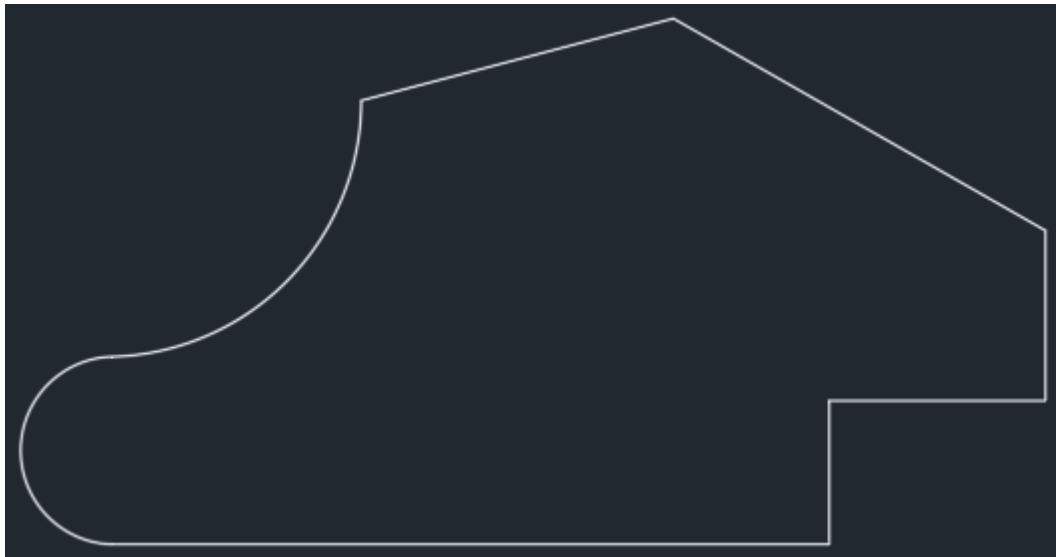


Costing				
Part number	Part name	Quantity	Unit Price	Total price
1	test part 1	3	10	30
2	test part 2	5	12	60
3	test part 3	2	6.40	12.800000
4	test part 4	6	8.10	48.600000
Total Cost				151.400000

	A	B	C	D	E
1	Costing				
2	Part number	Part name	Quantity	Unit Price	Total price
3	1	test part 1	3	10	30
4	2	test part 2	5	12	60
5	3	test part 3	2	6.4	12.8
6	4	test part 4	7	8.1	48.6
7	Total Cost				151.4
8					







Field [X]

Field category: **Objects** [v]

Object type: Polyline [icon]

Preview: 10664.6349

Field names:

- BlockPlaceholder
- Count
- CountInArea
- Formula
- NamedObject
- Object**

Property:

- Area**
- Closed
- Color
- Elevation
- Global width
- Layer
- Length
- Linetype
- Linetype generation
- Linetype scale
- Lineweight
- Material
- Object name
- Plot style
- Thickness
- Transparency

Format:

- (none)
- Current units
- Decimal**
- Architectural
- Engineering
- Fractional
- Scientific

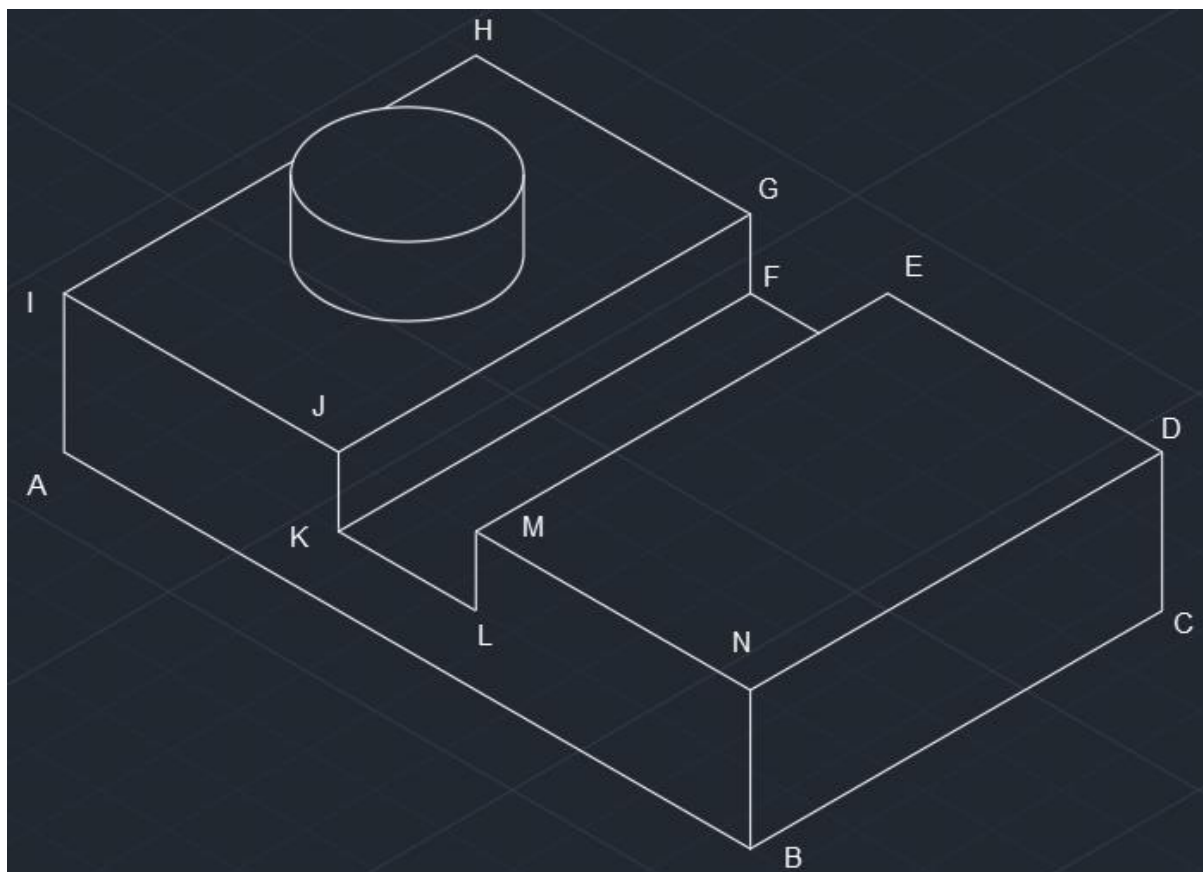
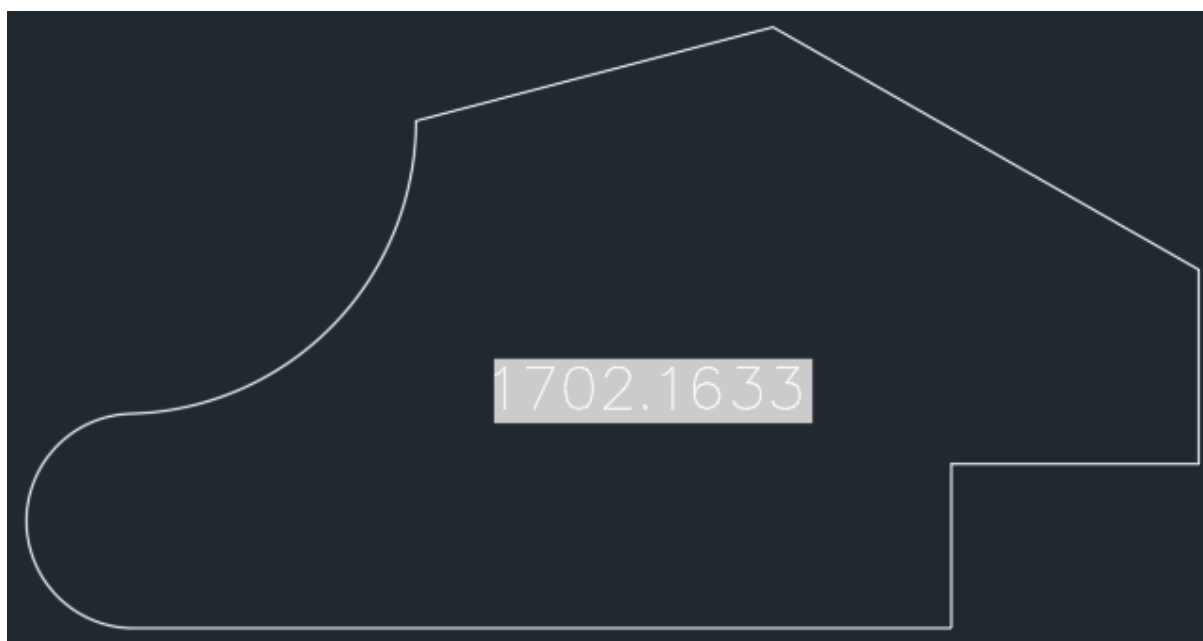
Precision: Current precision [v]

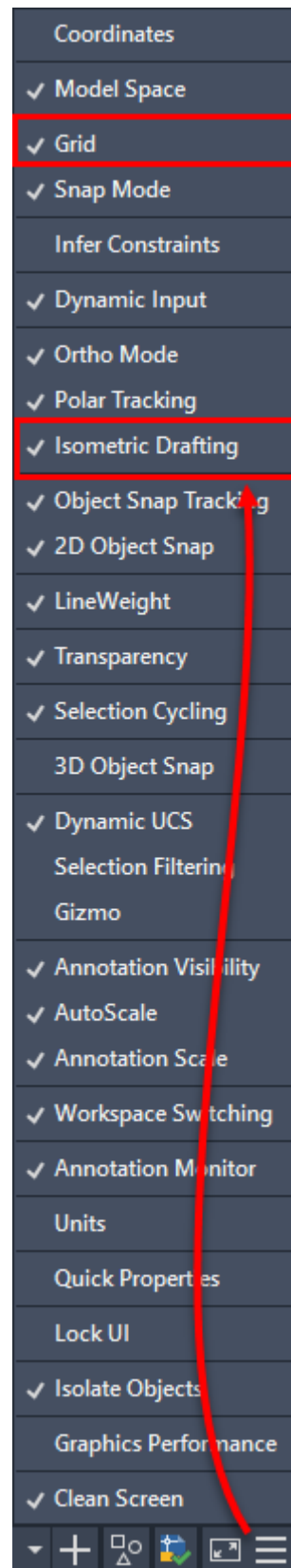
Additional Format...

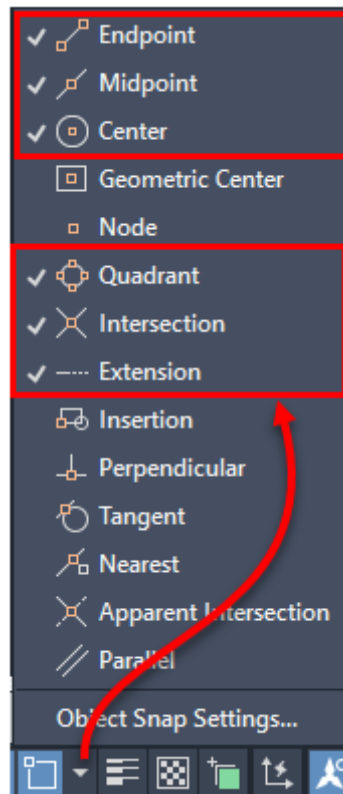
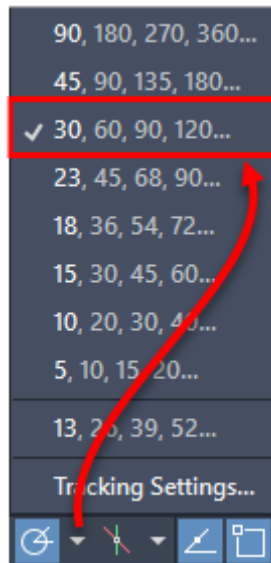
Field expression:

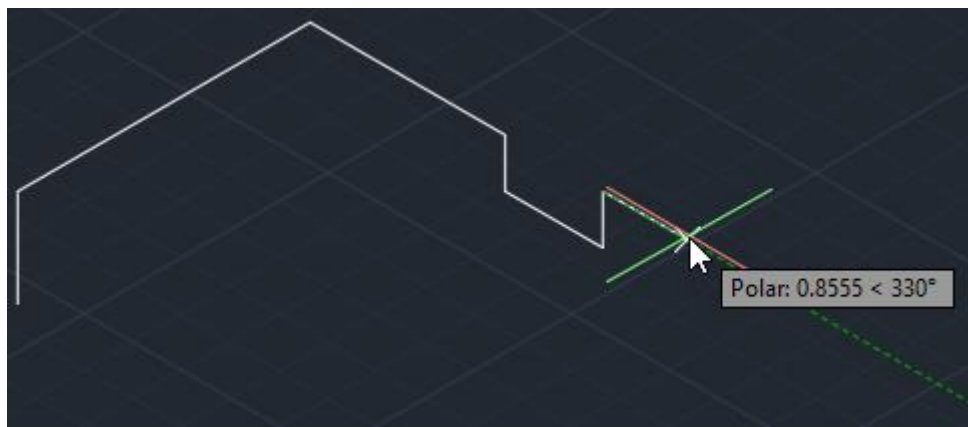
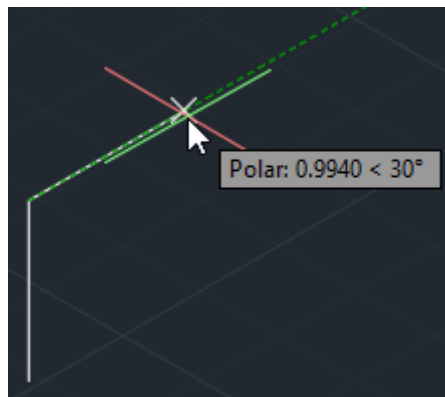
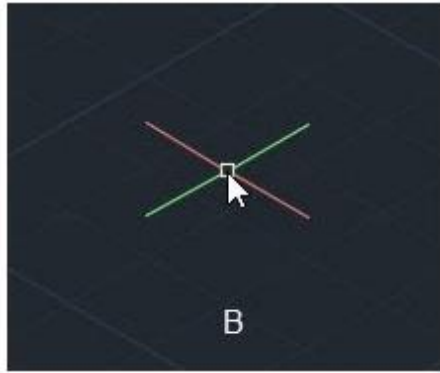
%<\AcObjProp Object(%<_ObjId 2286205360208>%).Area \f "%lu2">%

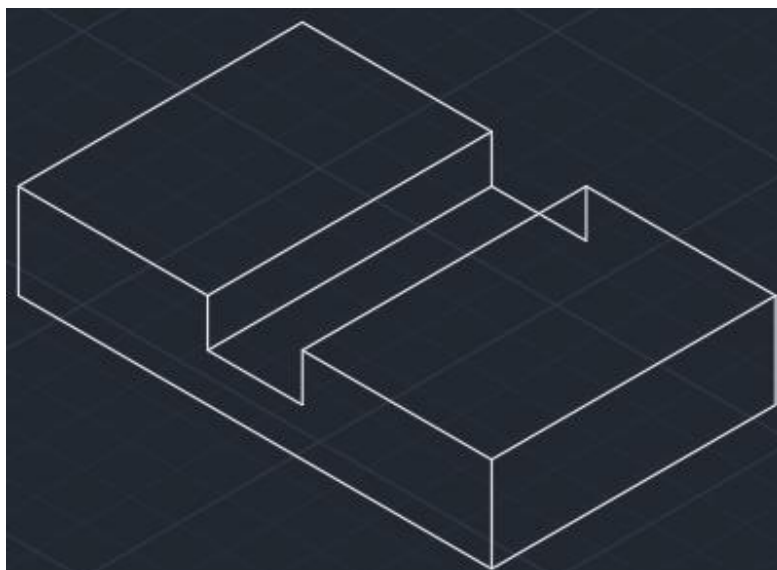
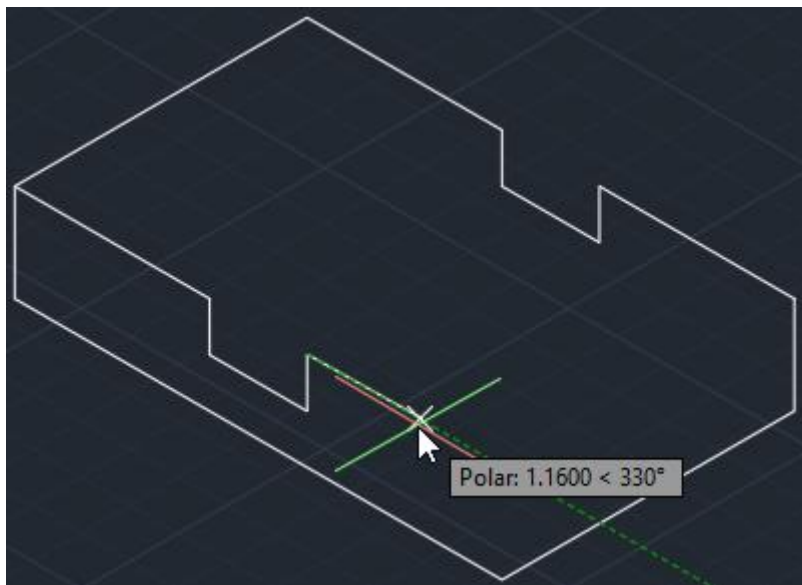
OK Cancel Help

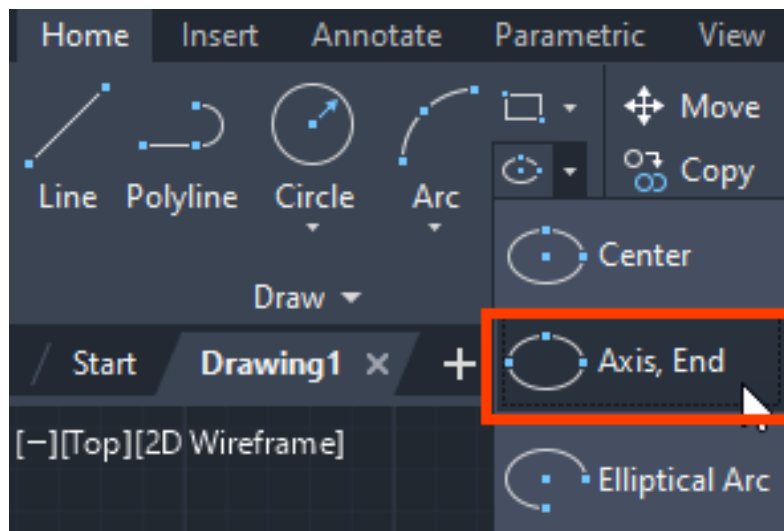




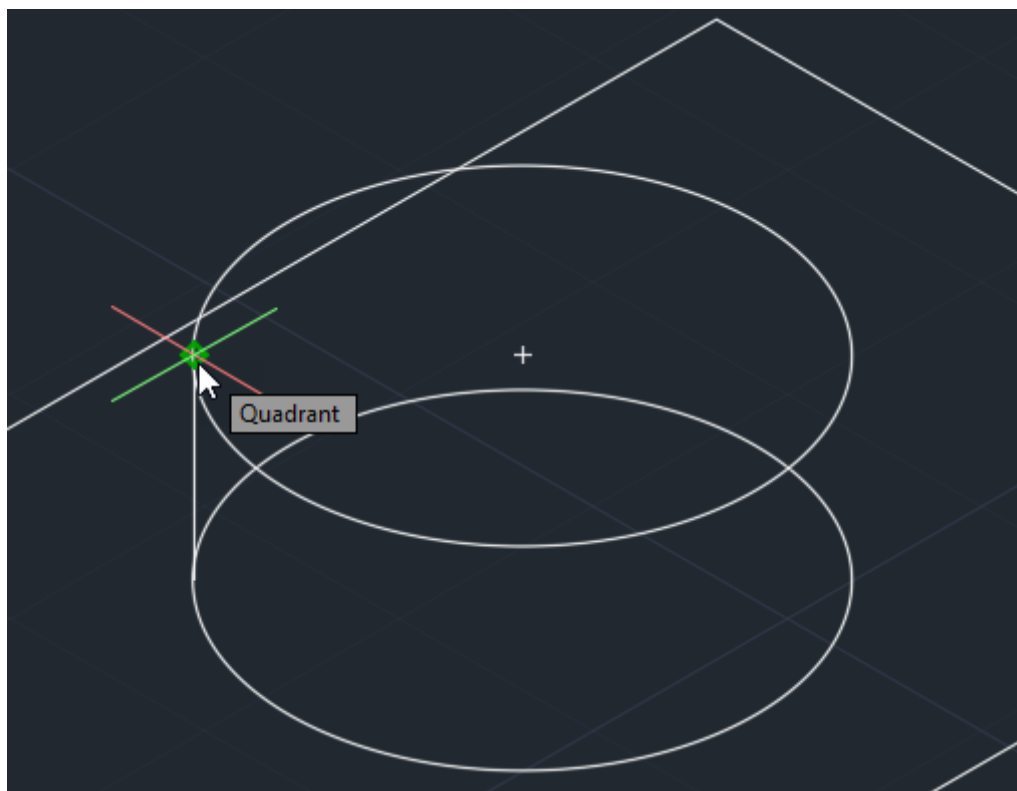


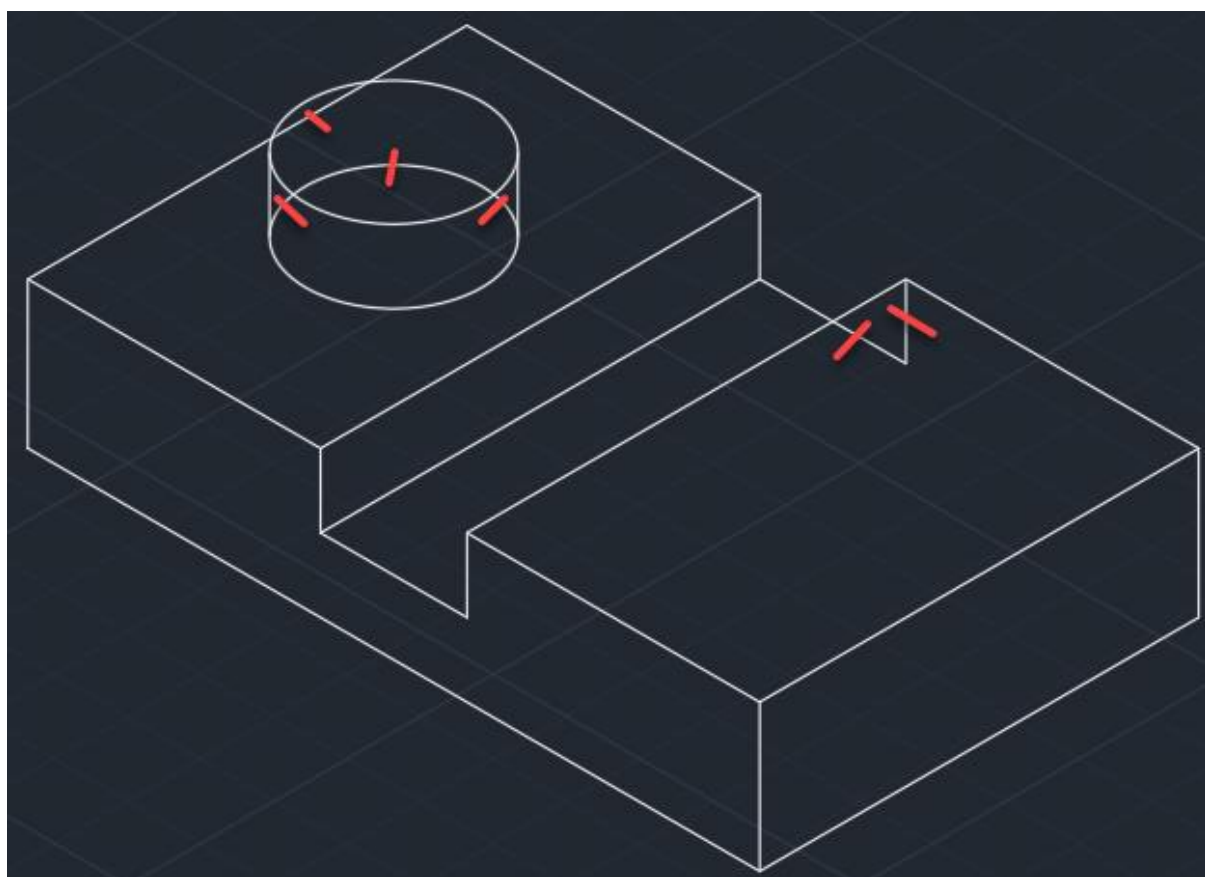






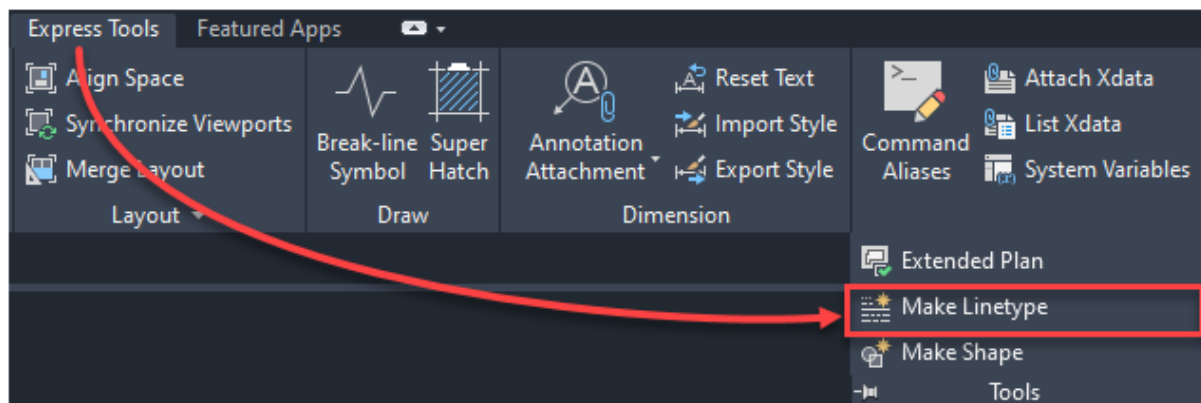
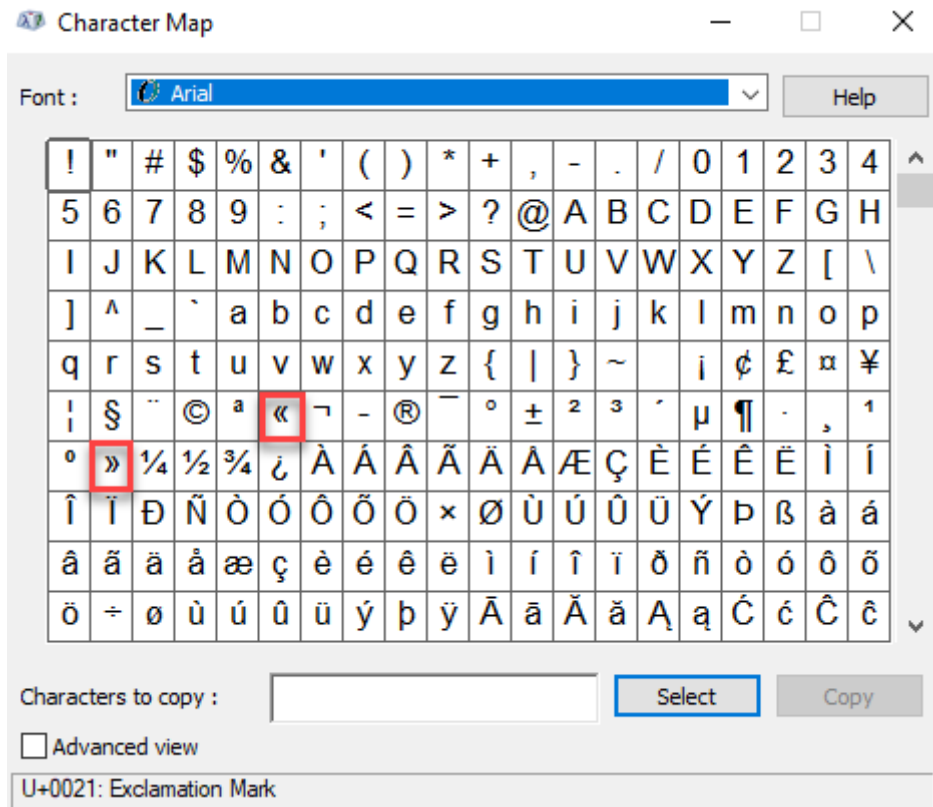
ELLIPSE Specify axis endpoint of ellipse or [Arc Center Isocircle]:

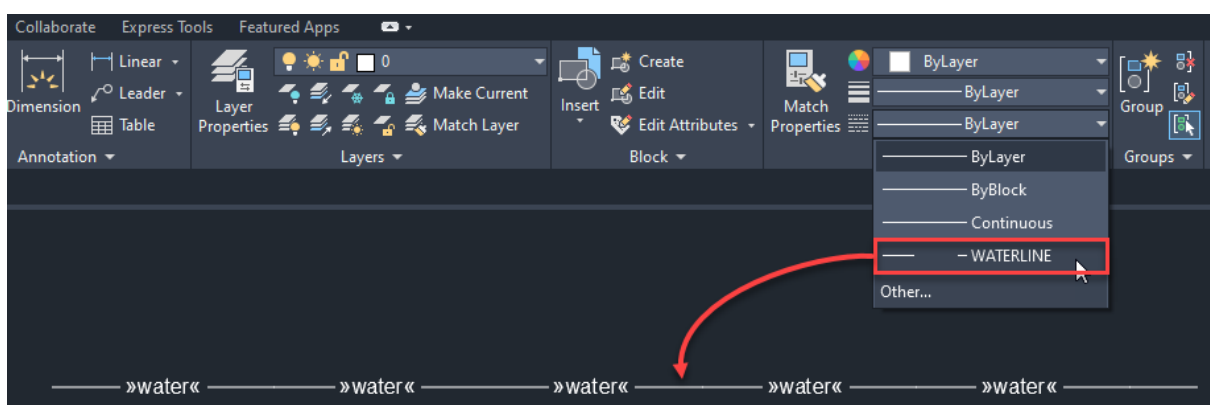
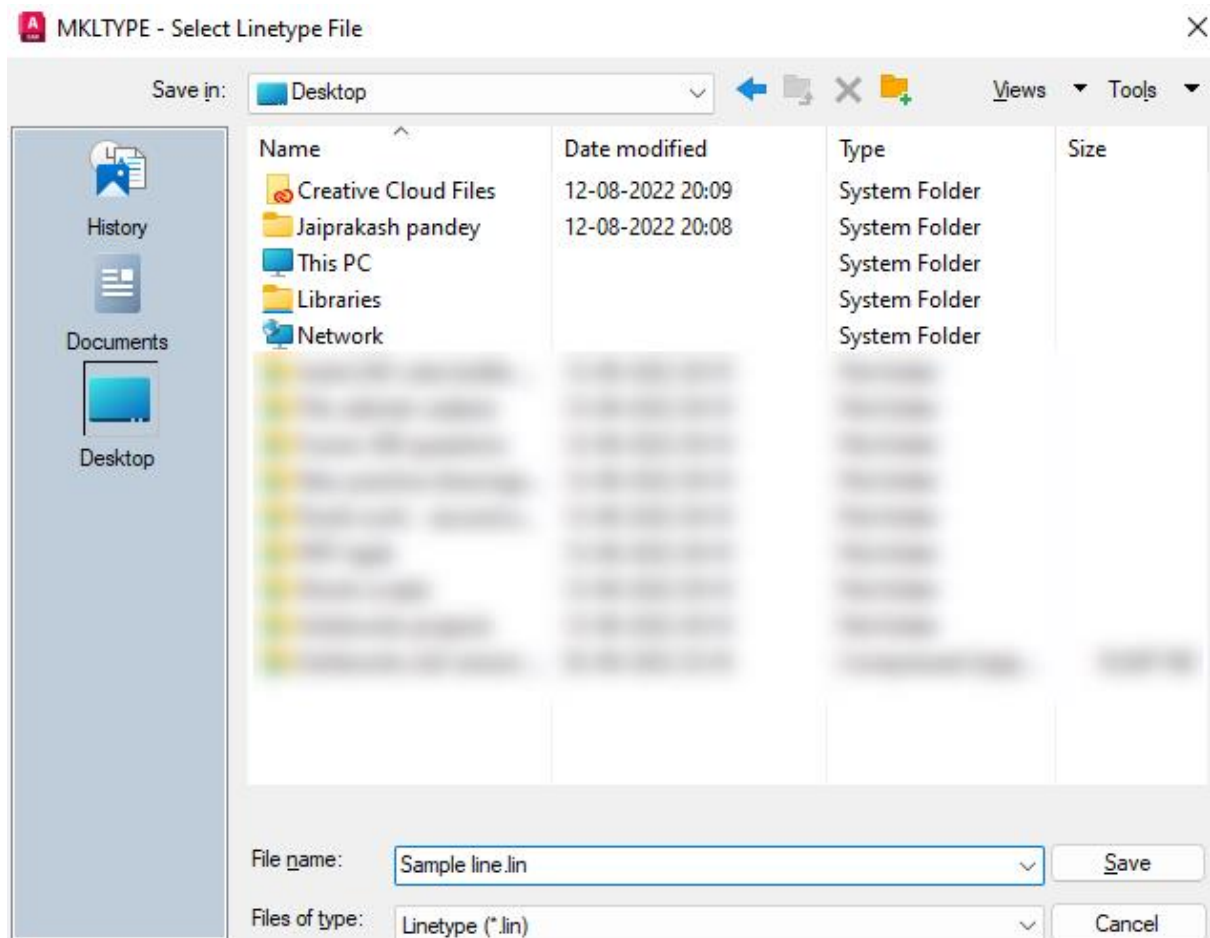


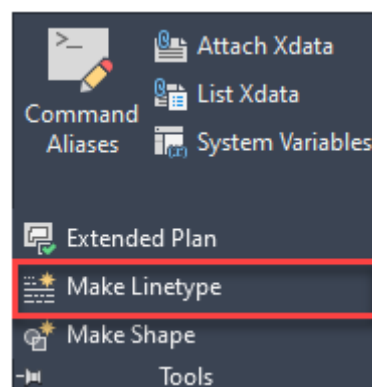
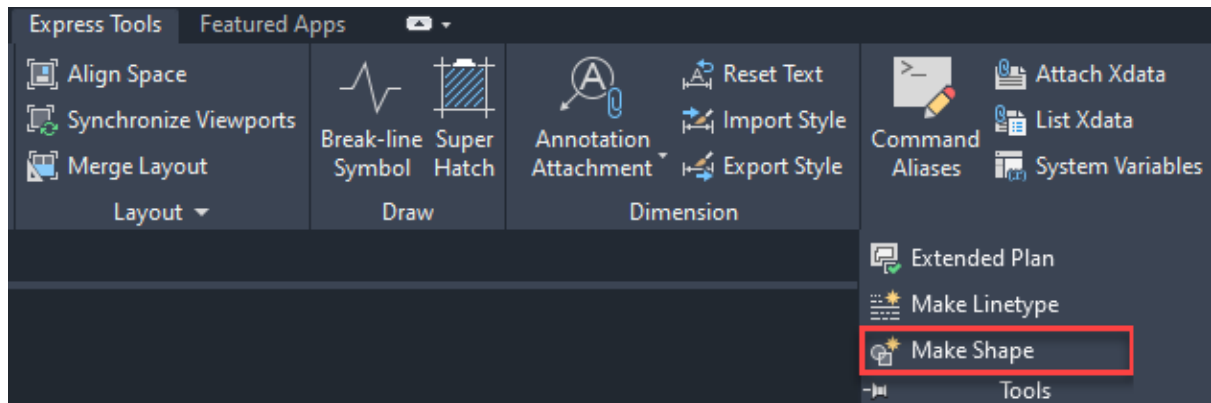


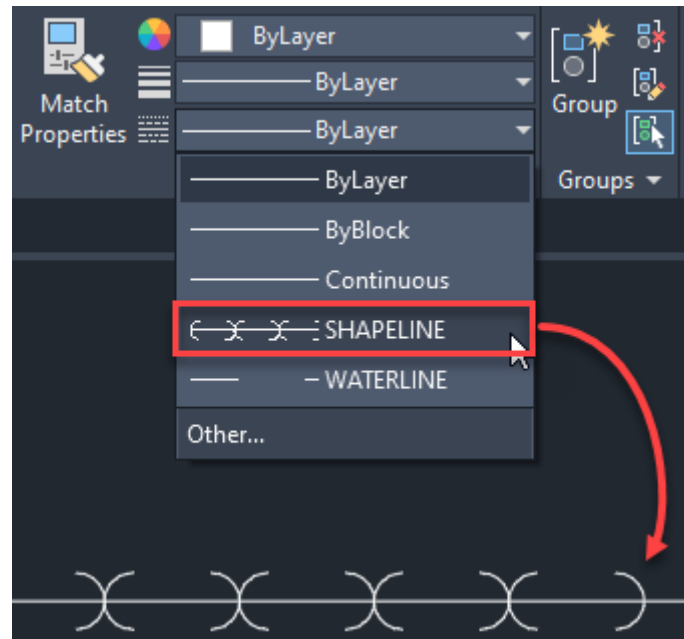
Chapter 08: Customization Tools

»water«







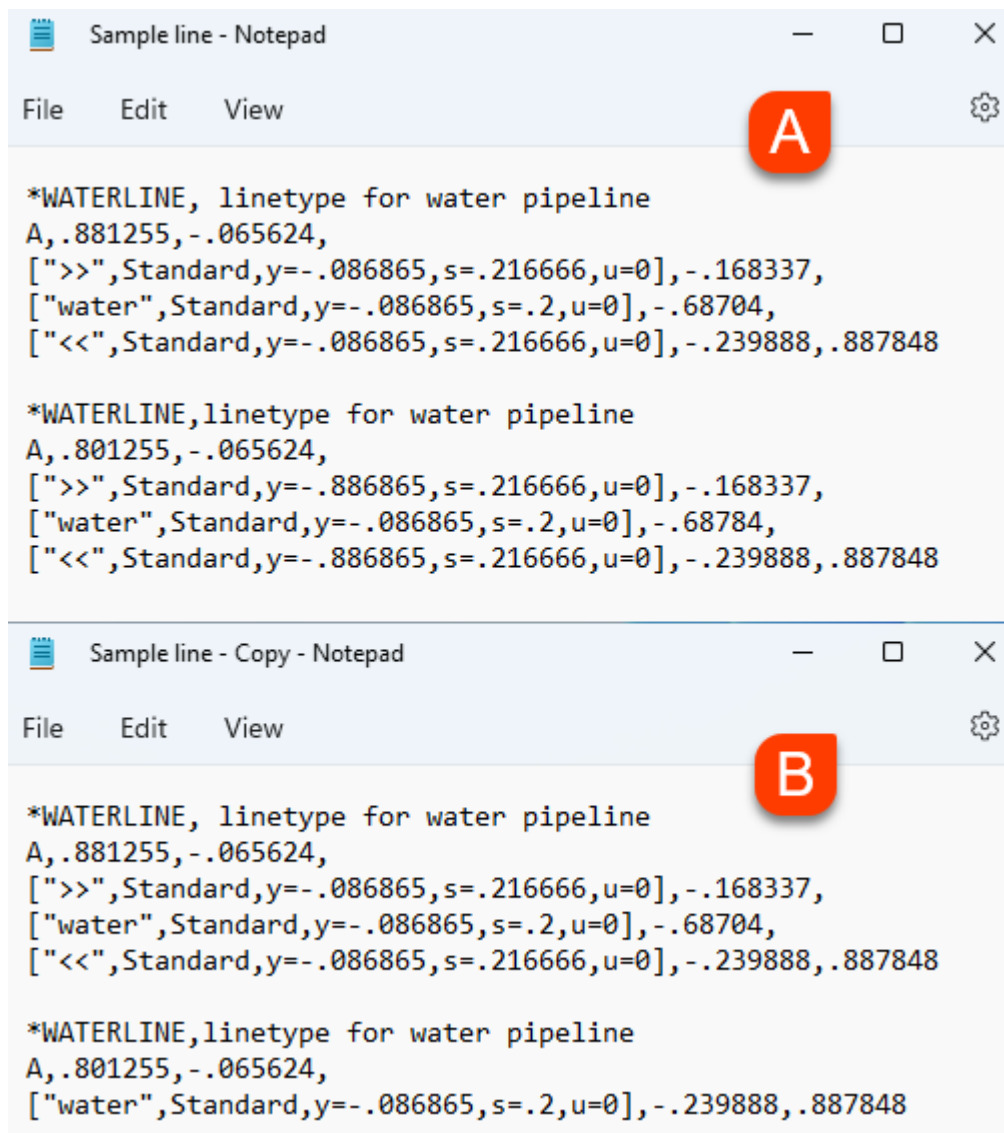


Sample line - Notepad

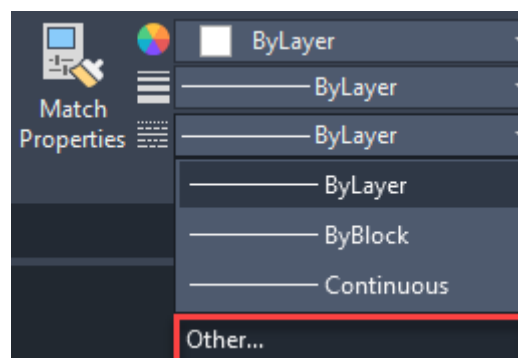
File Edit Format View Help

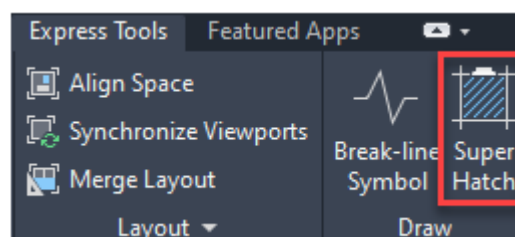
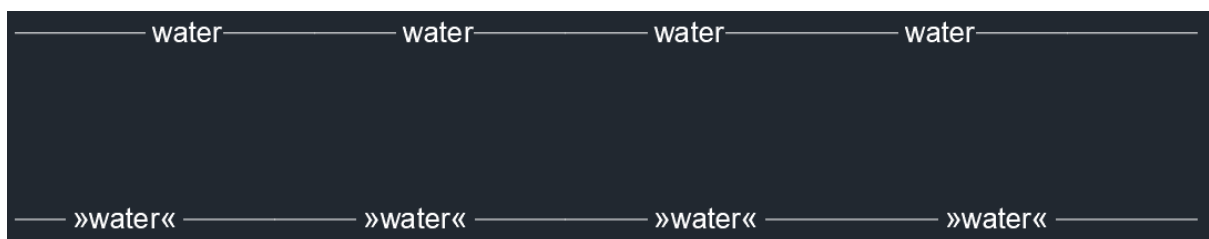
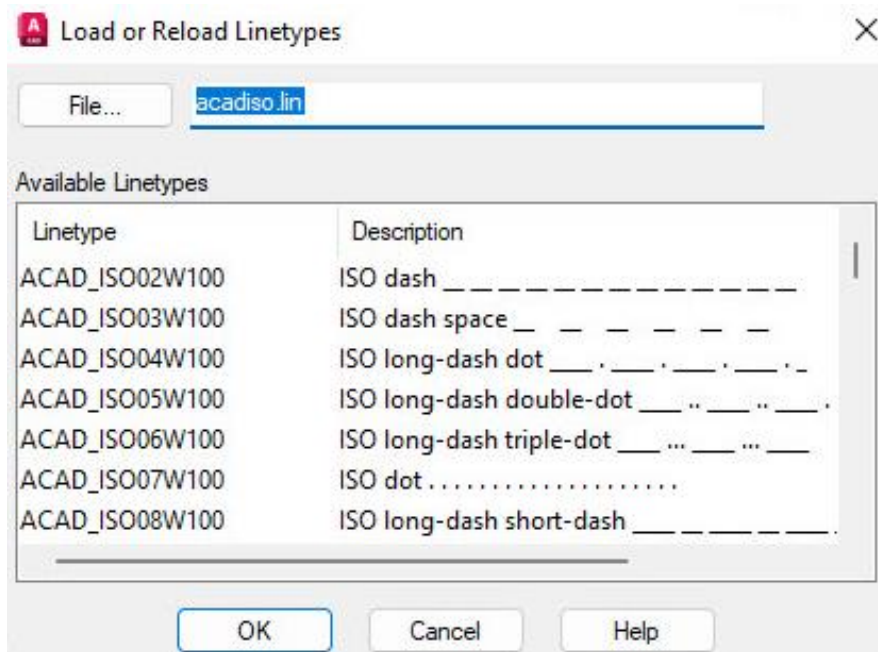
```
*WATERLINE,linetype for water pipeline
A,.801255,-.065624,
["»",Standard,y=-.086865,s=.216666,u=0],-.168337,
["water",Standard,y=-.086865,s=.2,u=0],-.68704,
["«",Standard,y=-.086865,s=.216666,u=0],-.239808,.887848
```

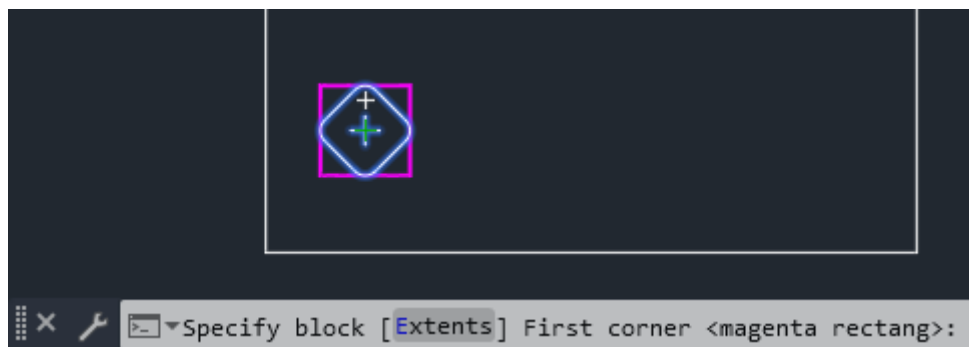
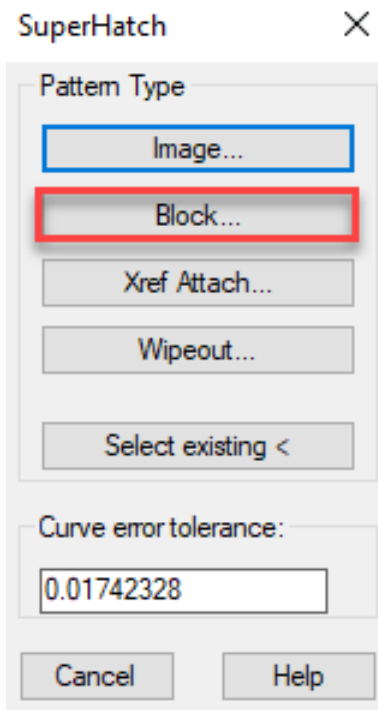
Ln 1, Col 1 100% Windows (CRLF) ANSI

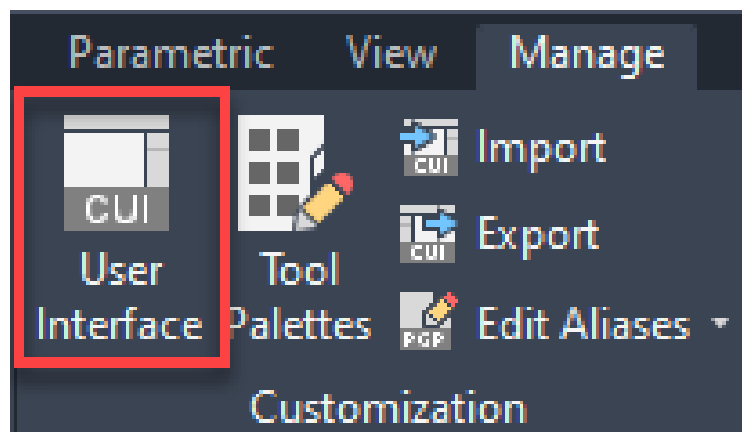
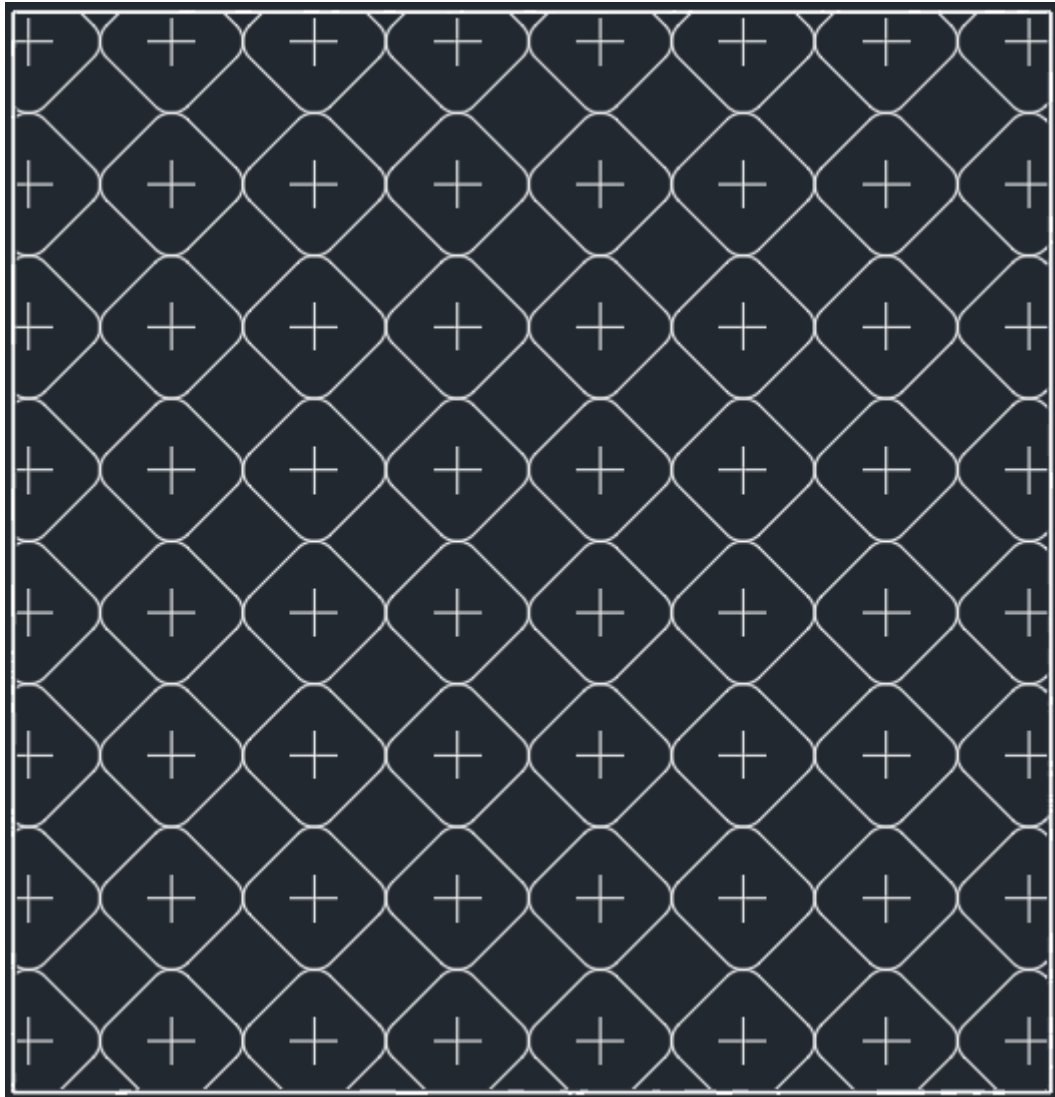


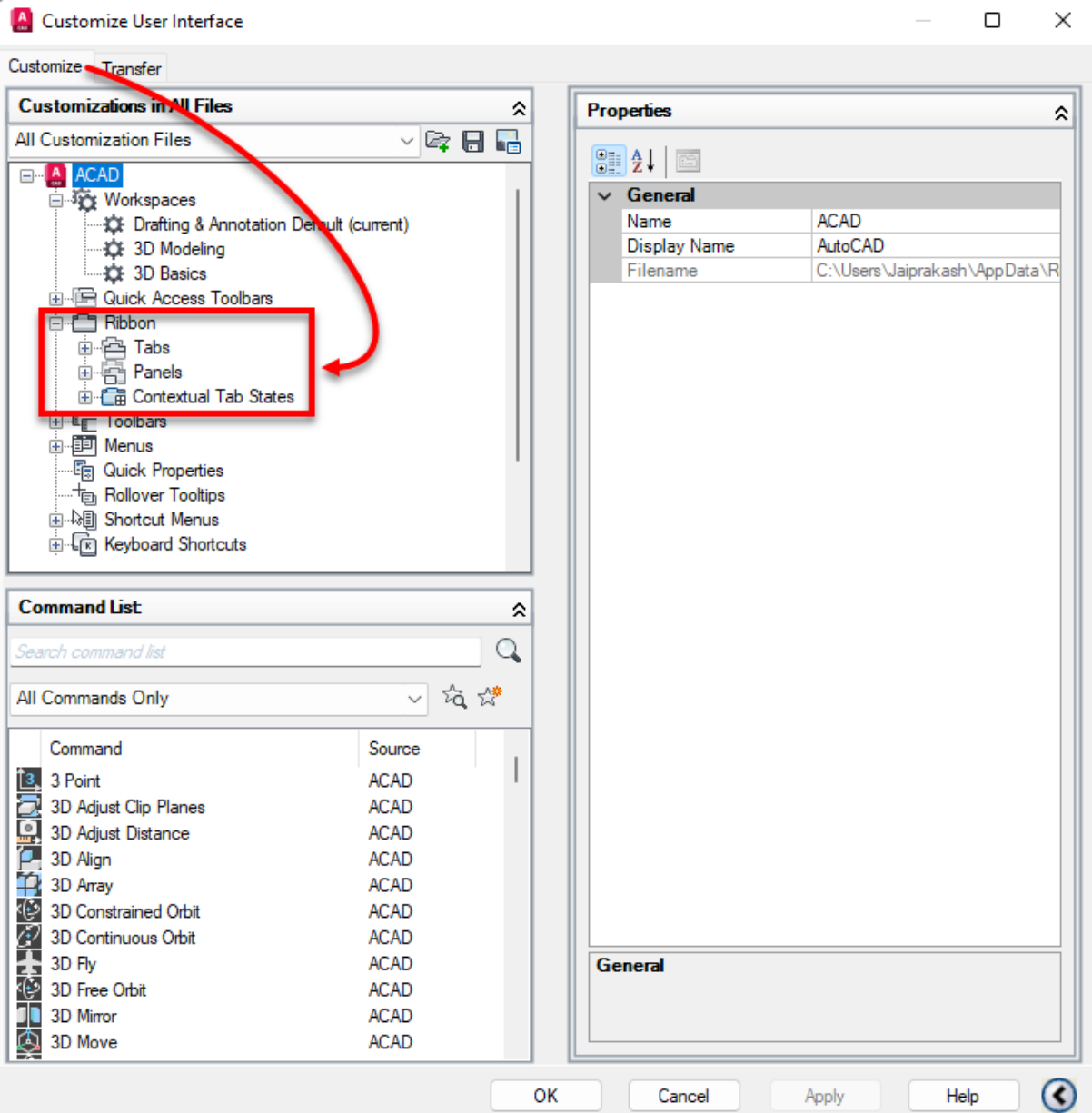
```
*NEWWATERLINE,linetype for water pipeline
A,.80,-.07,["water",Standard,y=-.09,s=.2,u=0],-.24,.89
```

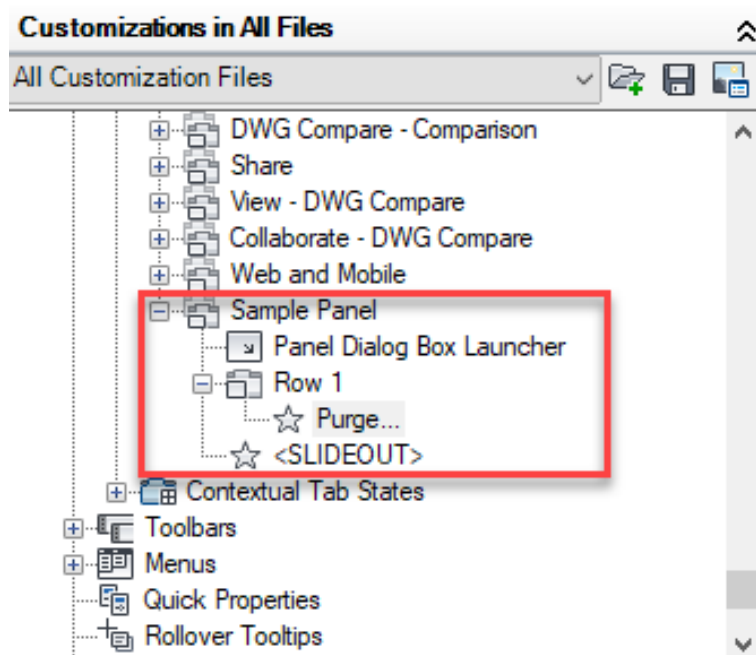
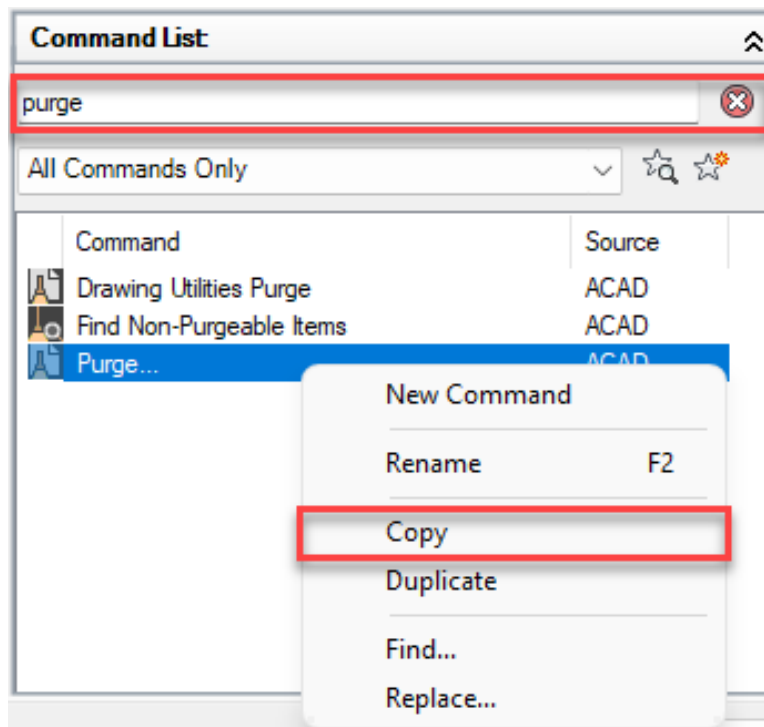


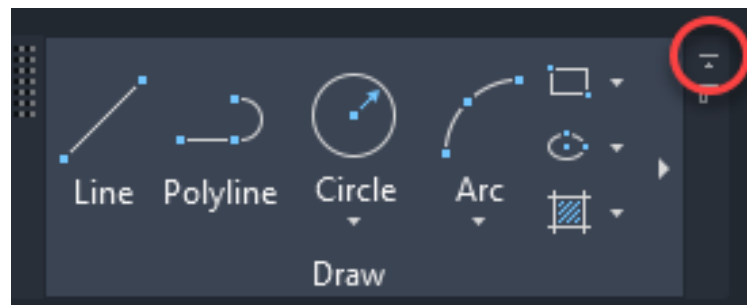
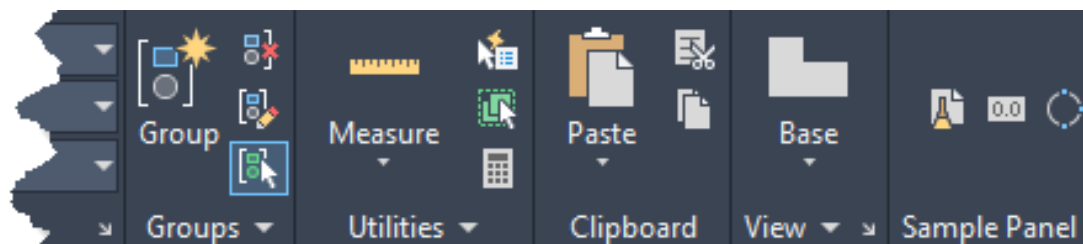
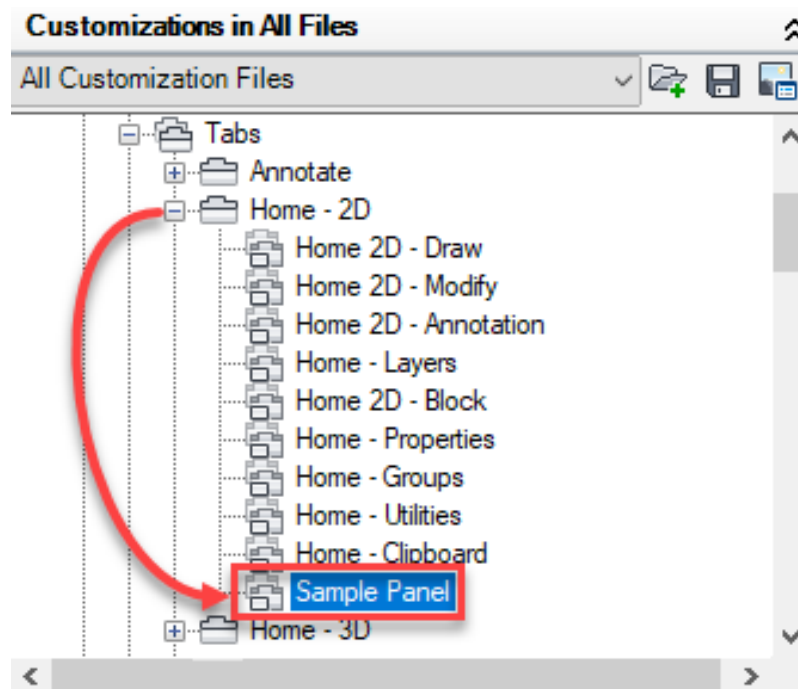


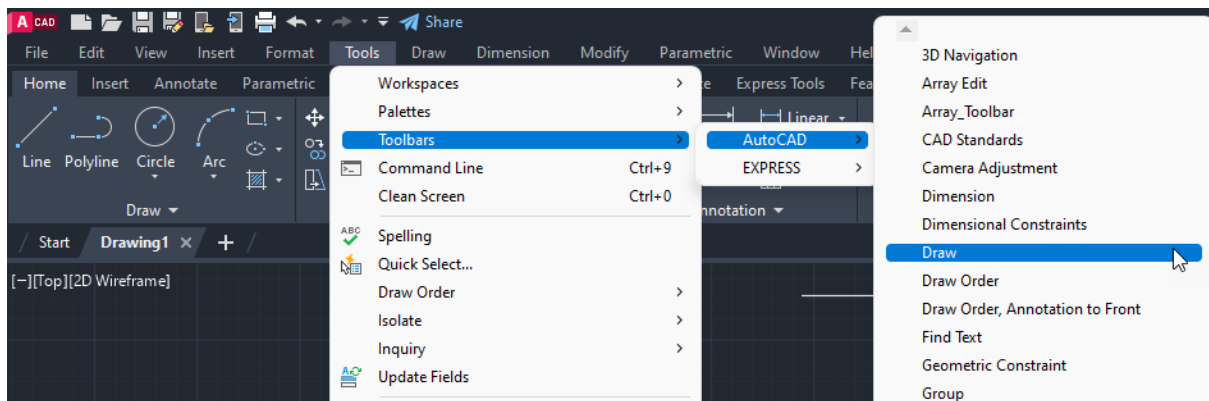
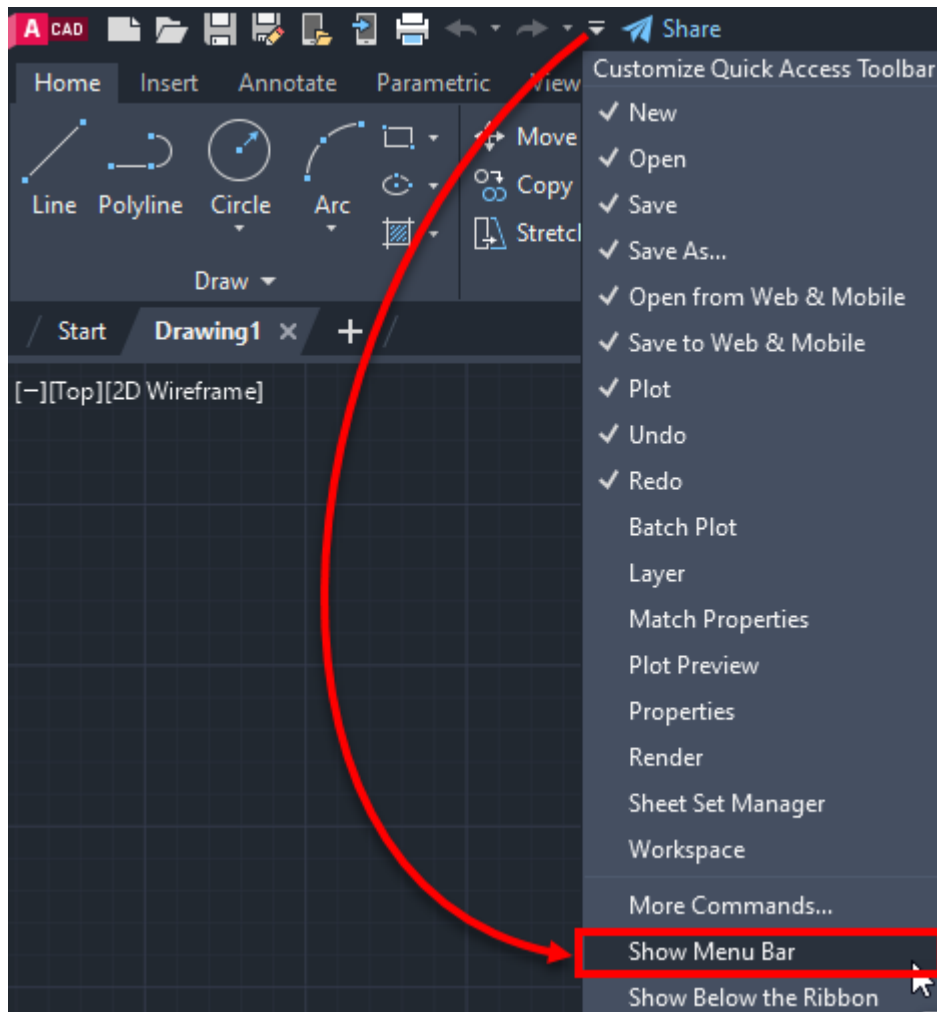


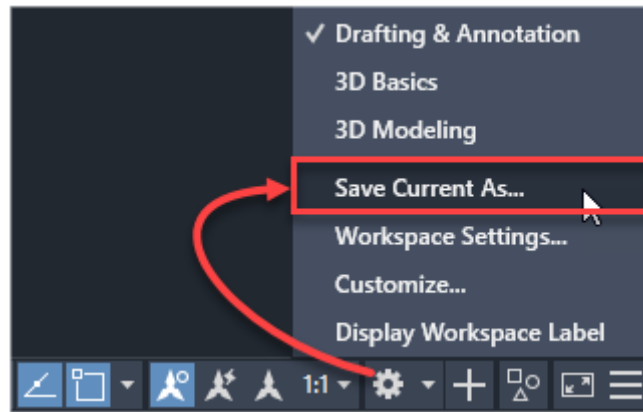




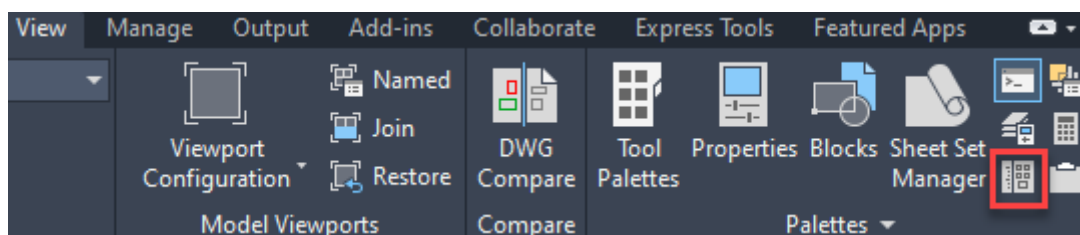
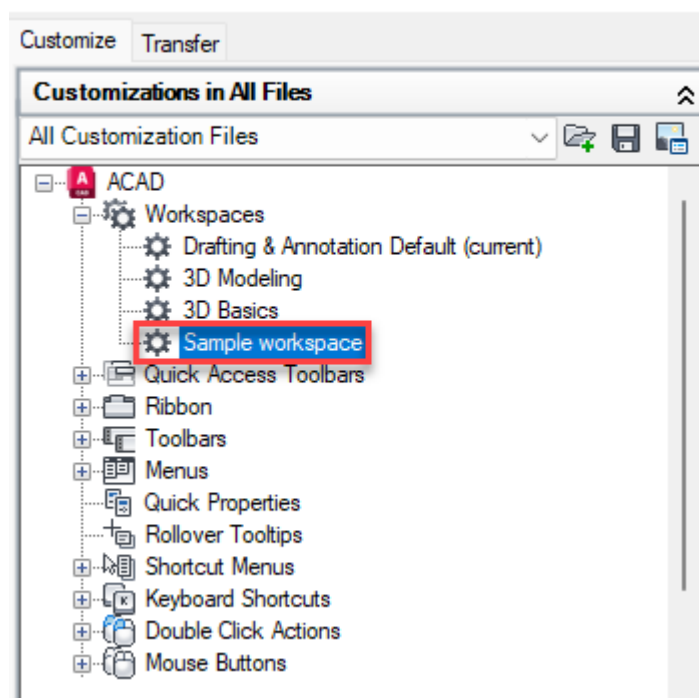


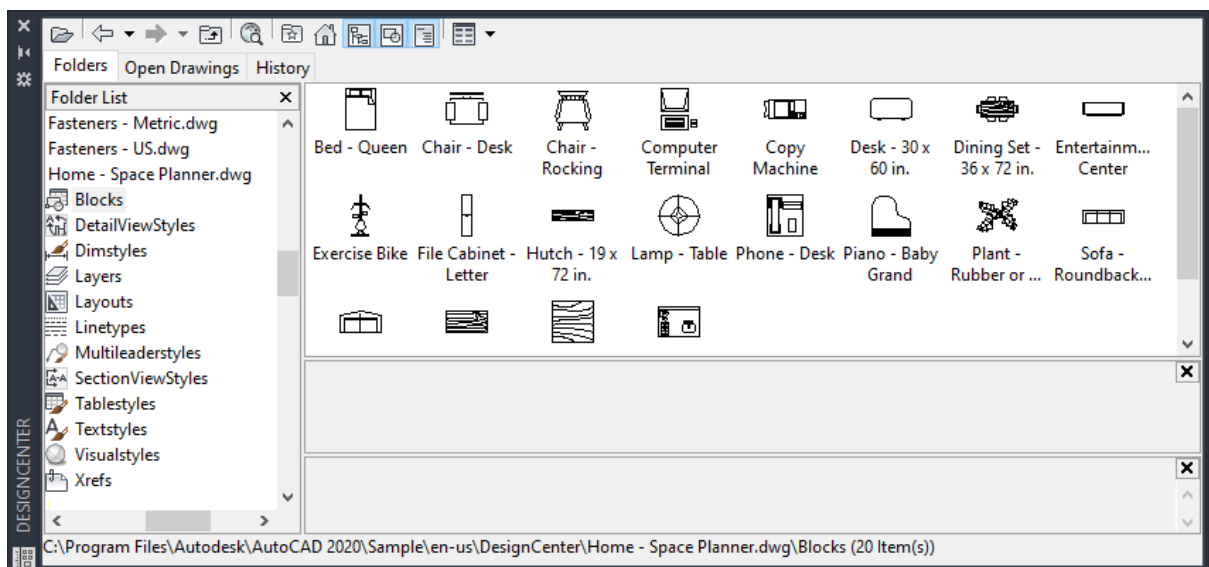
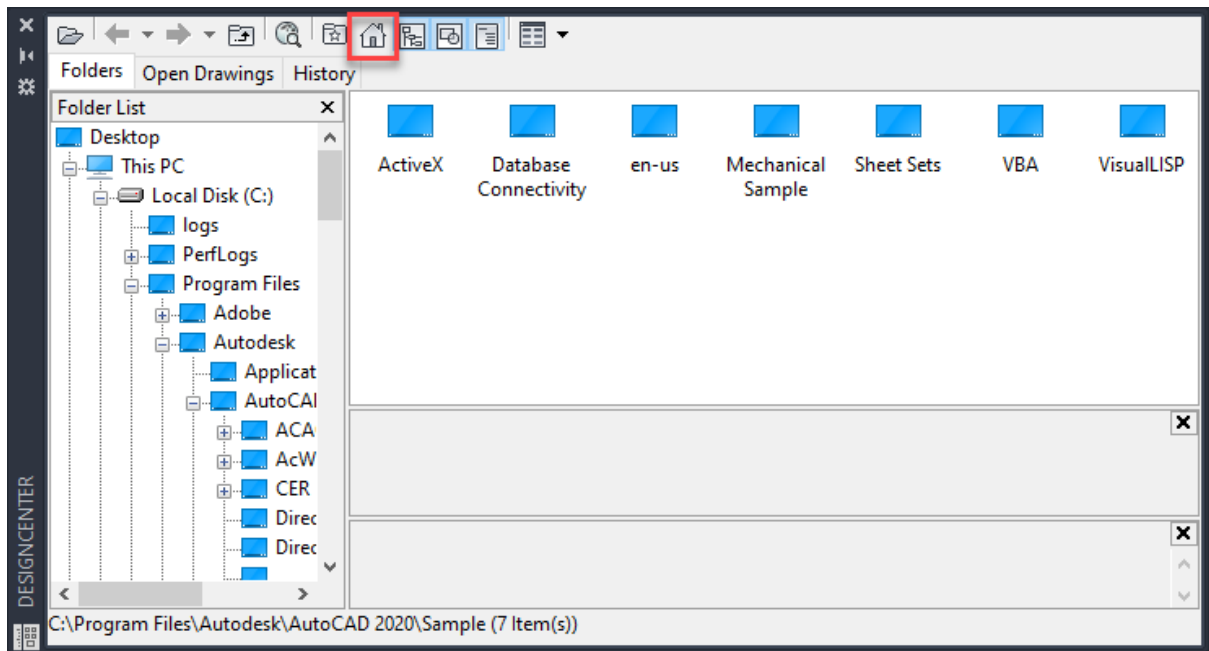


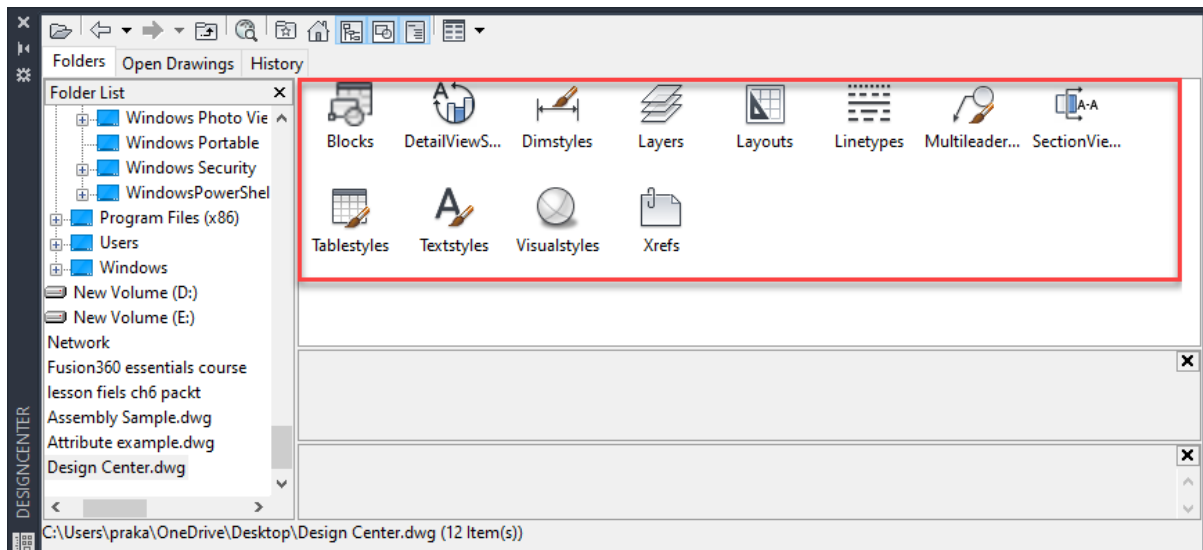
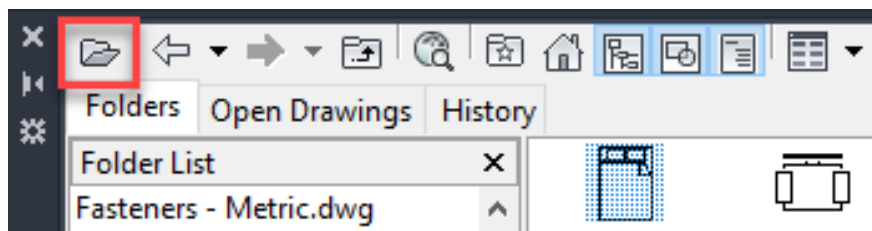
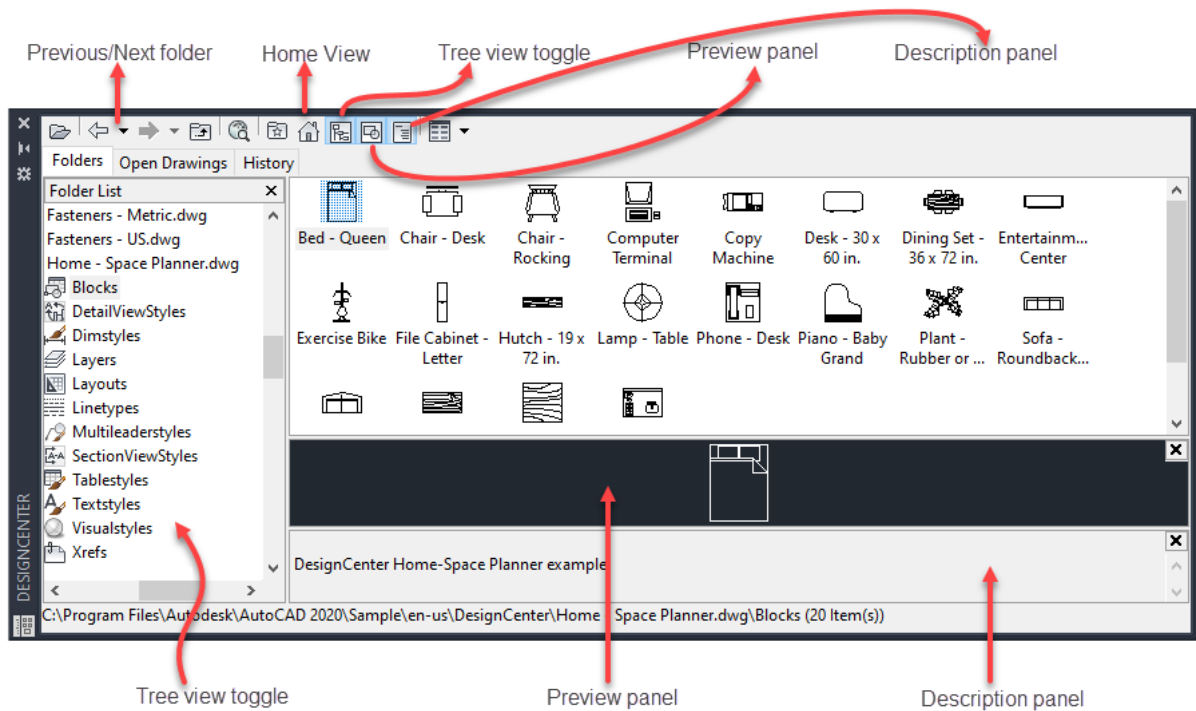


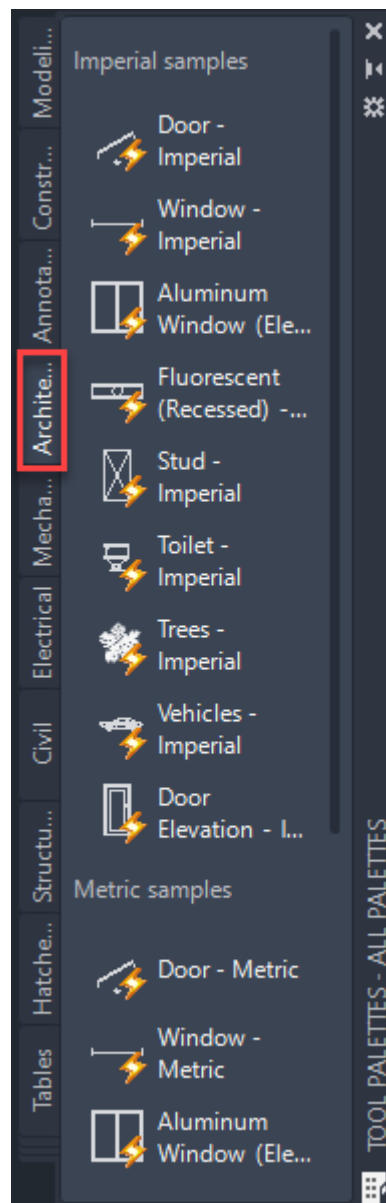
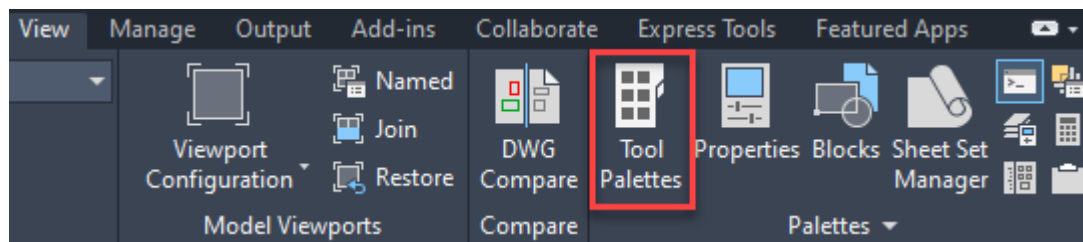


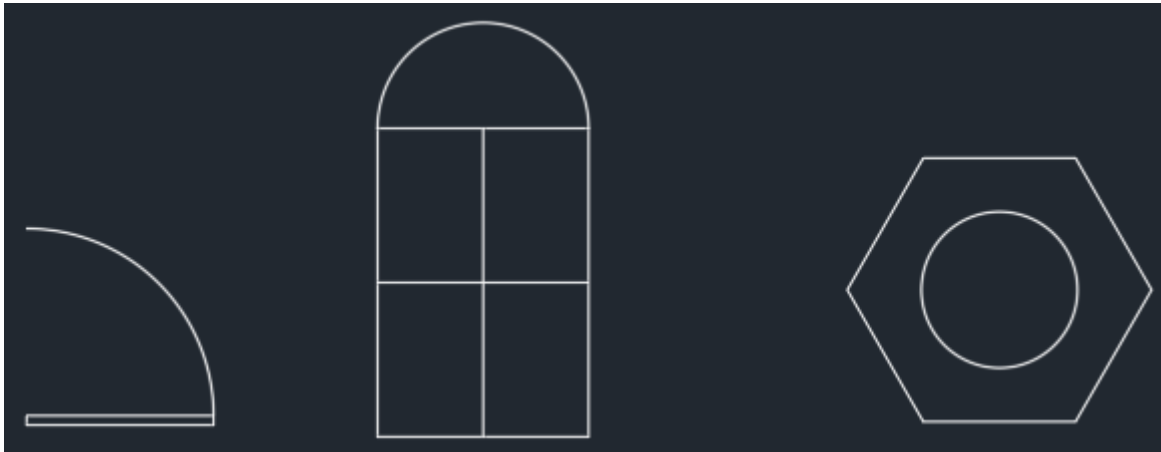
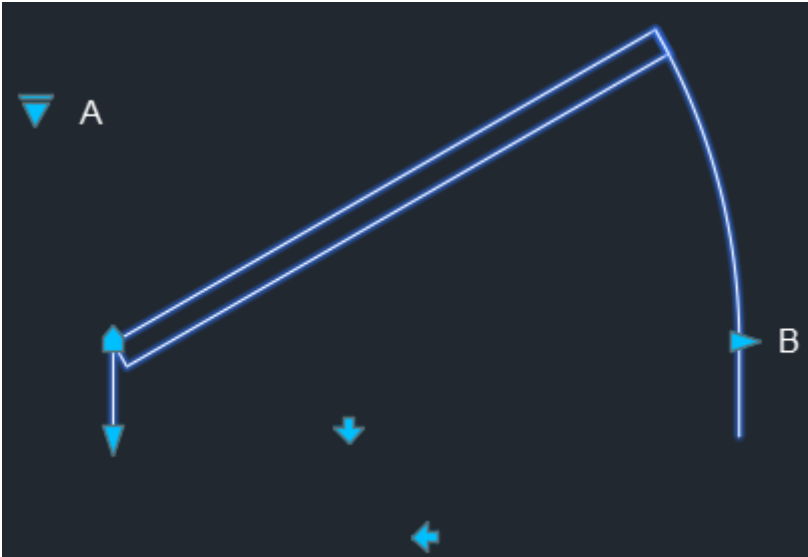
Customize User Interface





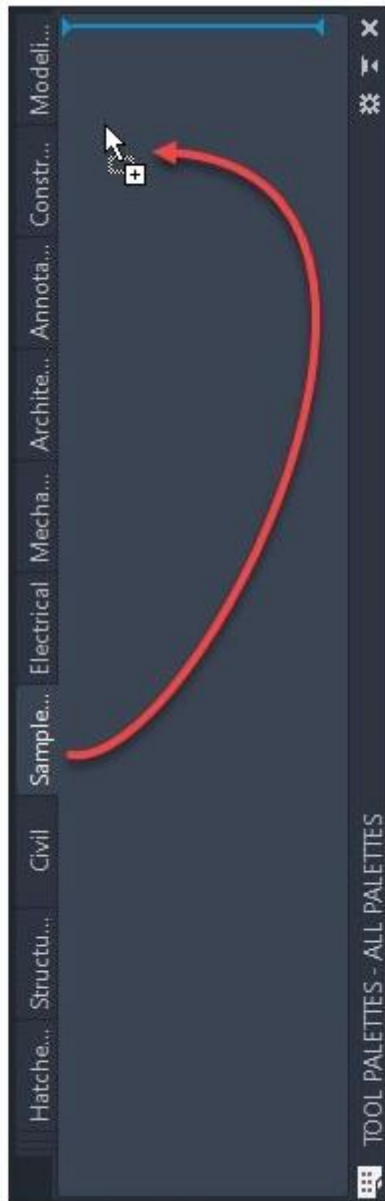




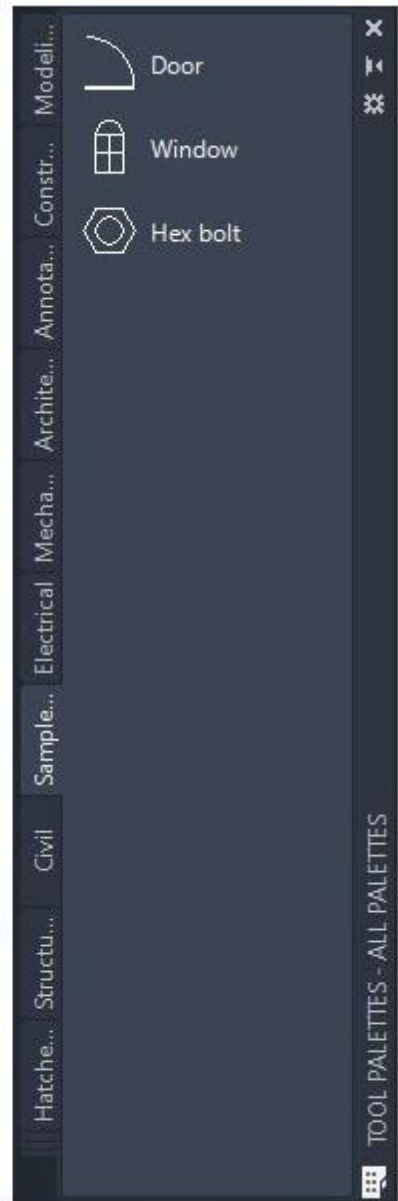




A





B

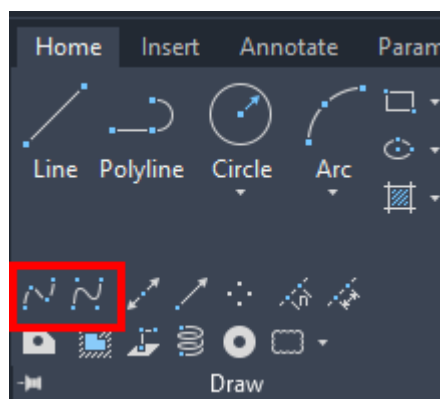


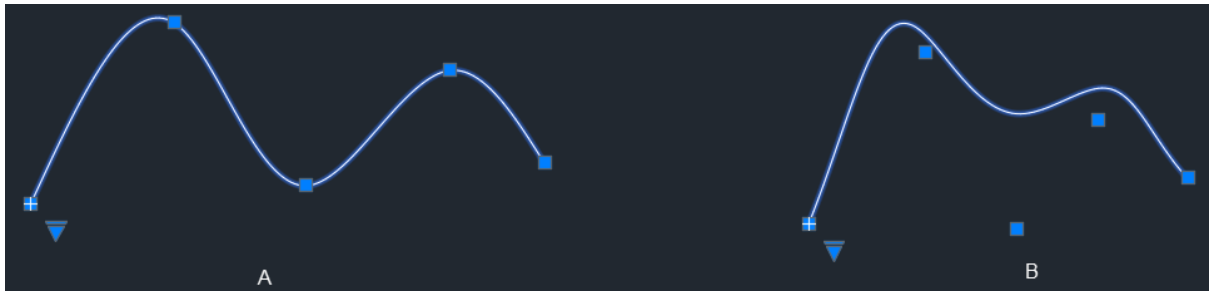
C

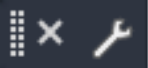

PLINE Specify next point or [Arc Halfwidth Length Undo Width]:

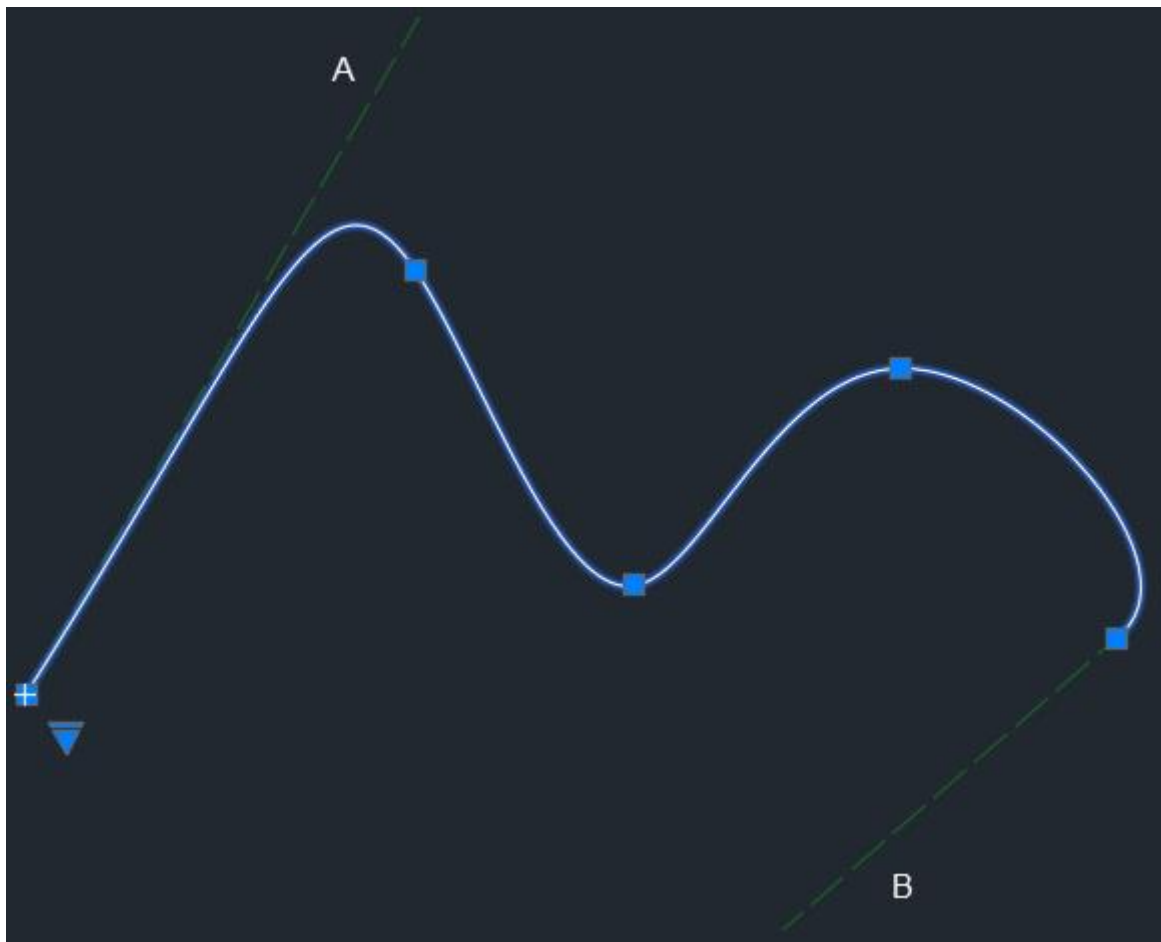


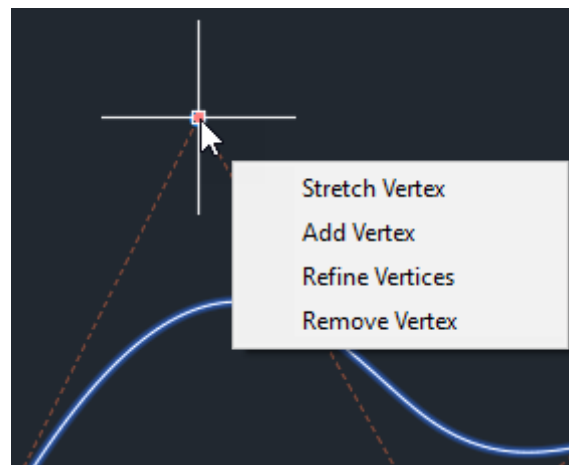
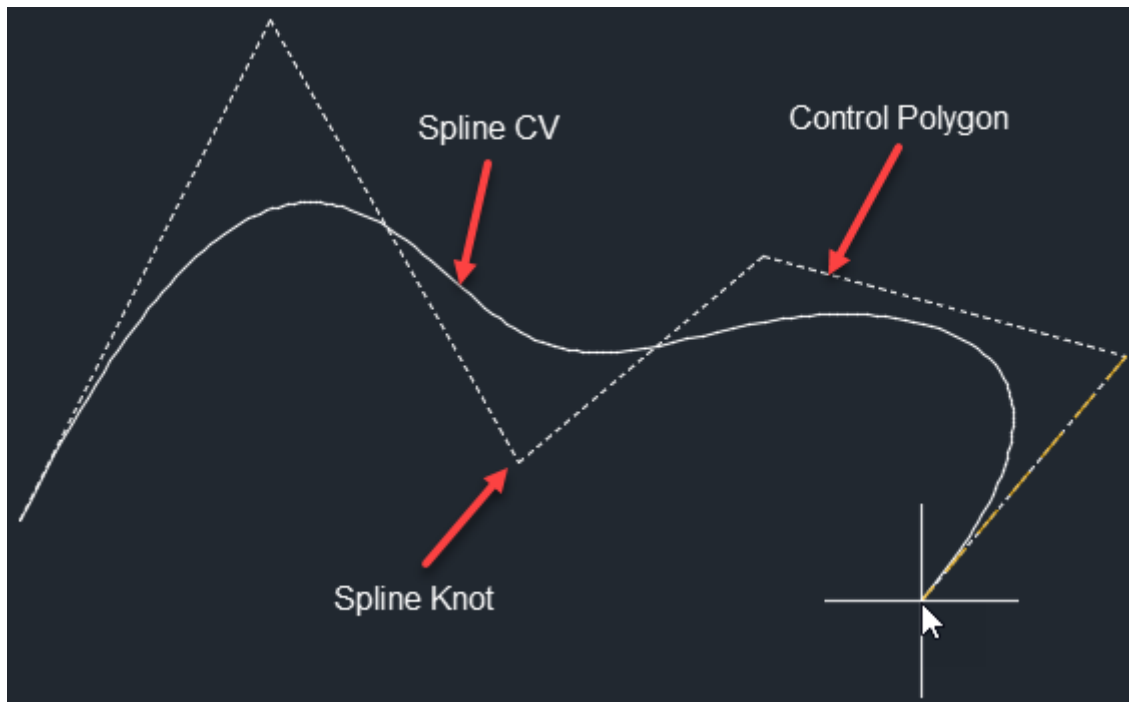
  PEDIT Enter an option [[Close](#) [Join](#) [Width](#) [Edit vertex](#) [Fit](#) [Spline](#) [Decurve](#) [Ltype gen](#) [Reverse](#) [Undo](#)]:



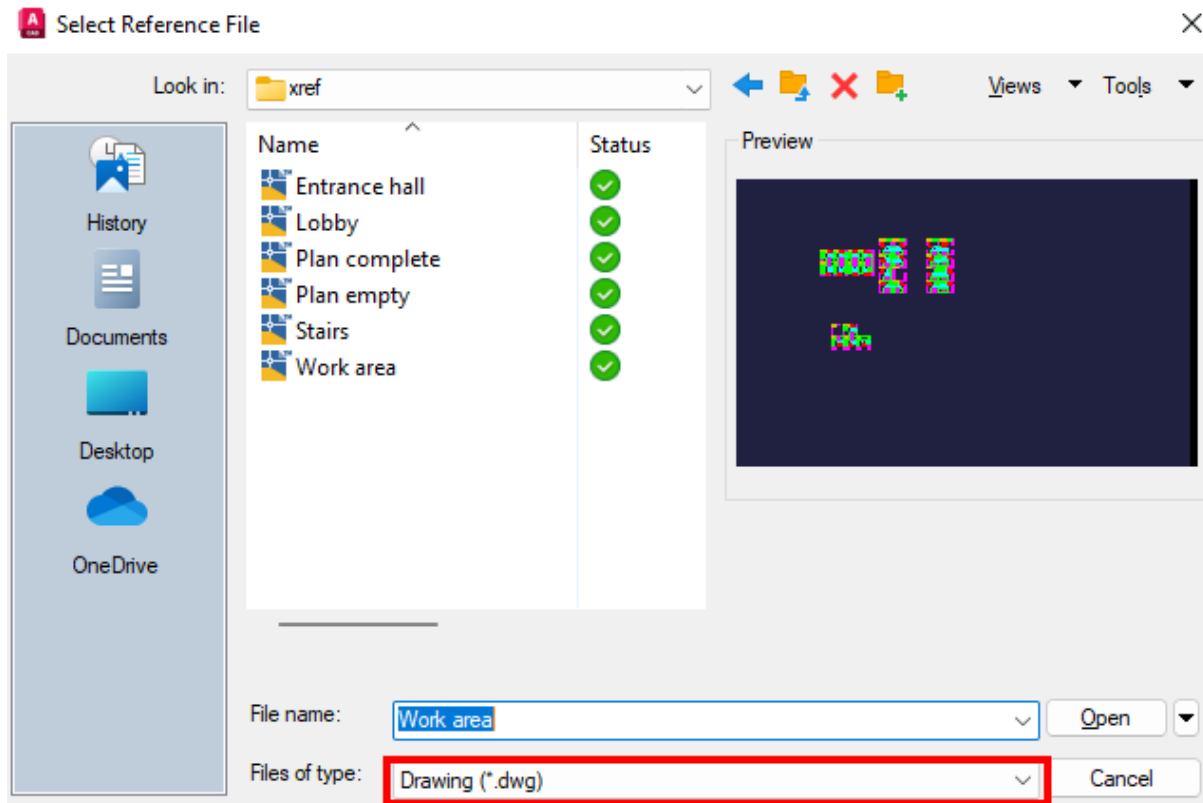
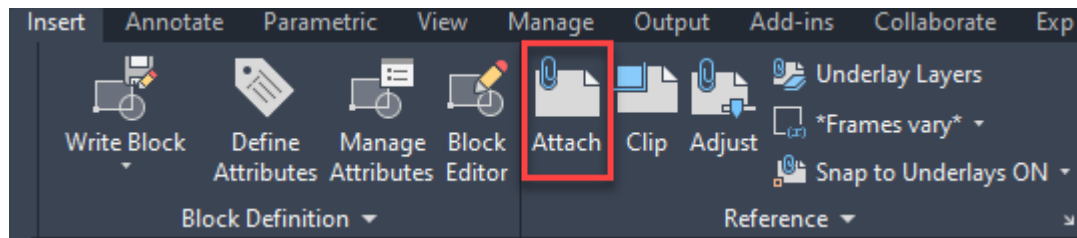


  **SPLINE** Enter next point or [**start** **Tangency** **to** **Lerance**]:






Chapter 09: External References and Dynamic Blocks






Attach External Reference

×


Name:

Stairs

▼

Browse...

Preview



Reference Type

☒ Attachment
☐ Overlay

☐ Locate using Geographic Data

Scale

☐ Specify On-screen

X:

1.00

Y:

1.00

Z:

1.00

☐ Uniform Scale

Insertion point

☒ Specify On-screen

X:

0.00

Y:

0.00

Z:

0.00

Path type

Relative path

▼

Rotation

☐ Specify On-screen

Angle:

0.00

Block Unit

Unit:

Inches

Factor:

1.000000

Show Details

OK

Cancel

Help

Scale

☐ Specify On-screen

X:

1.00

Y:

1.00

Z:

1.00

☐ Uniform Scale

Path type

Relative path

▼

No path

Relative path

Full path

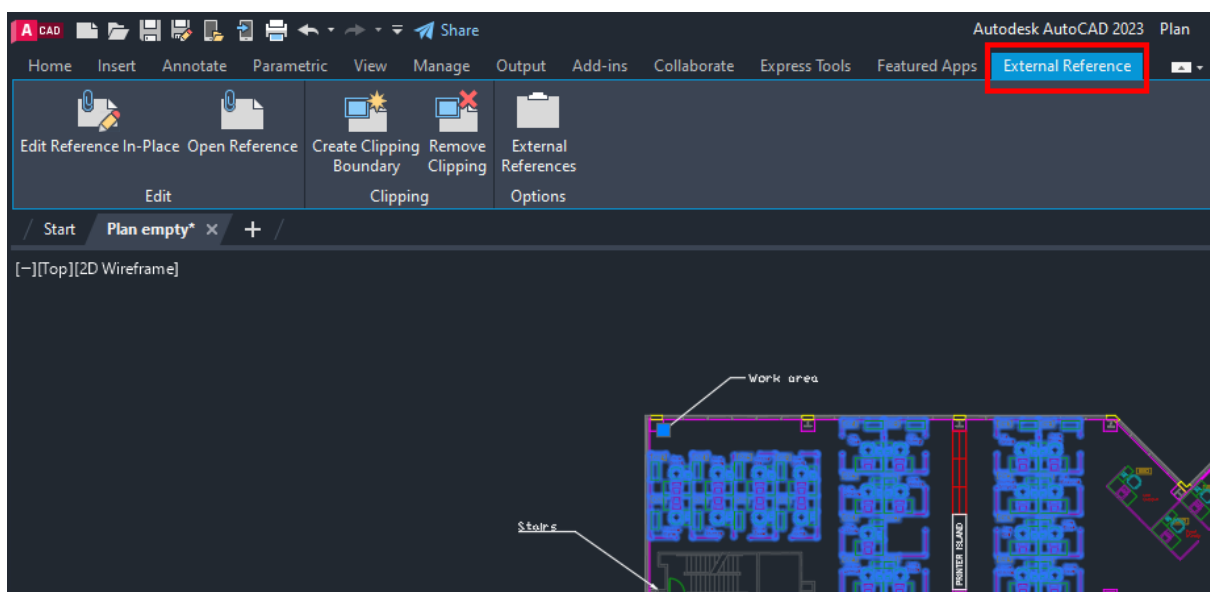
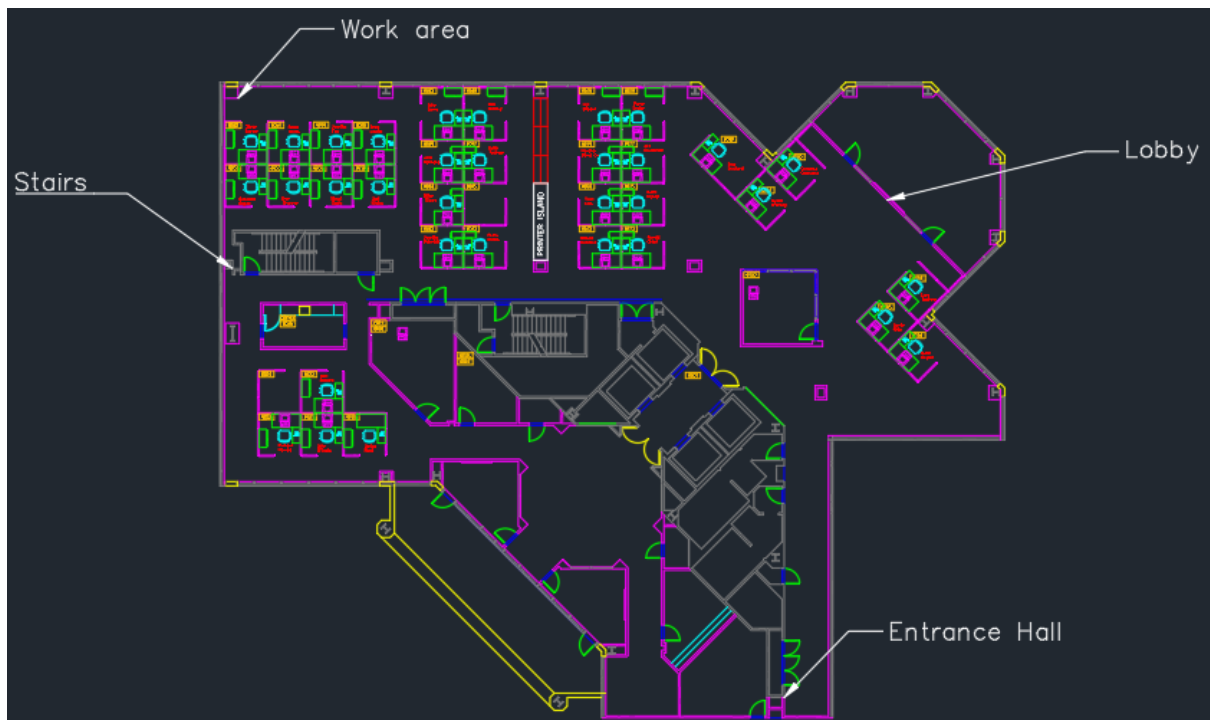
Rotation

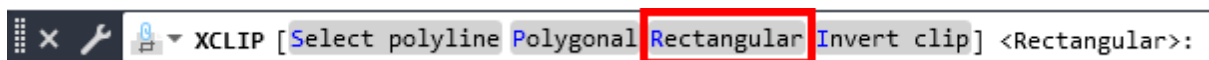
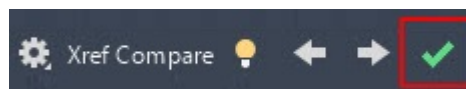
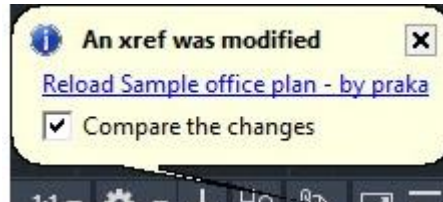
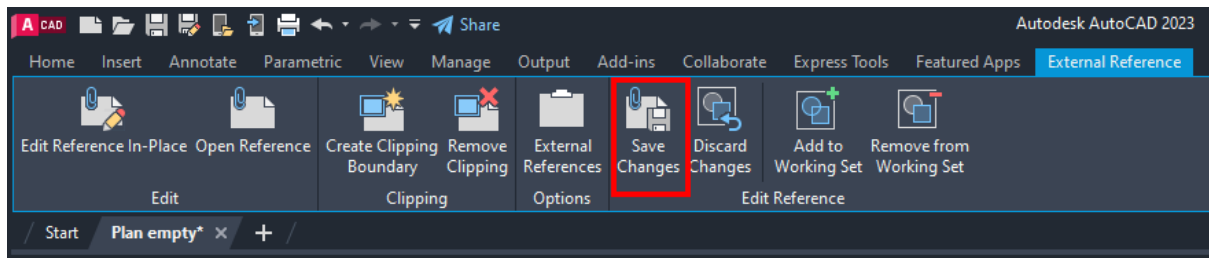
☐ Specify On-screen

Angle:

Reference Type

☒ Attachment ☐ Overlay







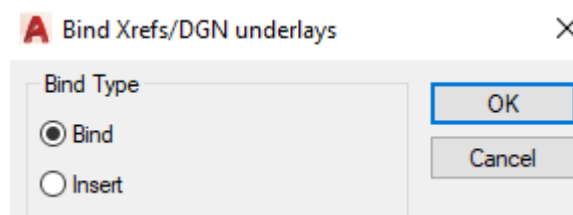
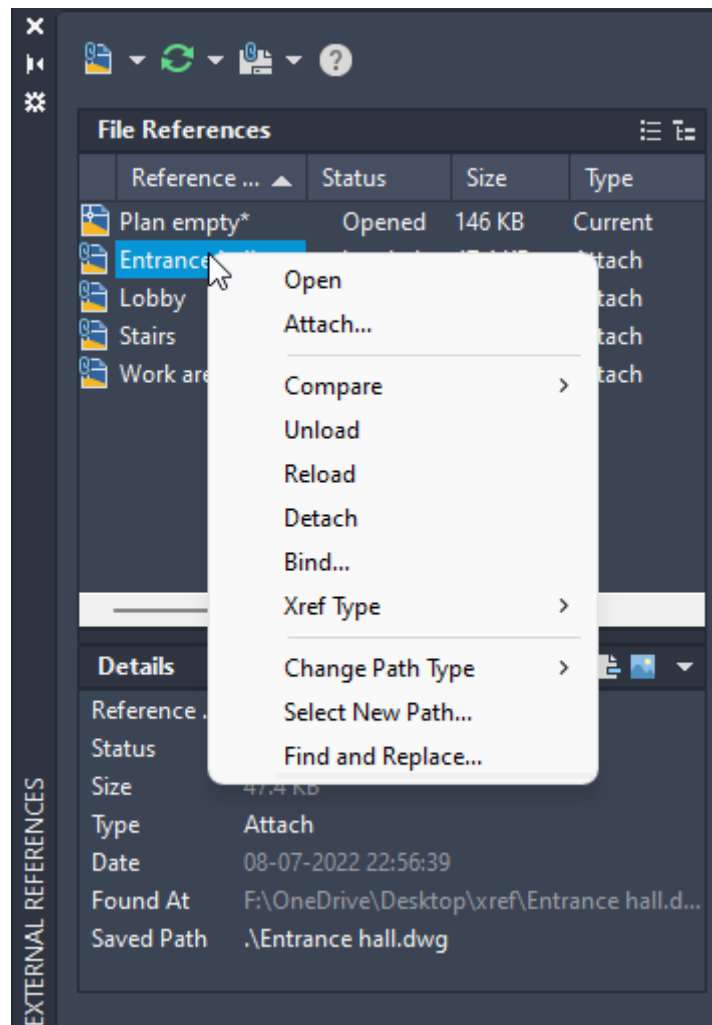
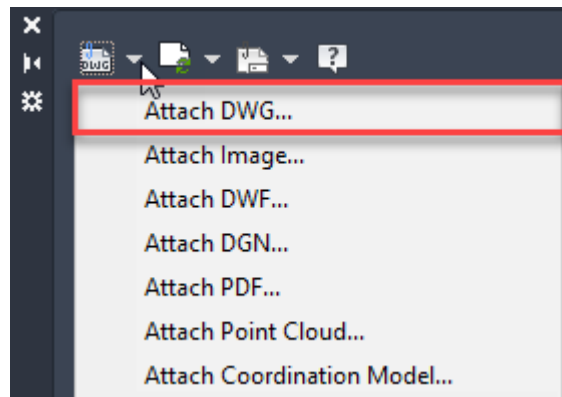
EXTERNAL REFERENCES

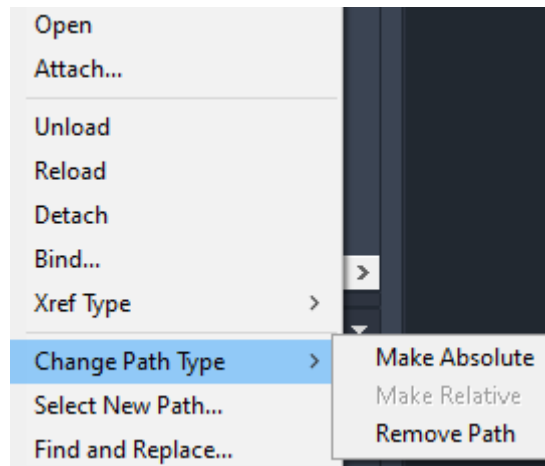
File References

Reference ...	Status	Size	Type
Plan empty*	Opened	146 KB	Current
Entrance hall	Loaded	47.4 KB	Attach
Lobby	Loaded	40.1 KB	Attach
Stairs	Loaded	23.2 KB	Attach
Work area	Loaded	57.1 KB	Attach

Details

Reference ...	Work area
Status	In Compare
Size	57.1 KB
Type	Attach
Date	11-07-2022 21:31:18
Found At	F:\OneDrive\Desktop\xref\Work area.dwg
Saved Path	.\Work area.dwg





References - Not Found Files



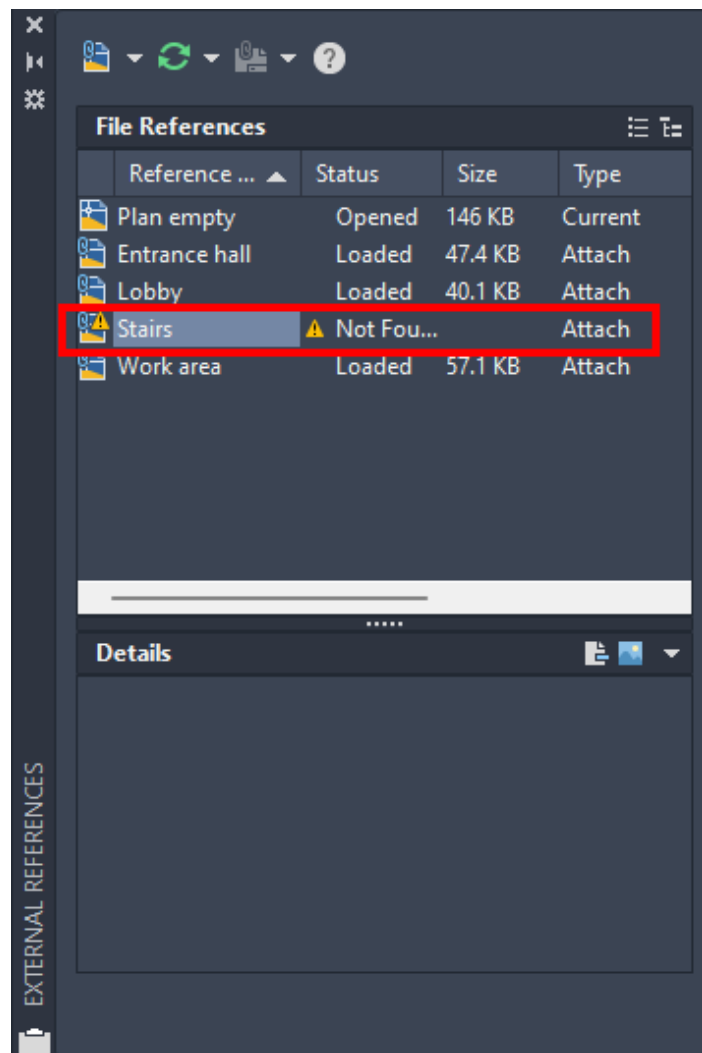
One or more referenced files could not be located or read.
What do you want to do?

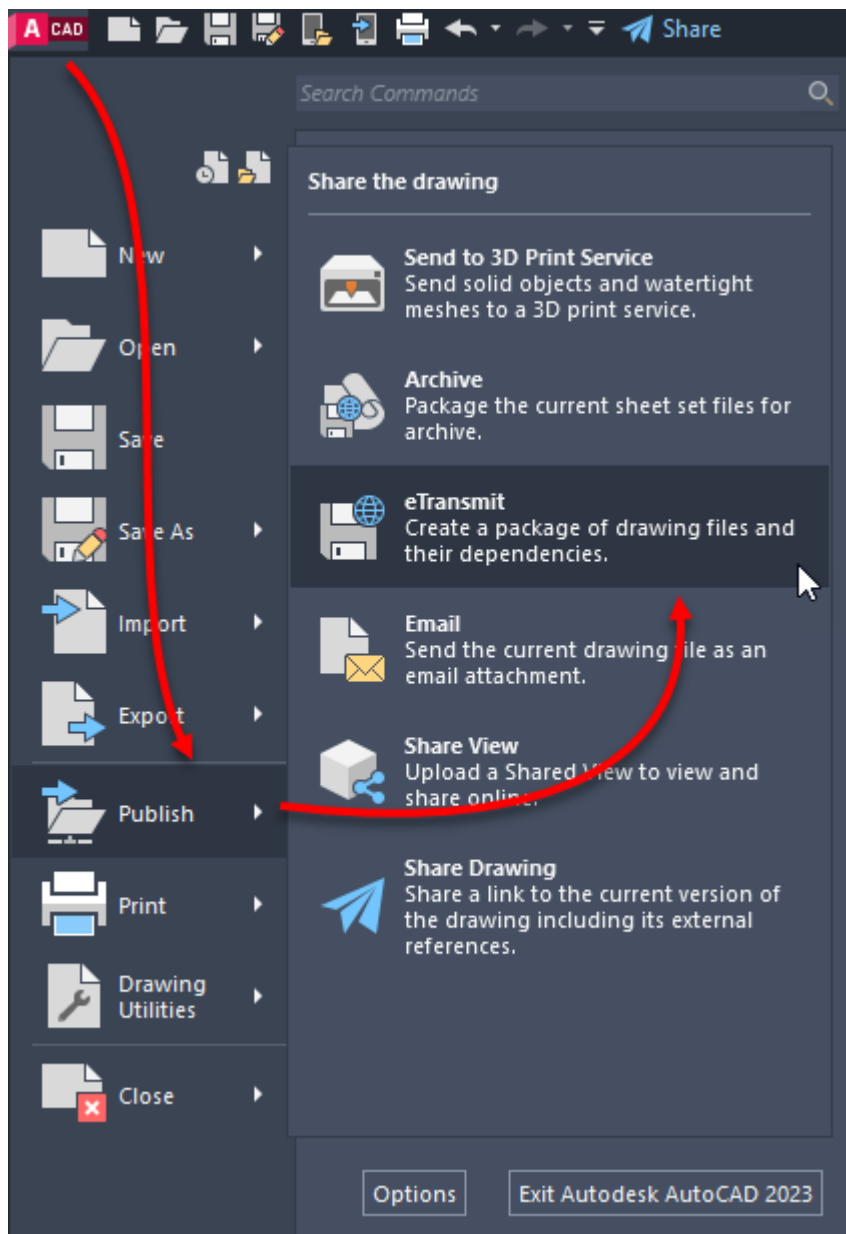
Number of reference files that are Not Found: 1

→ Open the External References palette

→ Ignore unresolved reference files

☐ Always ignore unresolved references





Create Transmittal

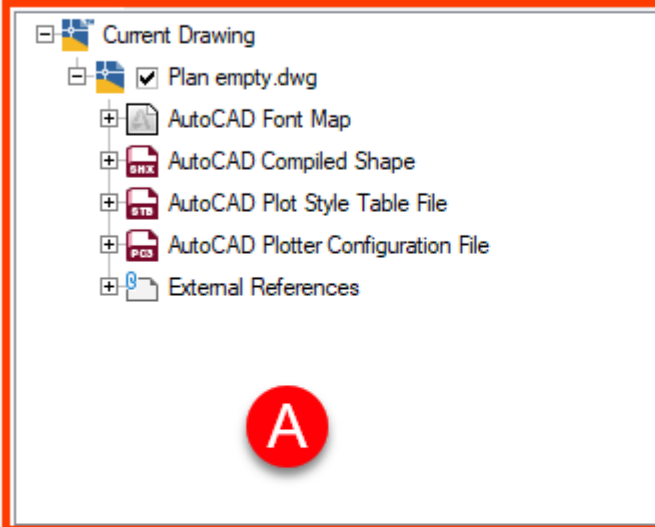


Current Drawing(s):



Current user: praka

Files Tree Files Table



Included 7 file(s), 201KB

Add File...

Enter notes to include with this transmittal package:

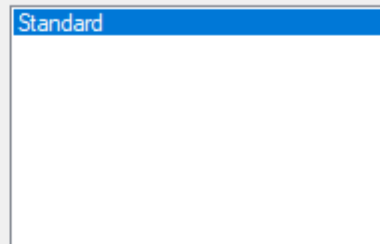
View Report

OK

Cancel

Help

Select a transmittal setup



Setup description:

Transmittal Setups...

Preview

B

Modify Transmittal Setup



Current user: Jaiprakash
Current transmittal setup: Standard

Transmittal type and location

Transmittal package type:

Zip (*.zip)

File format:

Keep existing drawing file formats

☒ Maintain visual fidelity for annotative objects

Transmittal file folder:

F:\G Drive\Documents\House plans\

Transmittal file name:

Prompt for a filename

Floor Plan Sample - Autodesk - Standard.zip

Actions

☐ Send e-mail with transmittal

☐ Set default plotter to 'none'

☐ Bind external references

☒ Bind

☐ Insert

☐ Purge drawings

Path options

☒ Use organized folder structure

Source root folder:

F:\G Drive\Documents\House plans\

☐ Place all files in one folder

☐ Keep files and folders as is

Include options

☐ Include fonts

☒ Include textures from materials

☒ Include files from data links

☒ Include photometric web files

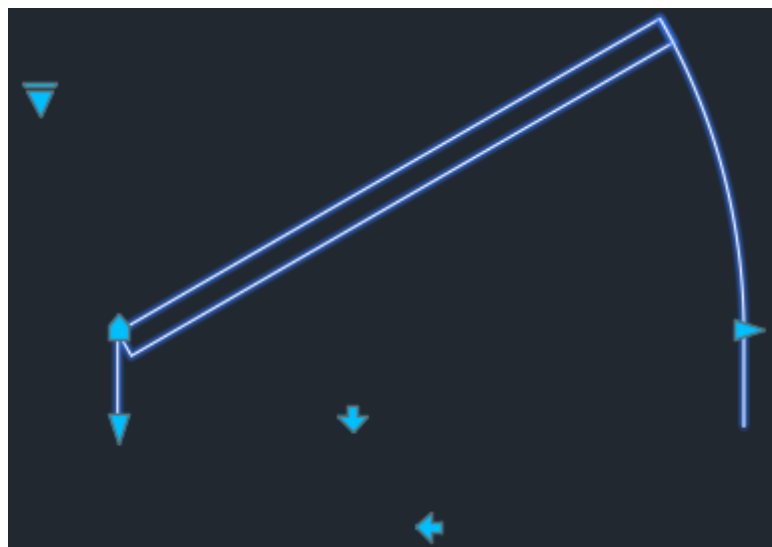
☐ Include unloaded file references

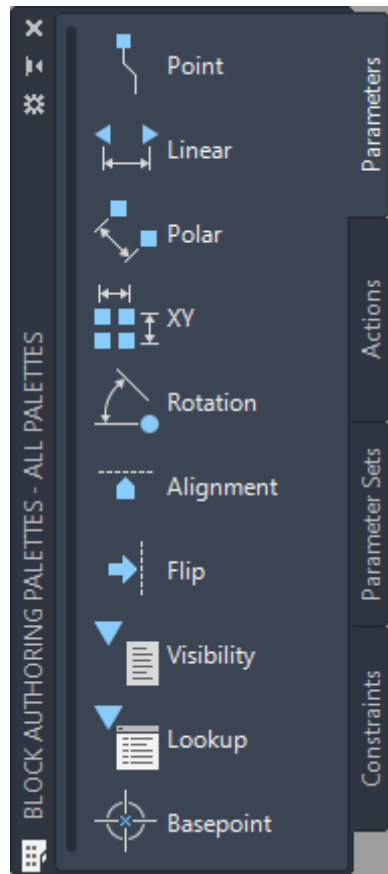
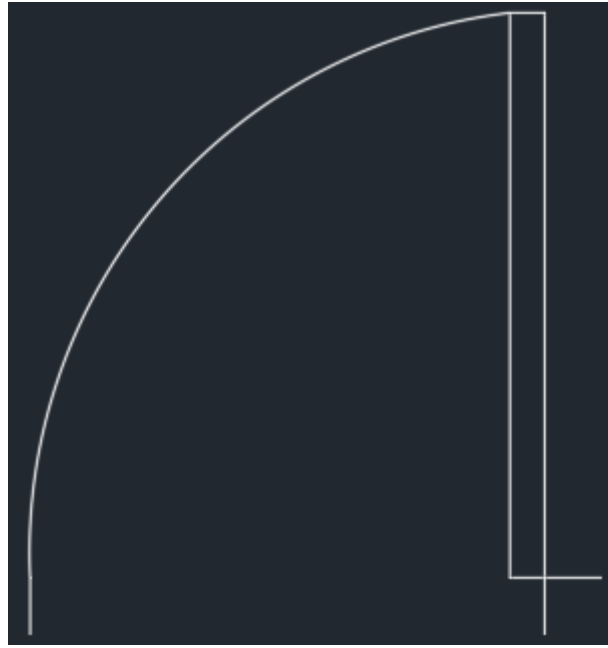
Transmittal setup description:

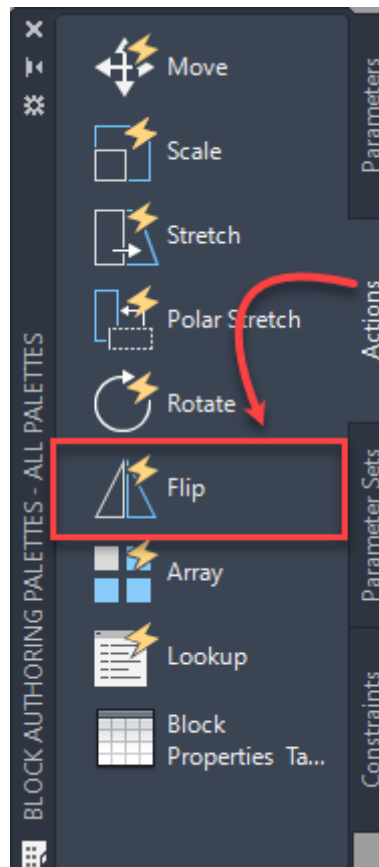
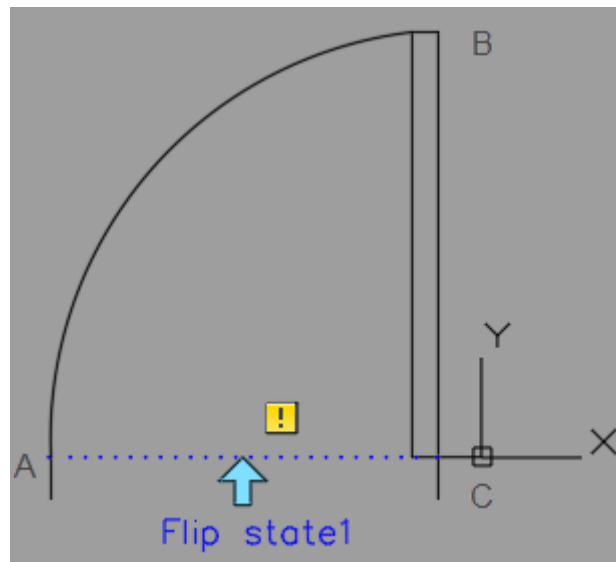
OK

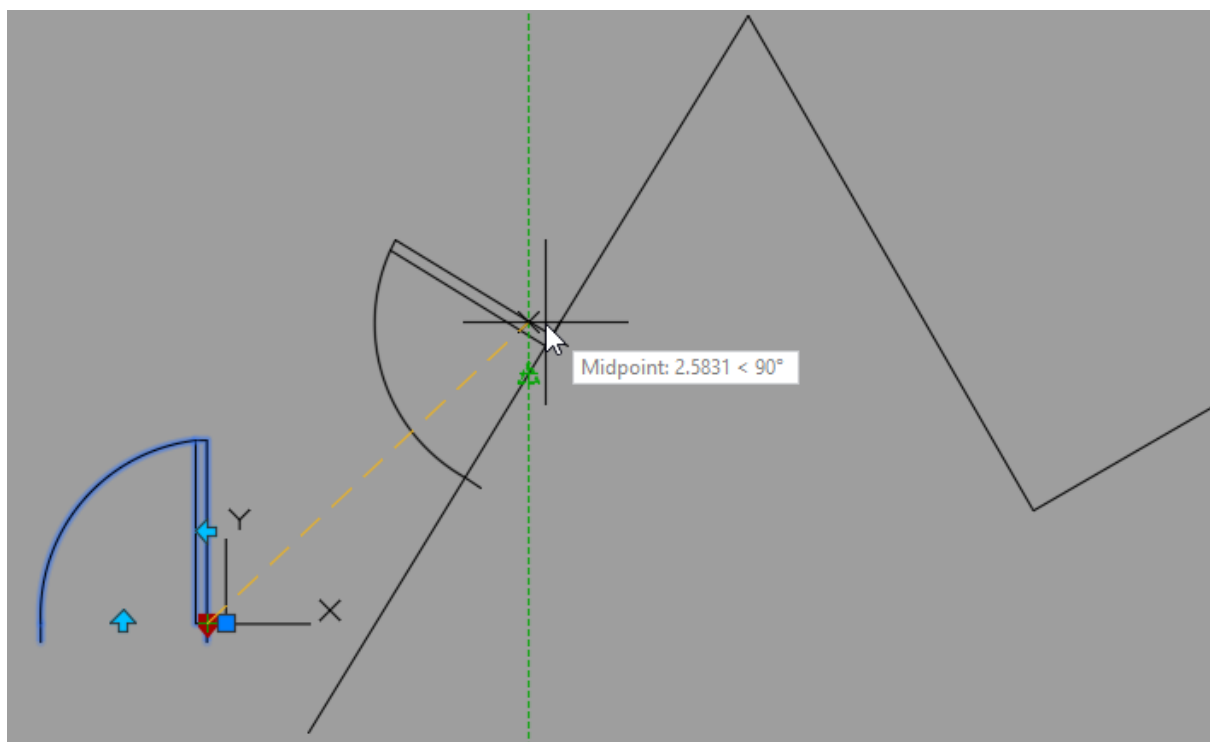
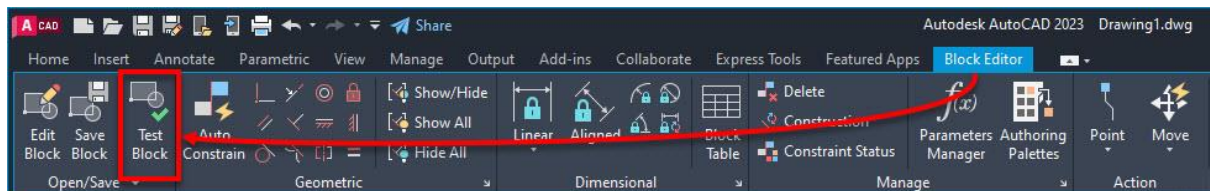
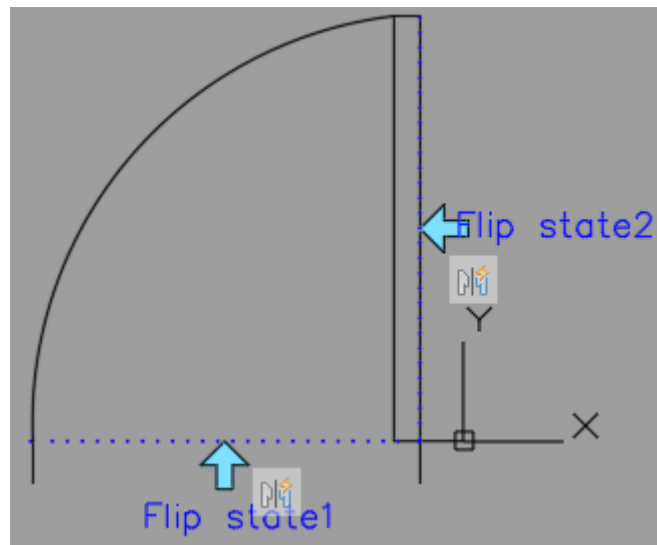
Cancel

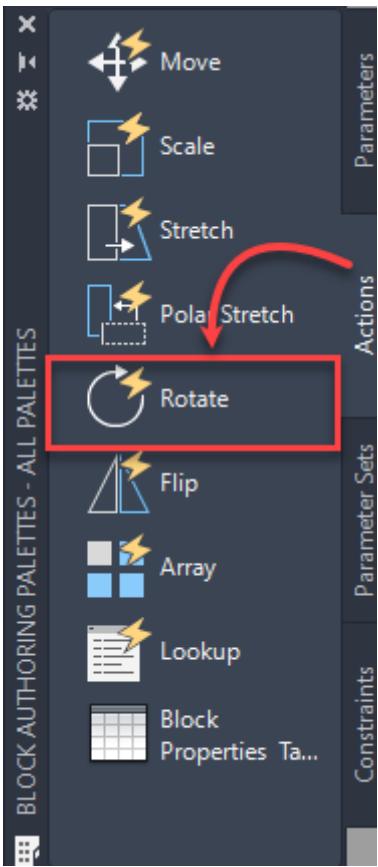
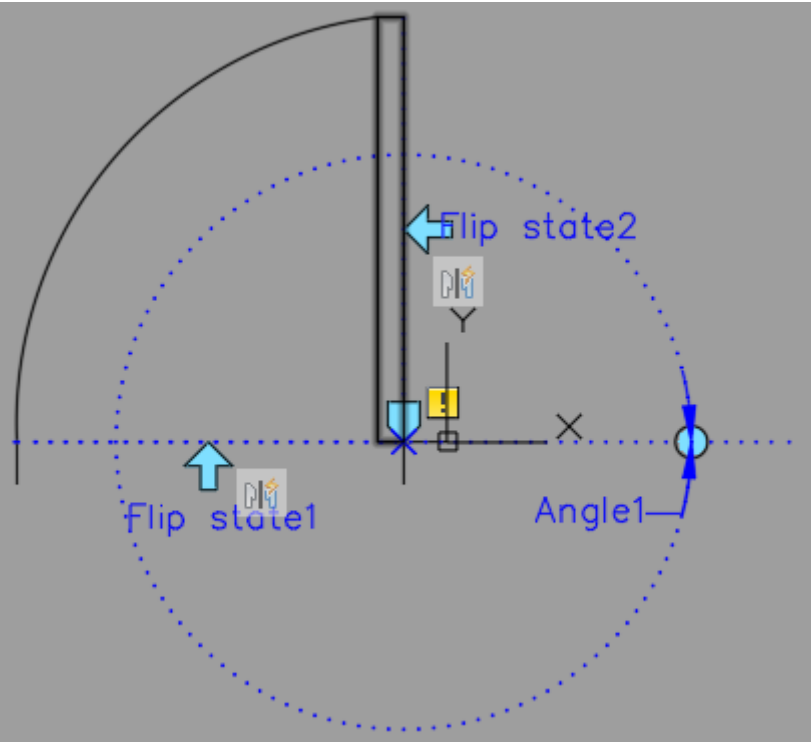
Help

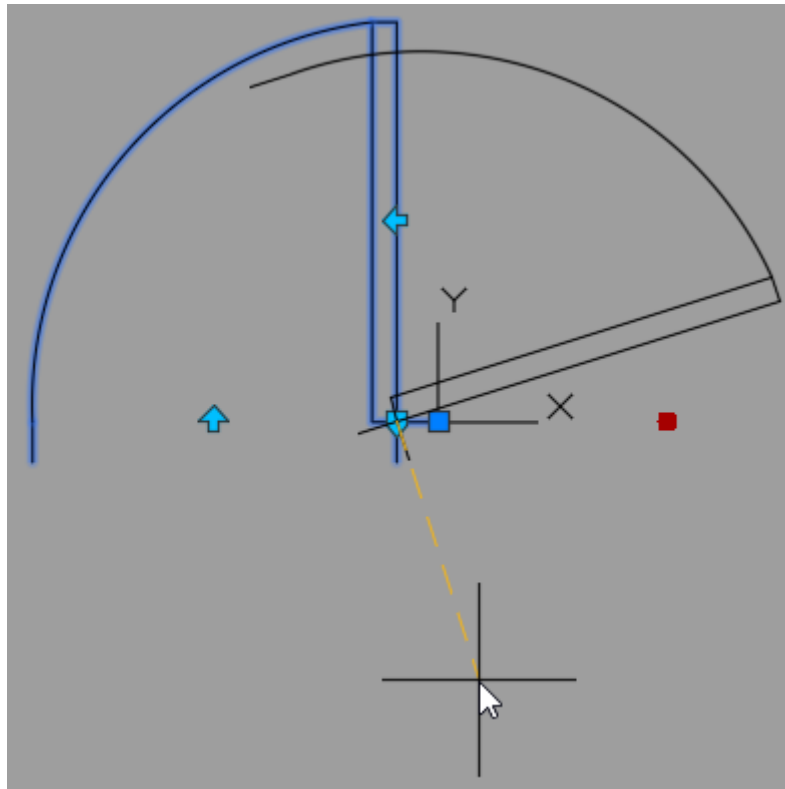












Properties panel for a **Rotation Parameter**.

Lineweight	ByLayer
Transparency	ByLayer
Hyperlink	

3D Visualization

Material	ByLayer
----------	---------

Property Labels

Angle name	Angle1
Angle descri...	
Parameter t...	Rotation

Geometry

Base X	-0.9346
Base Y	0.0000
Radius	6.2622
Label offset	1.3085
Base angle	0
Angle	0

Value Set

Ang type	Increment
Ang increm...	30
Ang minimu...	0
Ang maxim...	360

Misc

Show Prope...	Yes
Chain Actions	No
Number of...	1



Block Definition

Name:
0 angle

Base point

☐ Specify On-screen

Pick point

X: 0"

Y: 0"

Z: 0"

Settings

Block unit:
Inches

Hyperlink...

Objects

☐ Specify On-screen

Select objects

☐ Retain

☒ Convert to block

☐ Delete

4 objects selected

Behavior

☐ Annotative

☐ Match block orientation to layout

☐ Scale uniformly

☒ Allow exploding

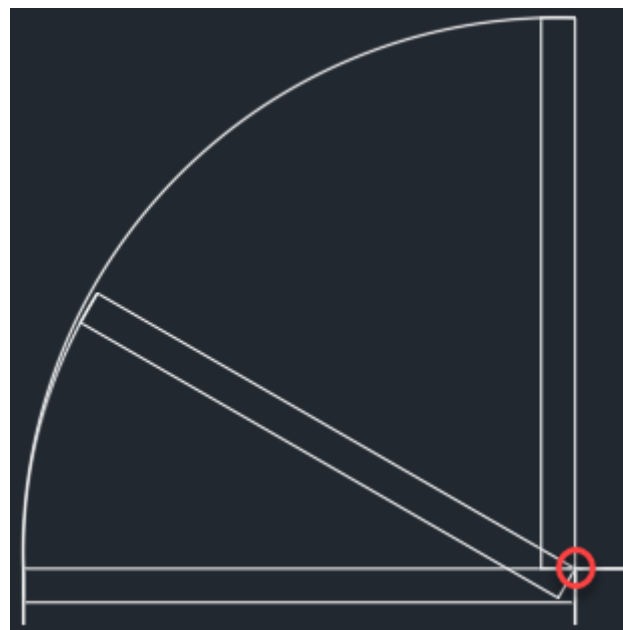
Description

☐ Open in block editor

OK

Cancel

Help



Block Definition

Name:

Door Vis

Base point

☐ Specify On-screen

Pick point

X: 192'-4 167/256"

Y: 185'-2 151/256"

Z: 0"

Objects

☐ Specify On-screen

Select objects

☐ Retain

☒ Convert to block

☐ Delete

3 objects selected

Behavior

☐ Annotative

☐ Match block orientation to layout

☐ Scale uniformly

☒ Allow exploding

Settings

Block unit:

Inches

Hyperlink...

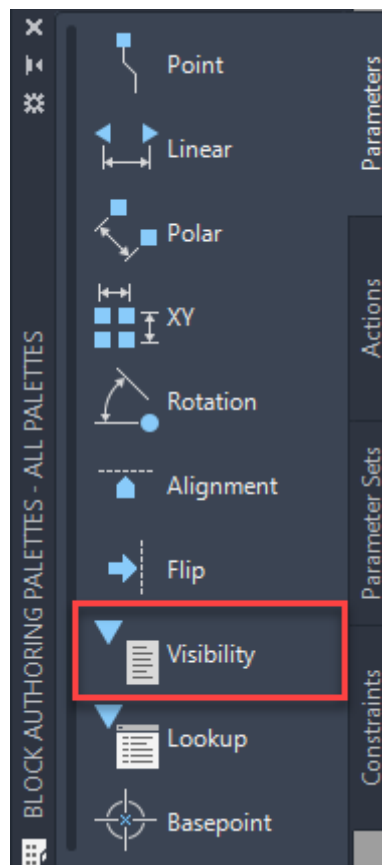
Description

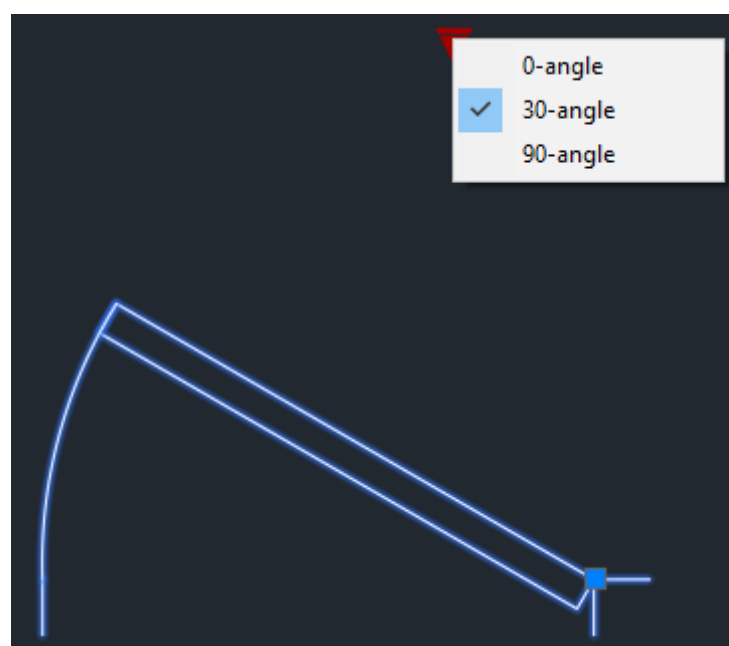
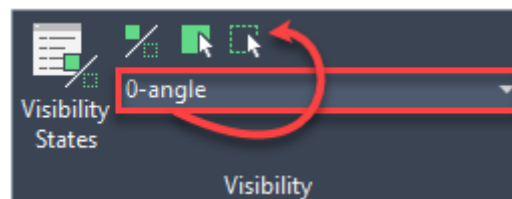
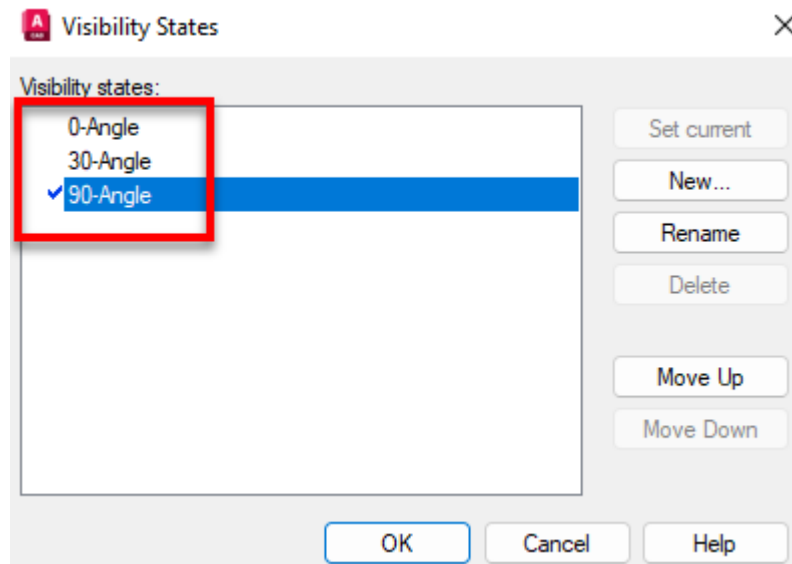
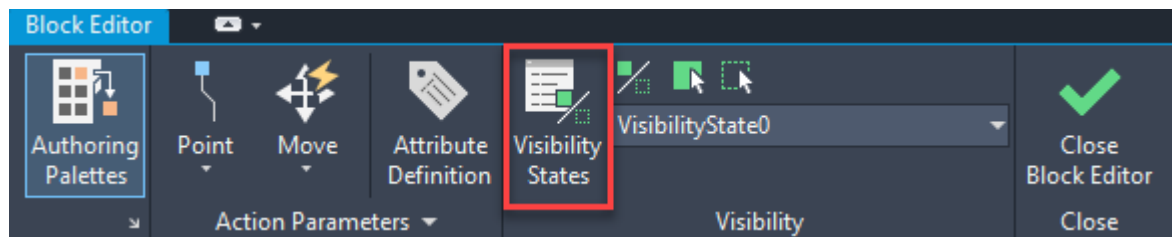
☐ Open in block editor

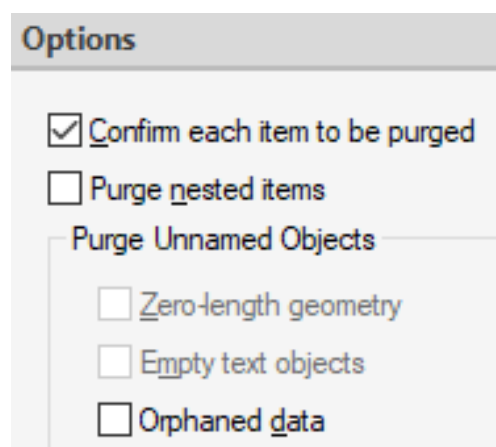
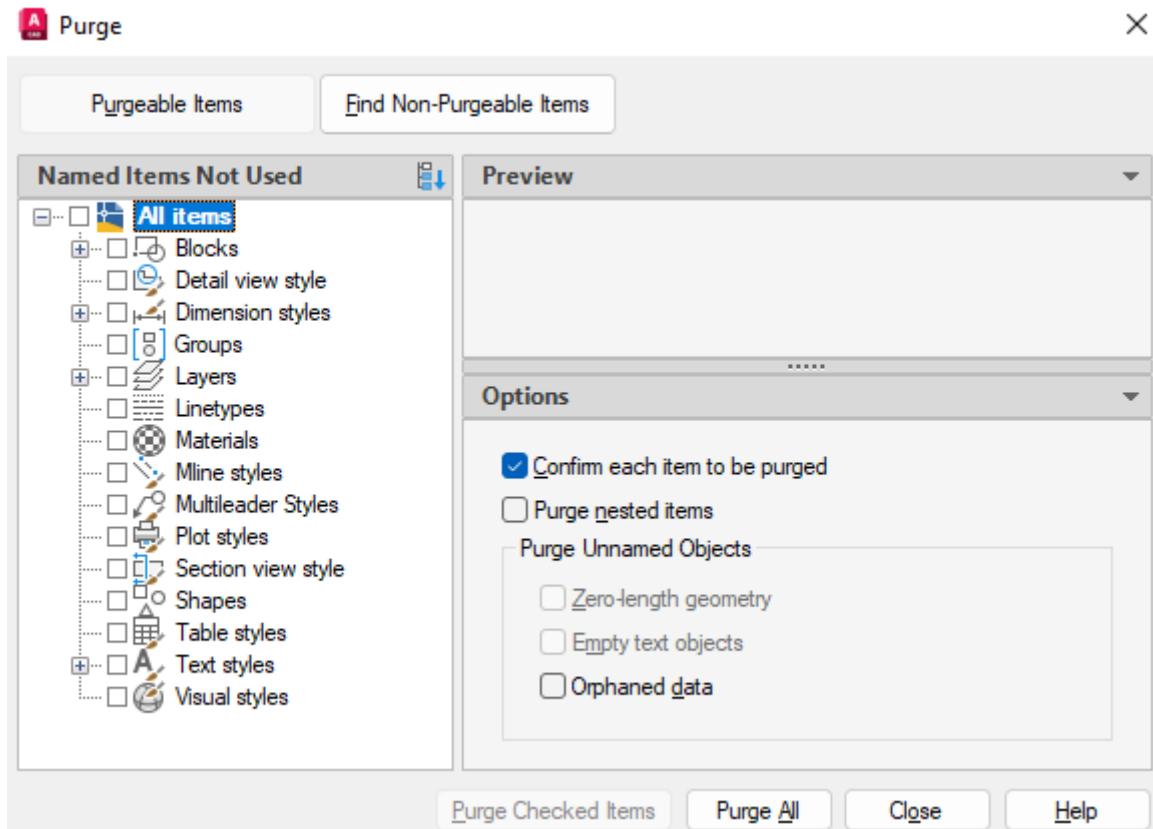
OK

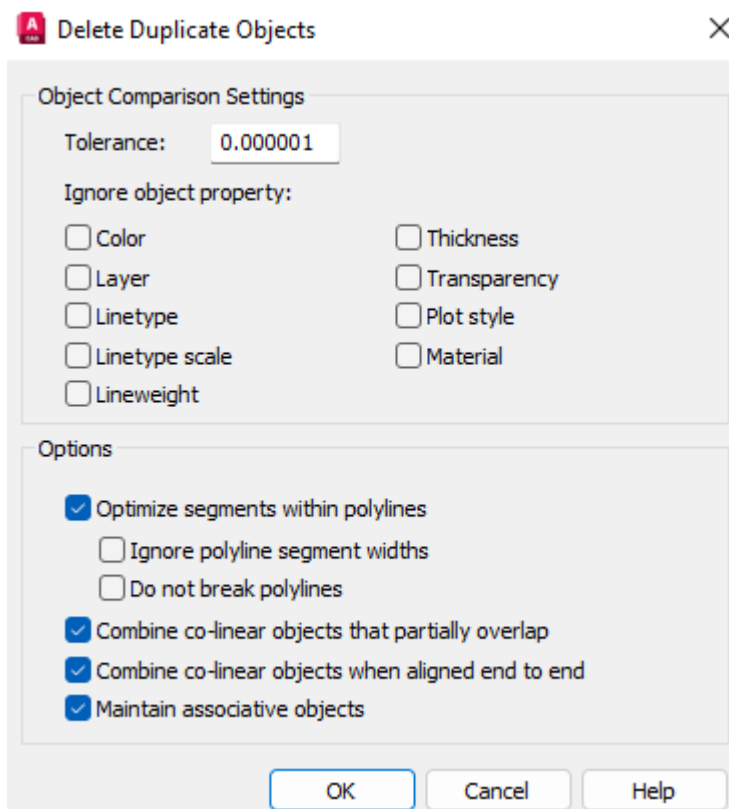
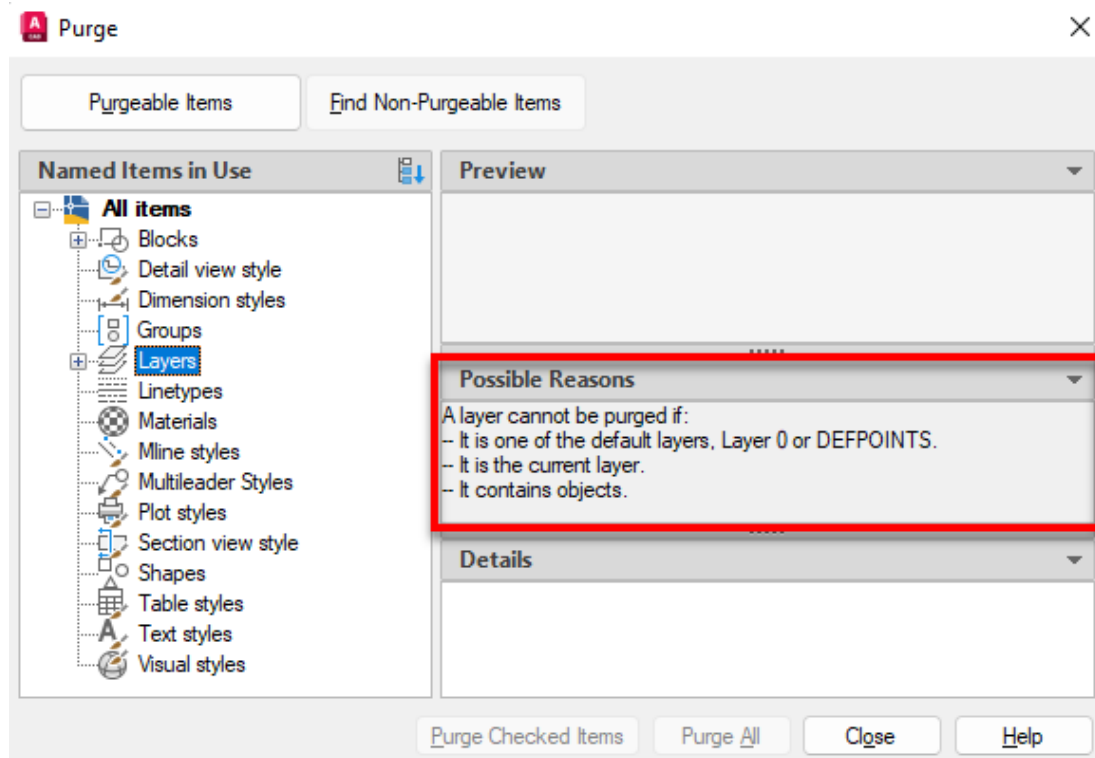
Cancel

Help





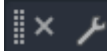




Auditing AcDsRecords

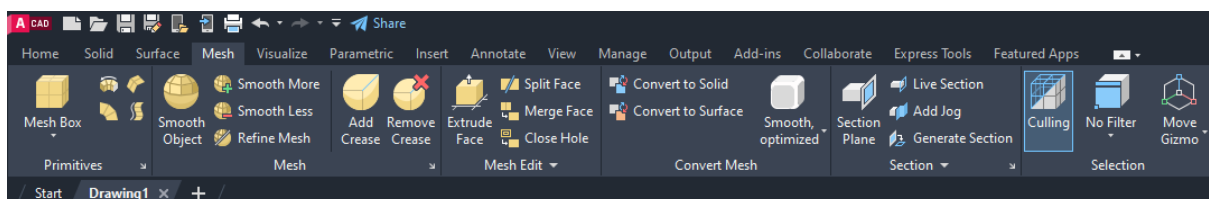
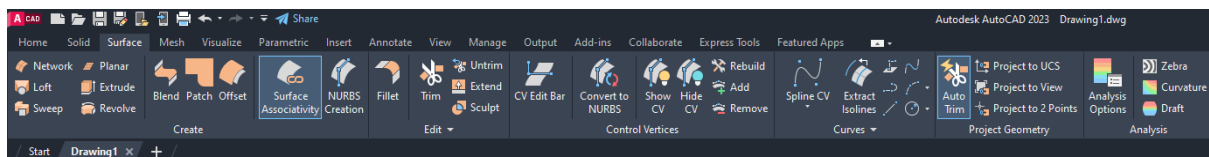
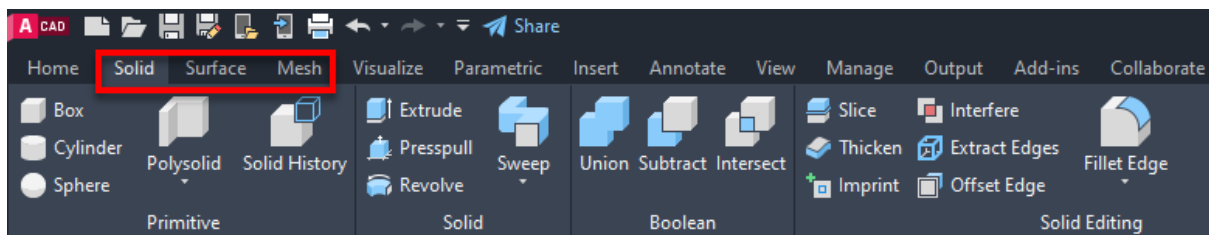
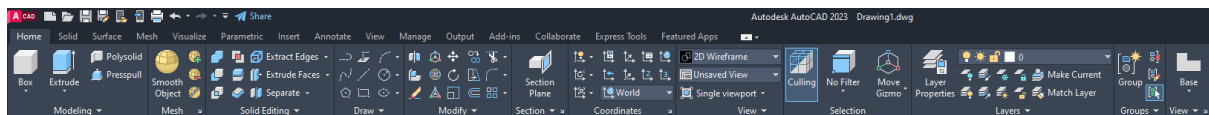
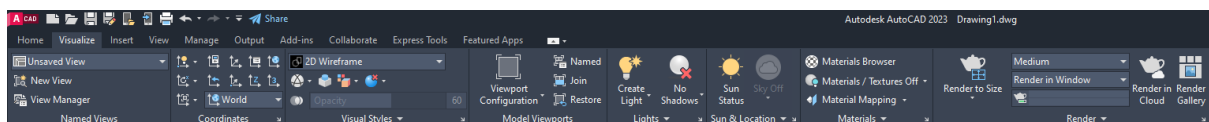
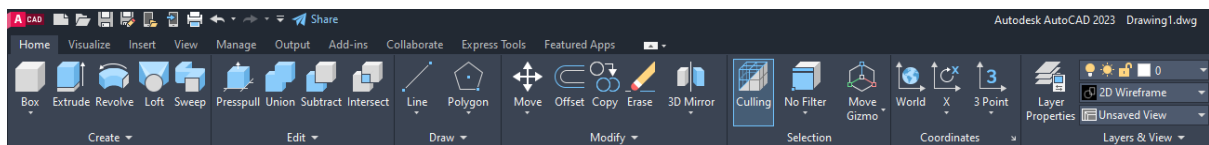
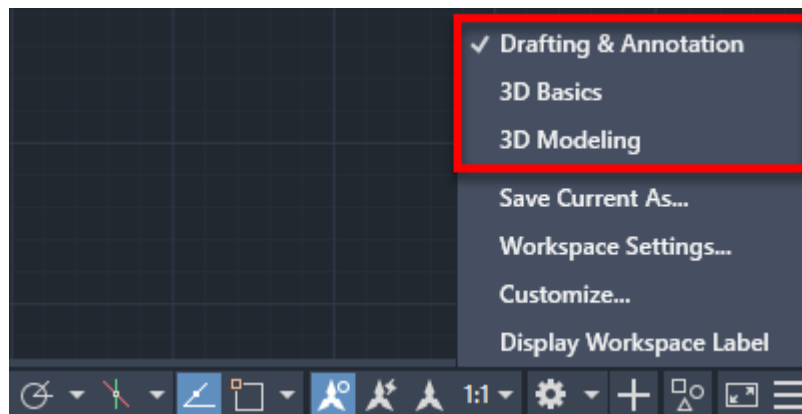
Total errors found 424 fixed 424

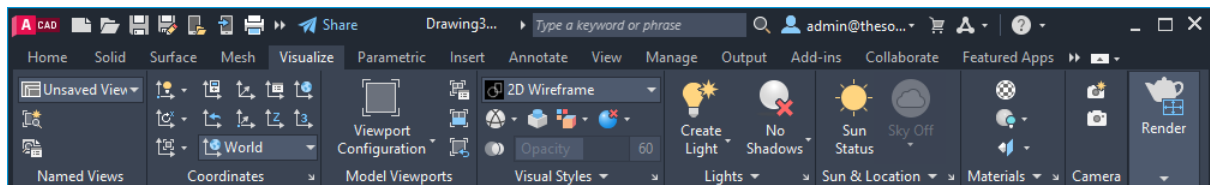
Erased 0 objects



> Type a command

Chapter 10: Introduction to 3D Modeling

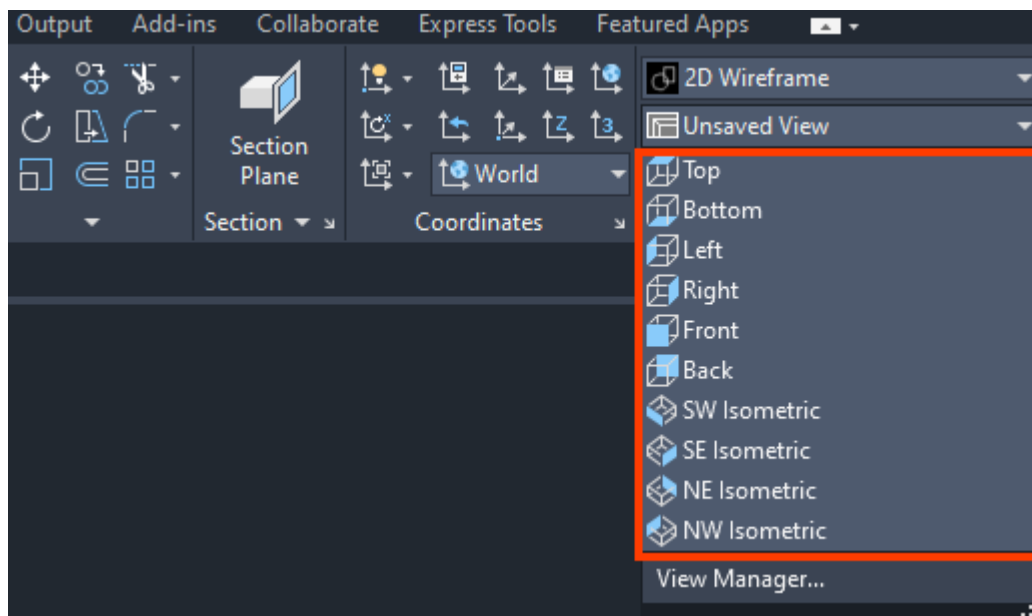


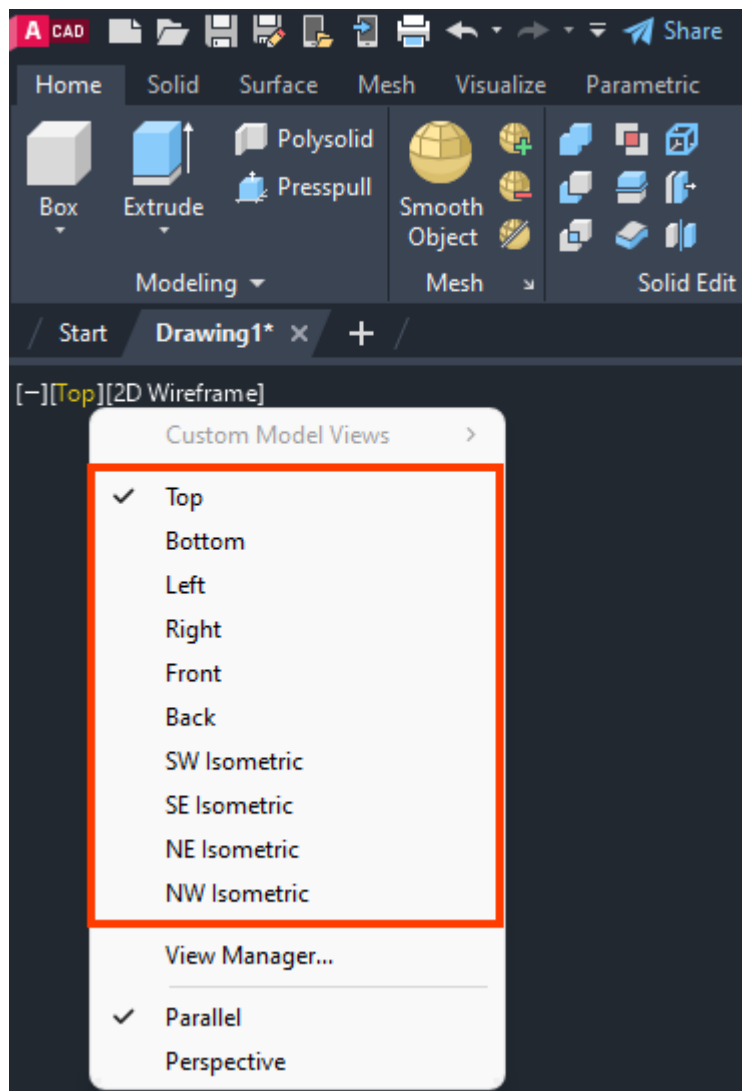


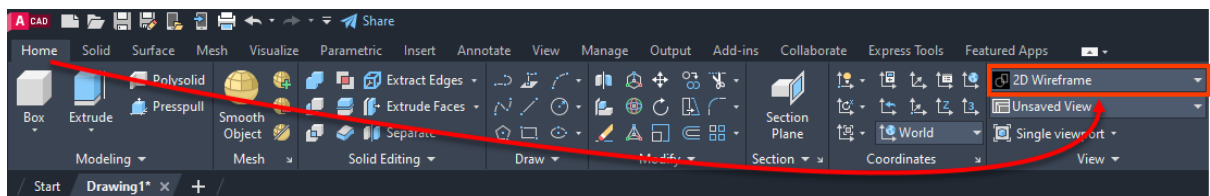
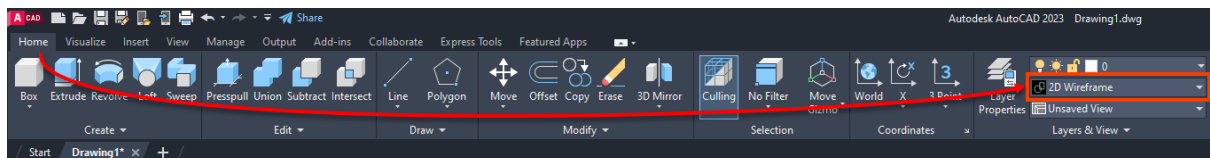
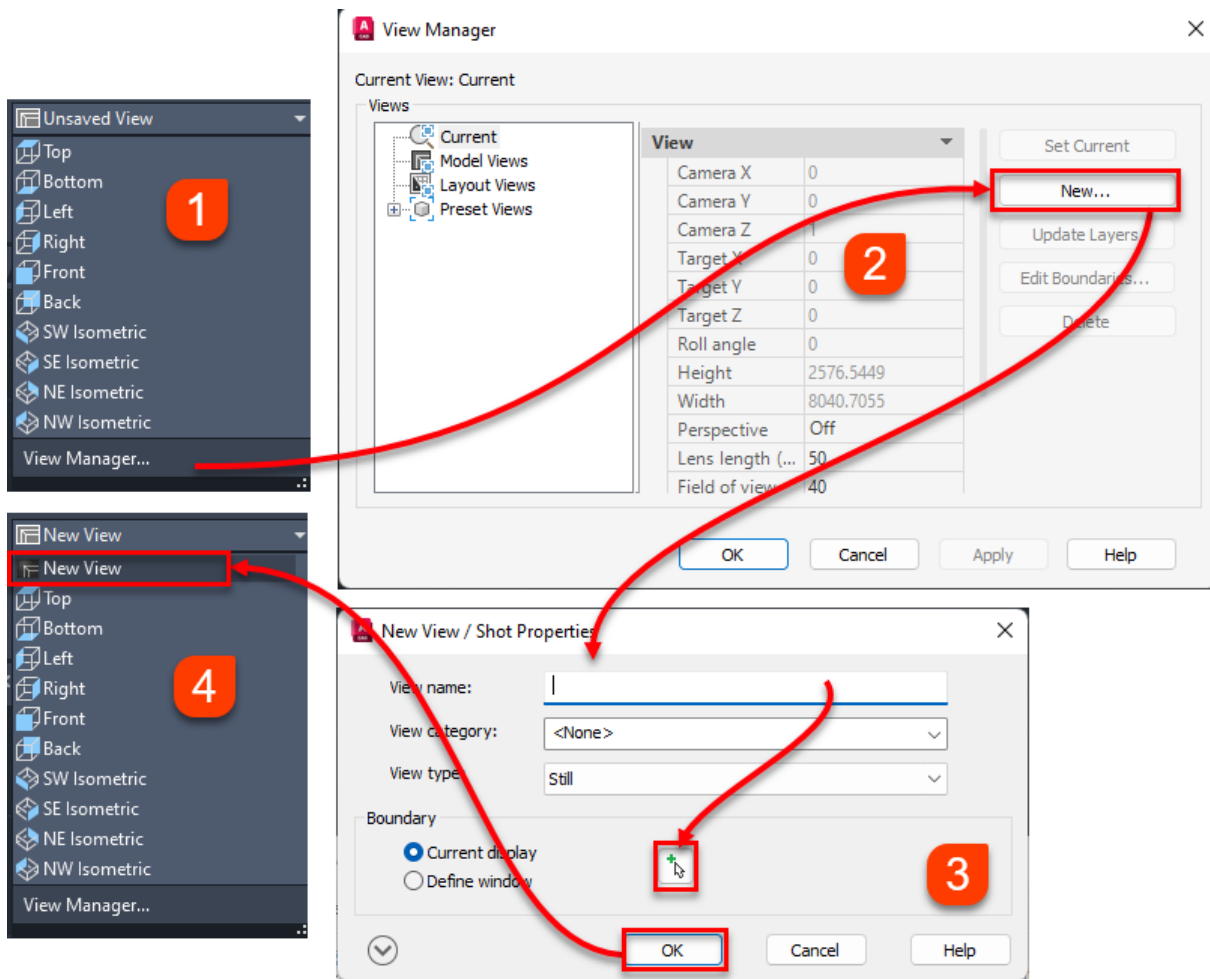
A

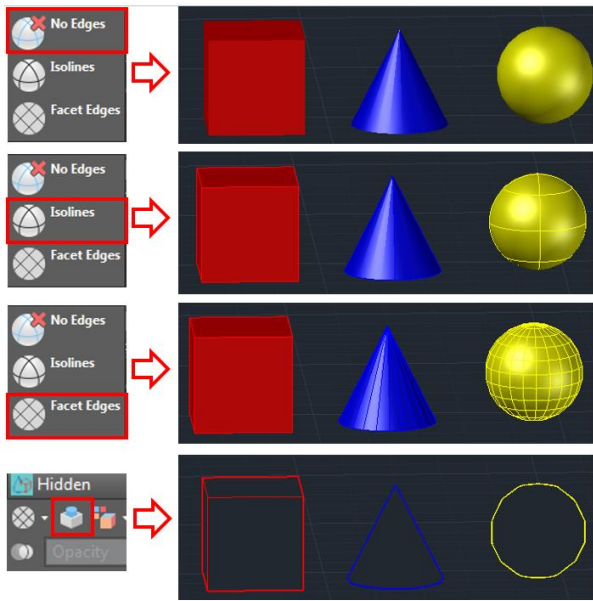
B



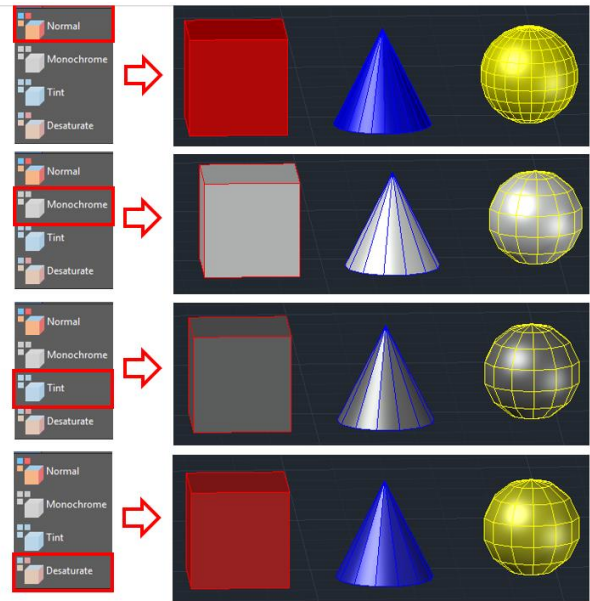




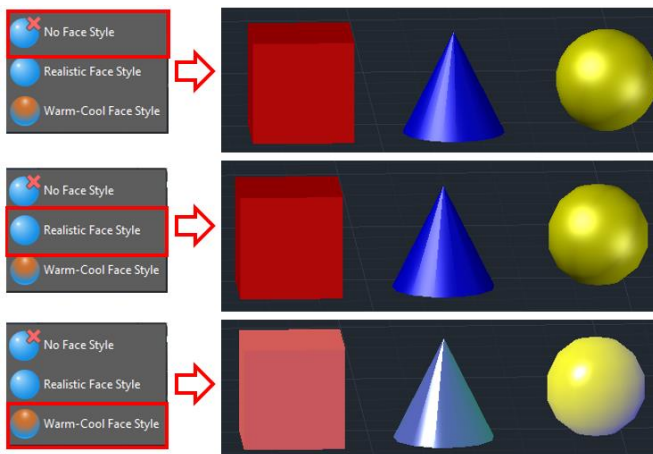




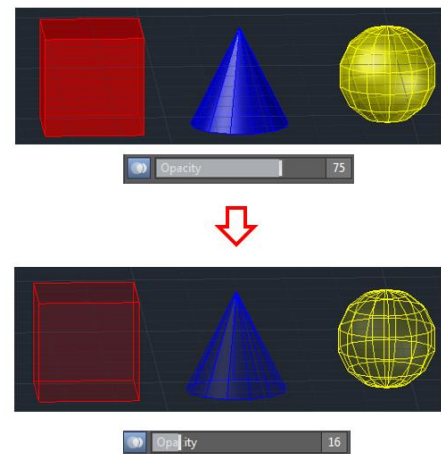
Different options for edge display and the Hide option



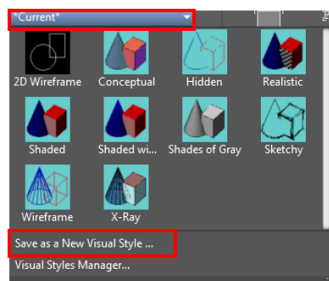
Different options for the color modifier



Different options for face style



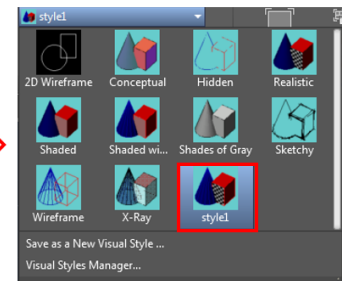
Click on the Opacity button then drag the slider to adjust the transparency



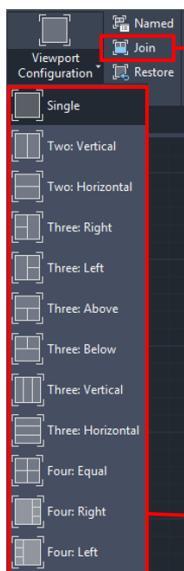
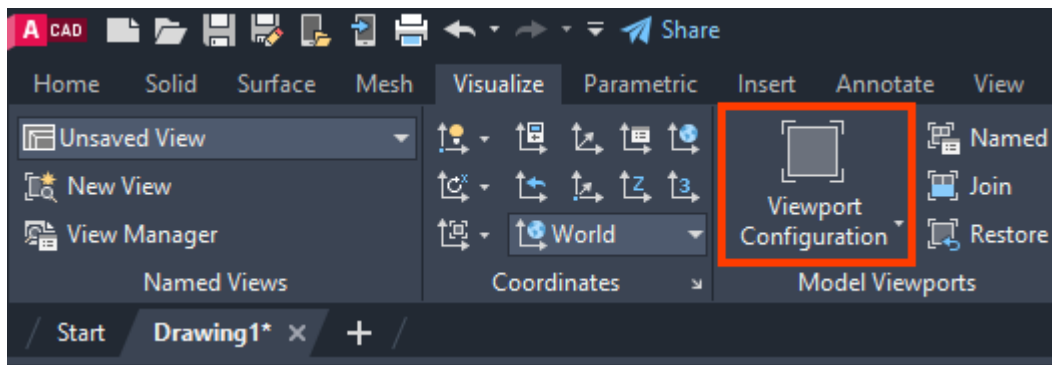
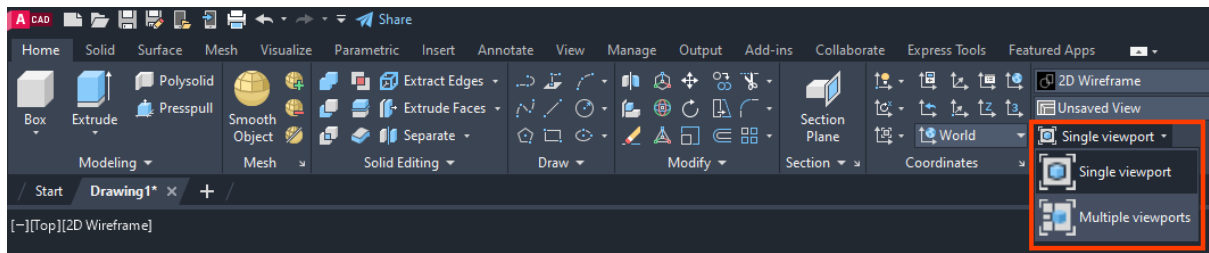
1. Click on Save as a New Visual Style button



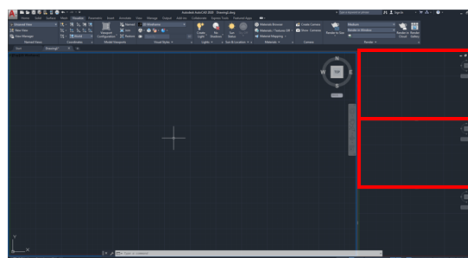
2. Type the name of the new style and press Enter



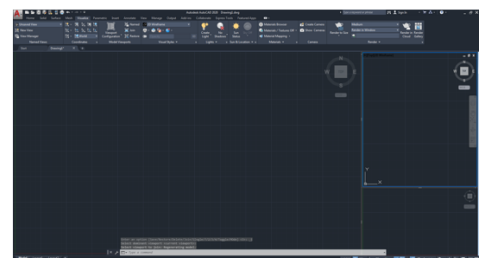
3. The new style will appear in the list



1. Click on the Join command

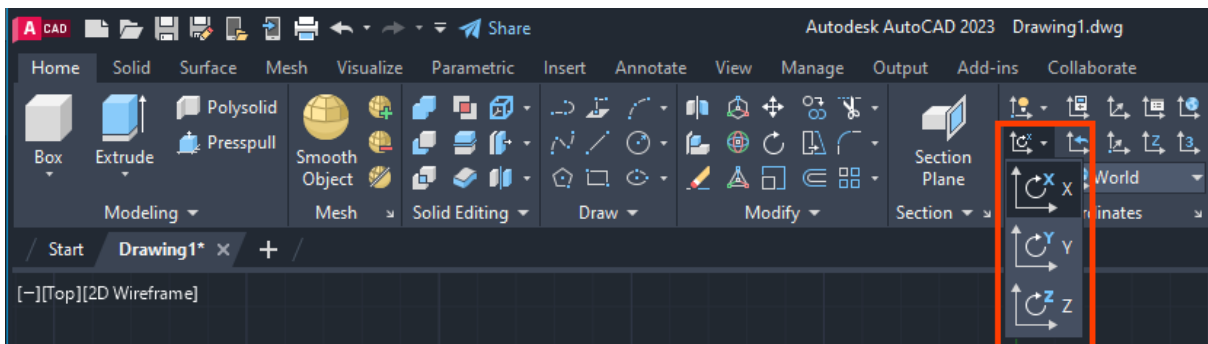
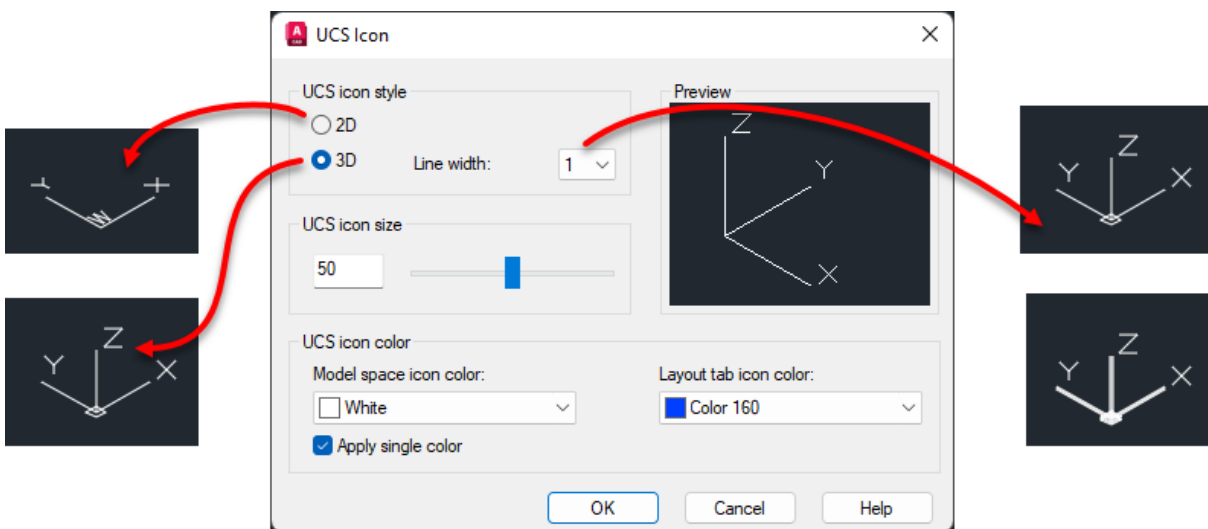
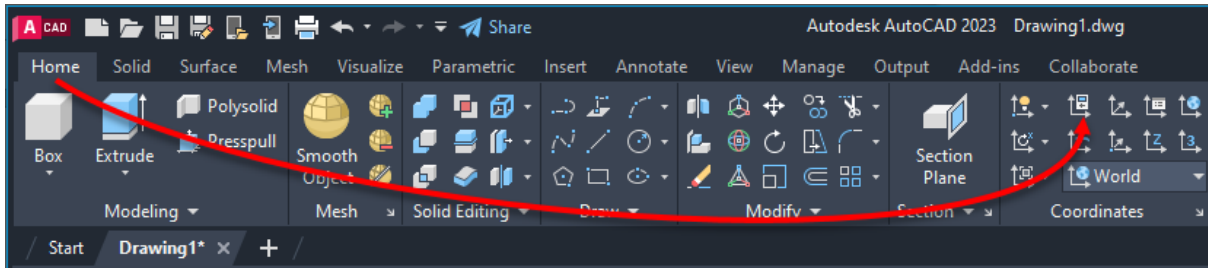
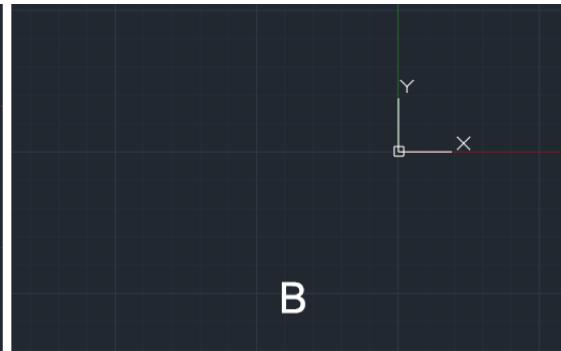


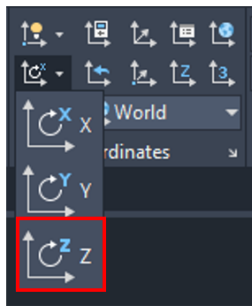
2. Click on the two viewports to be joined



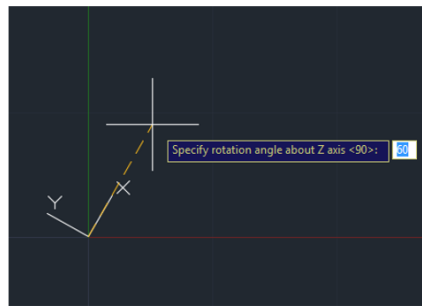
3. The viewport configuration will be modified

A list of the different available viewport configurations





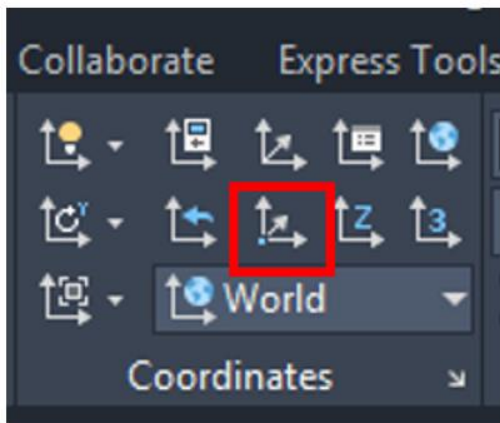
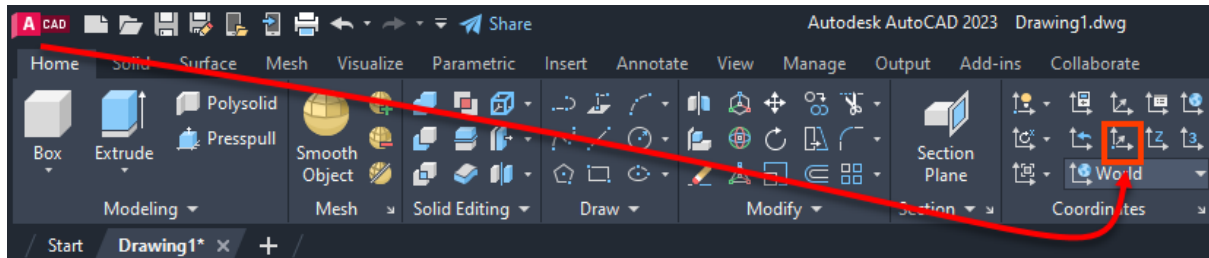
Step 1



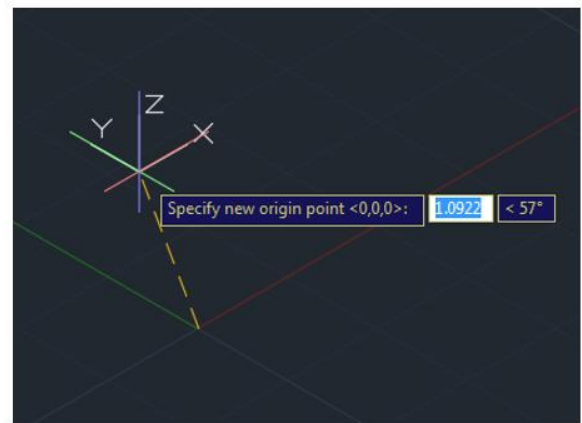
Step 2



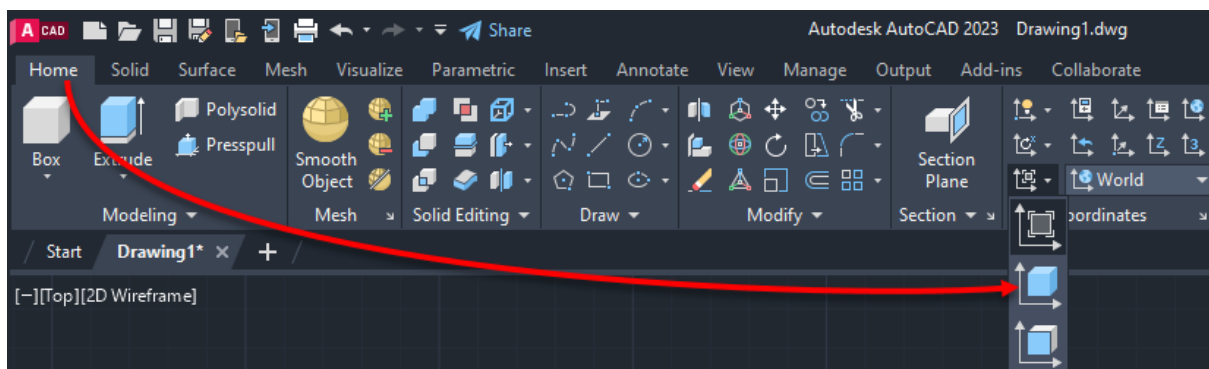
Step 3

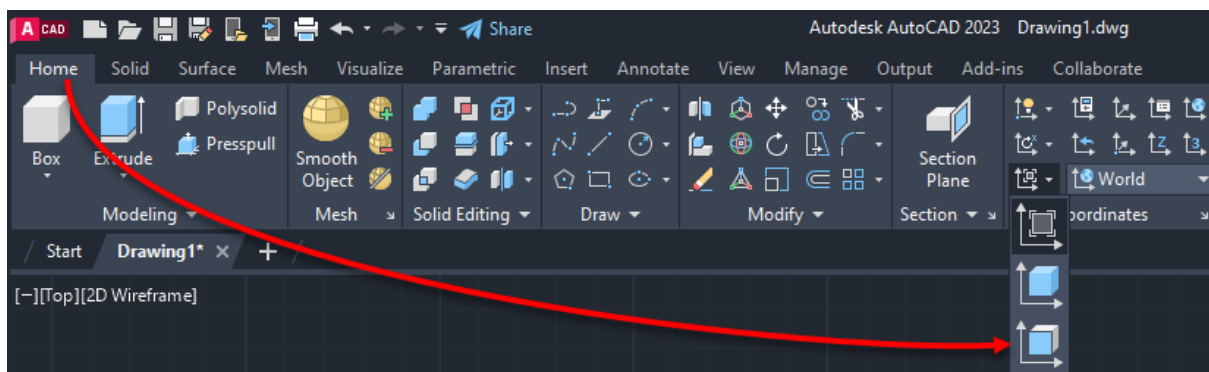
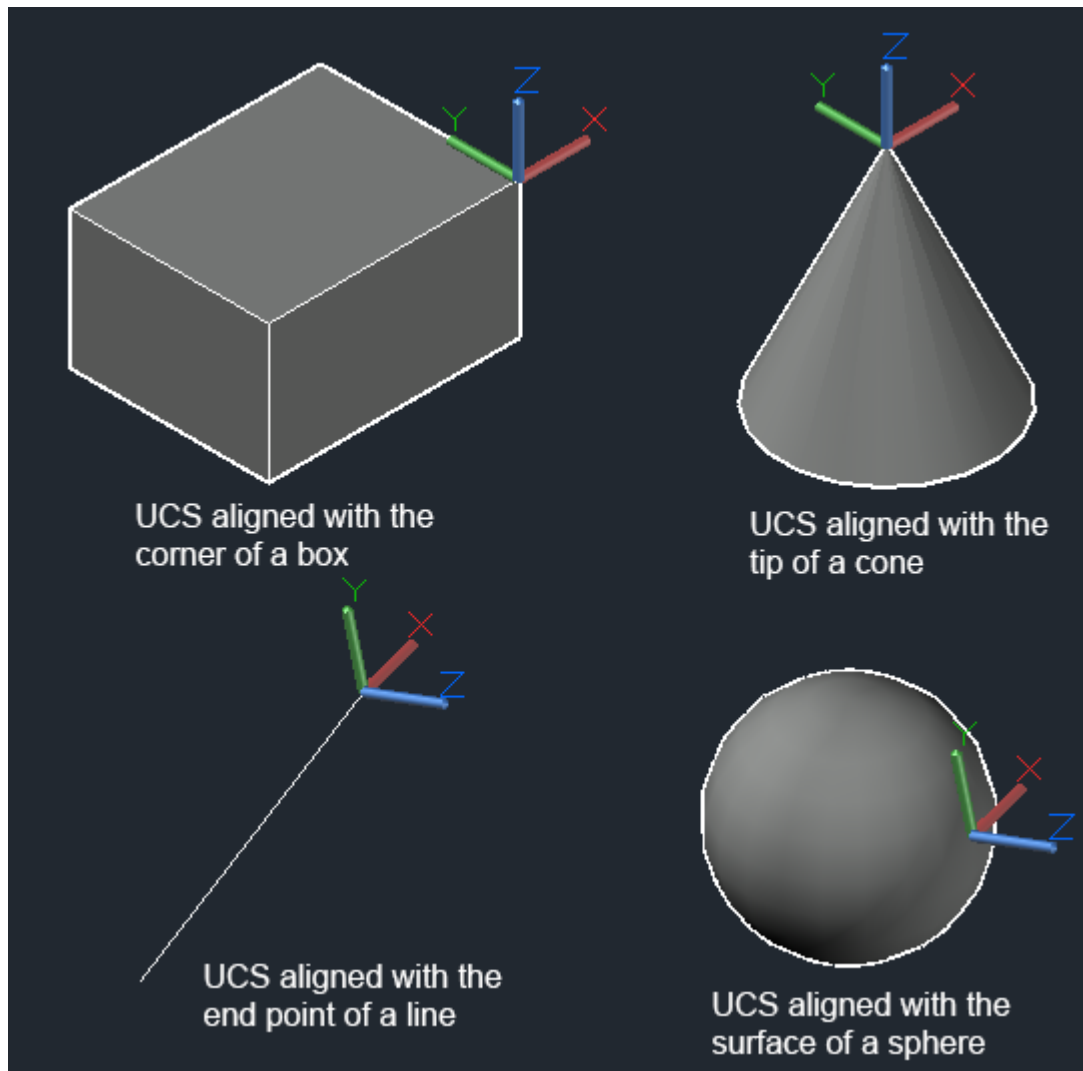


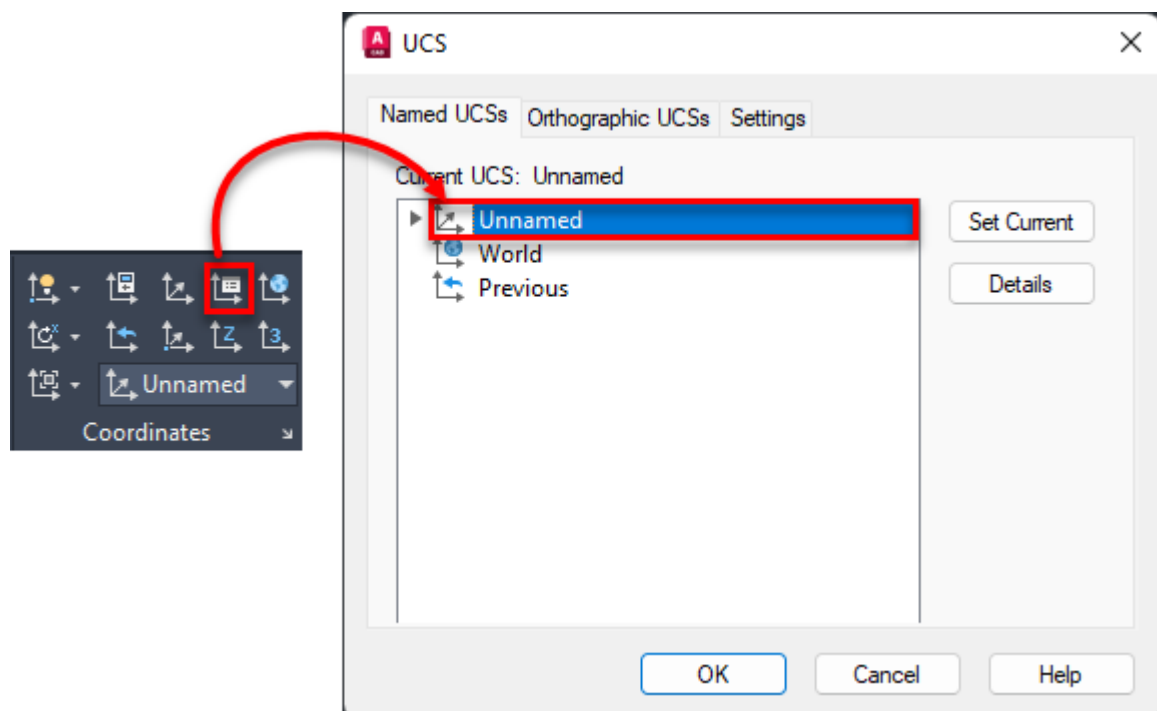
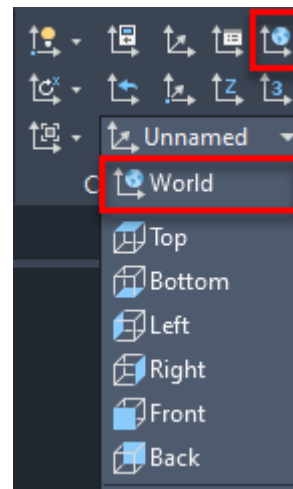
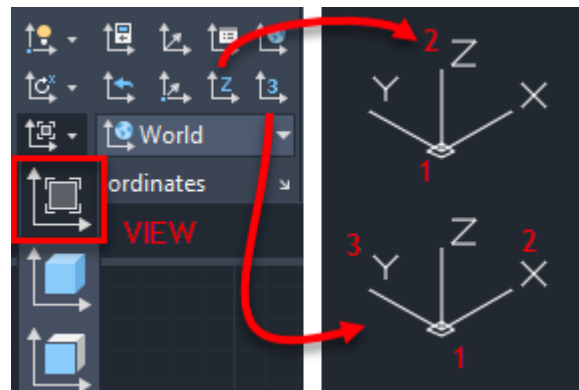
Step 1



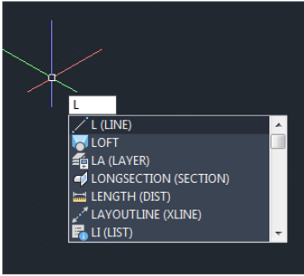
Step 2



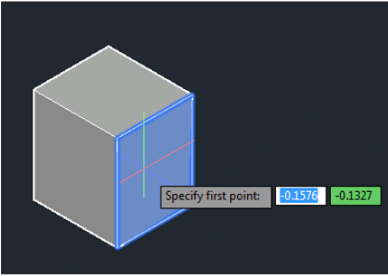




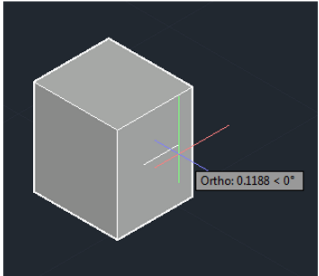
```
Command: <Dynamic UCS off>
Command: <Dynamic UCS on>
```



Step 1

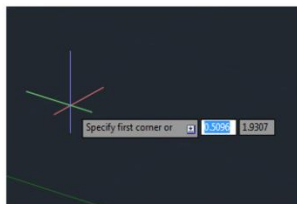
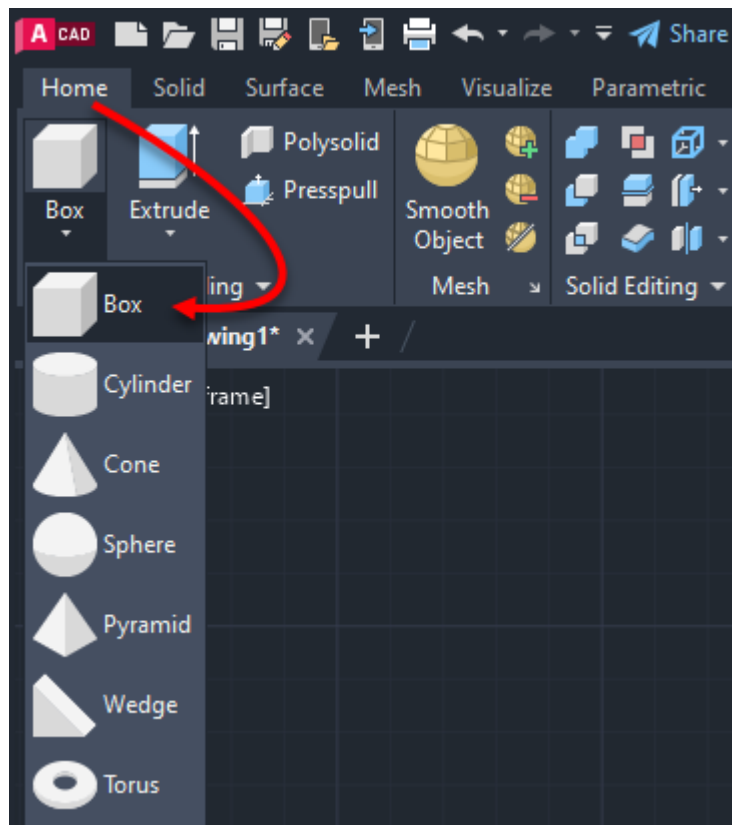


Step 2

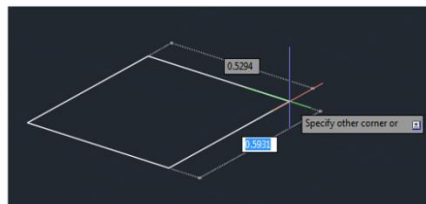


Step 3

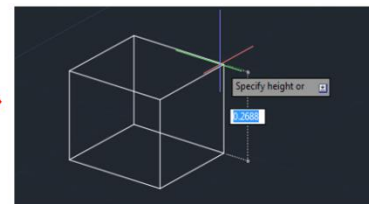
Chapter 11: Creating Primitive 3D Shapes



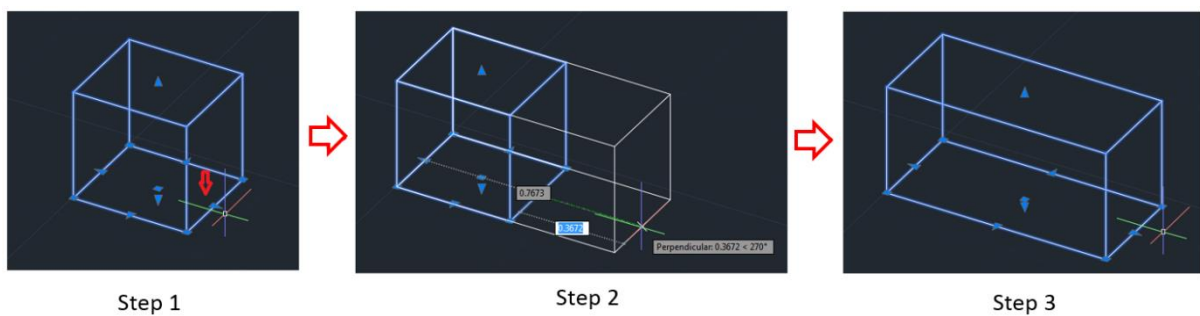
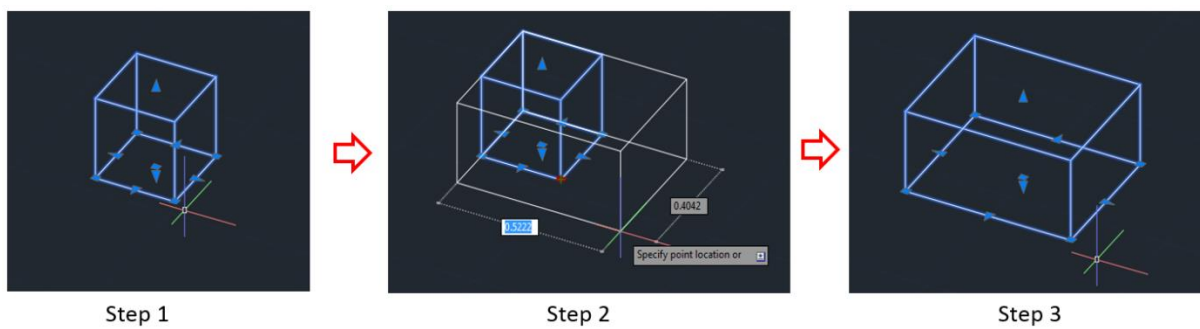
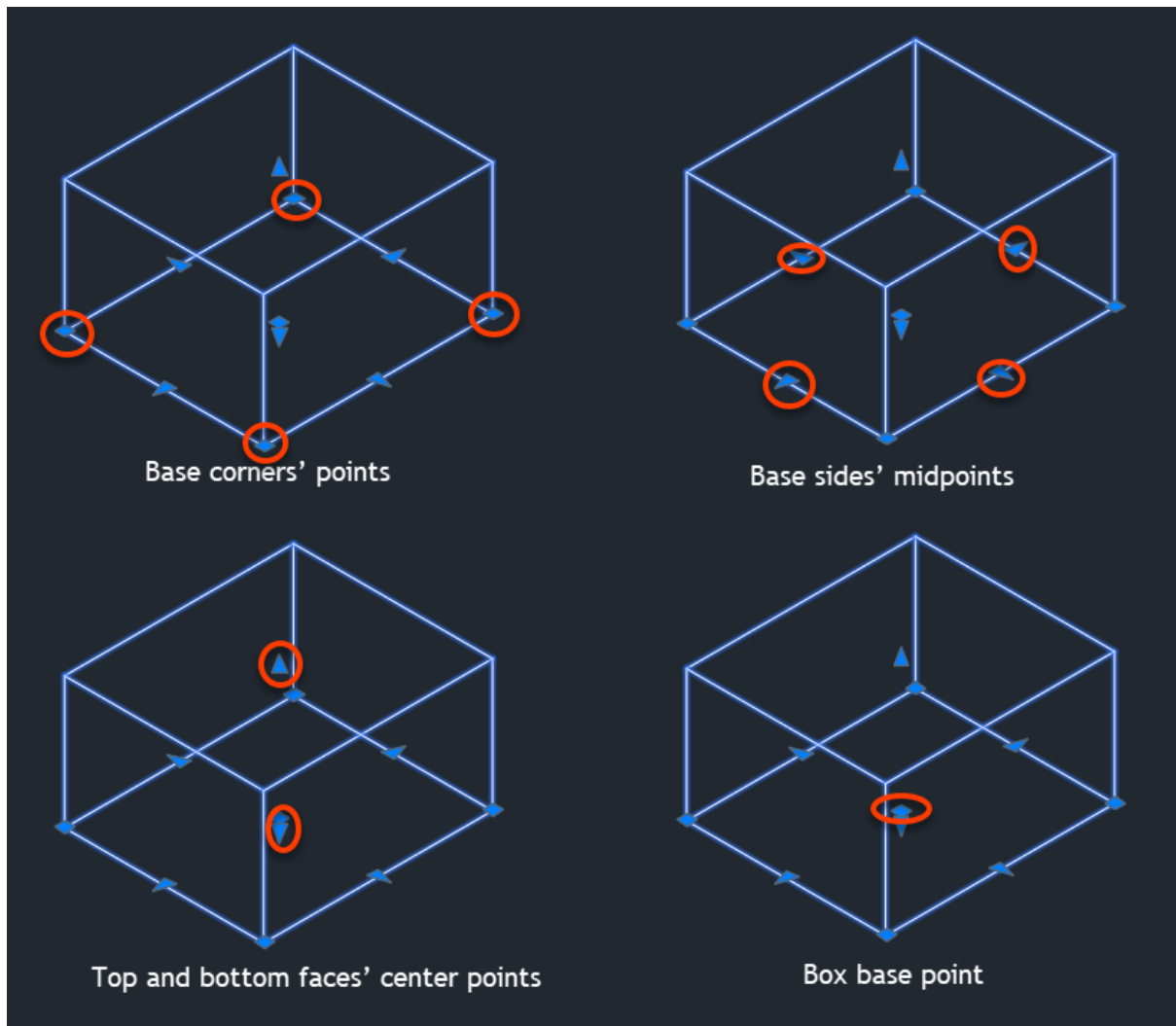
Step 1

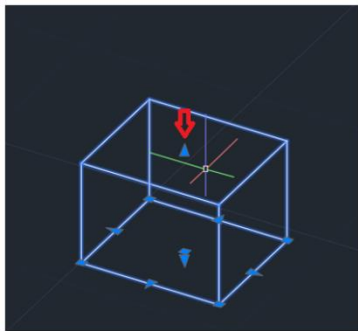


Step 2

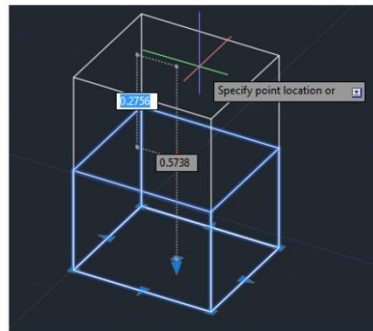


Step 3

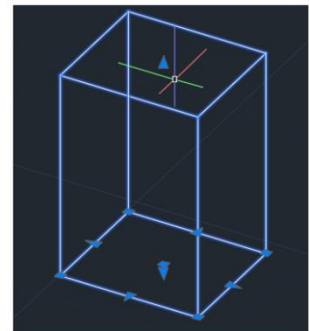




Step 1



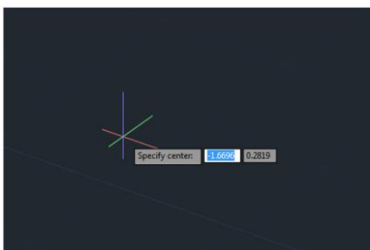
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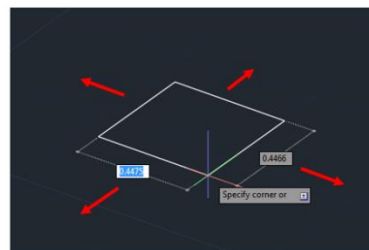
Step 3



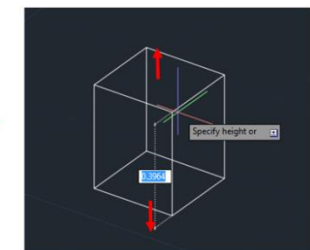
BOX Specify first corner or [Center]:



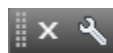
Step 1



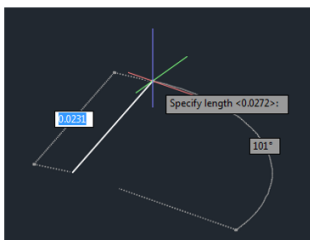
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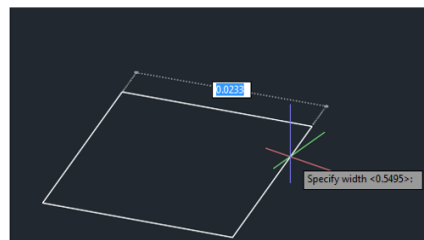
Step 3



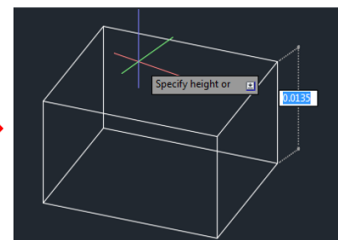
BOX Specify other corner or [Cube Length]:



Step 1



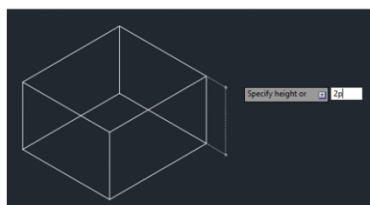
Step 2



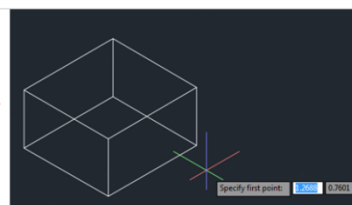
Step 3



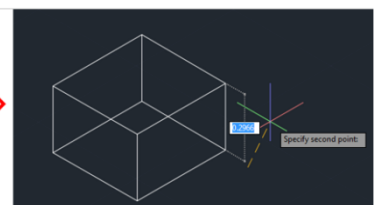
BOX Specify height or [2Point]:



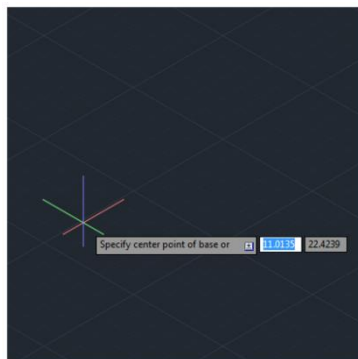
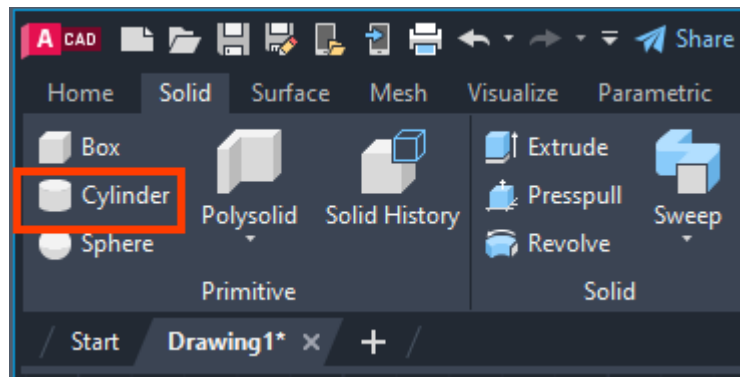
Step 1



Step 2



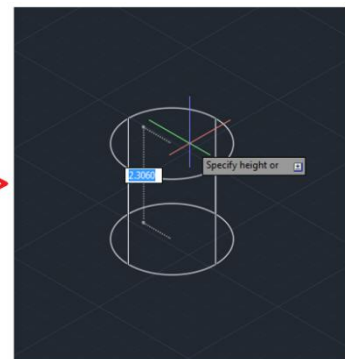
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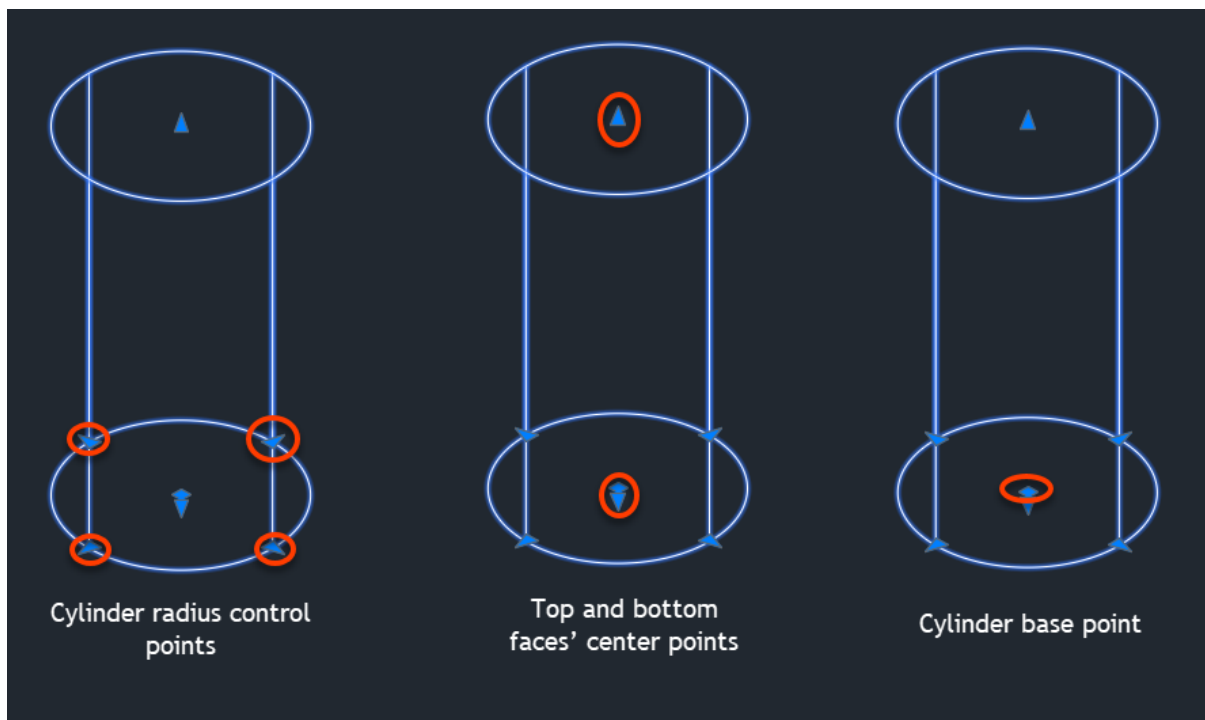
Step 1

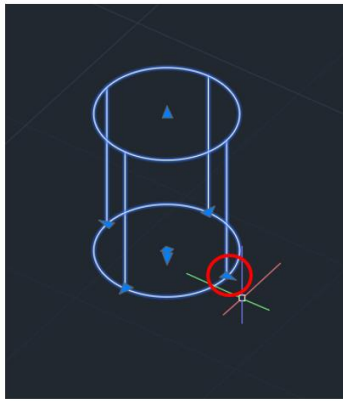


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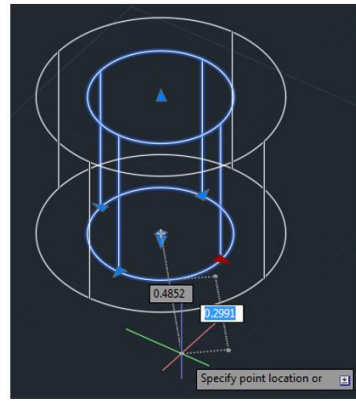


Step 3

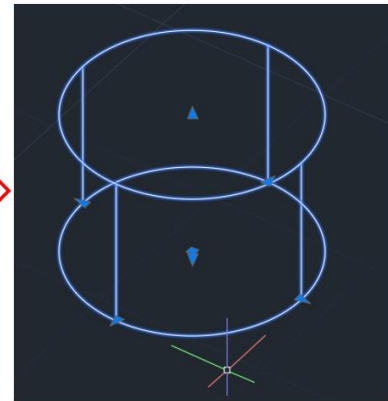




Step 1



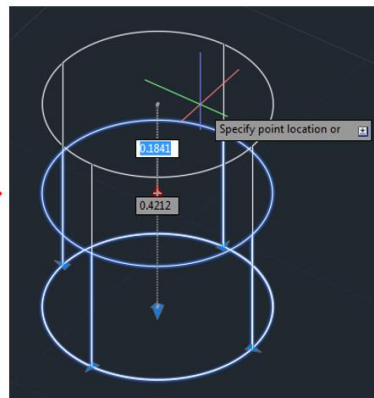
Step 2



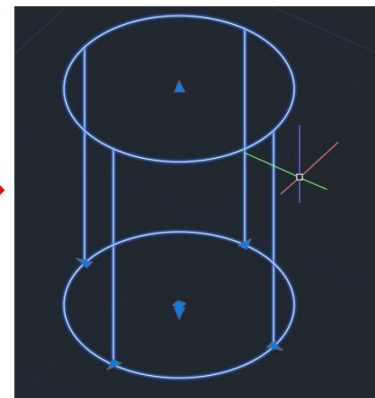
Step 3



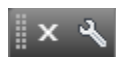

Step 1

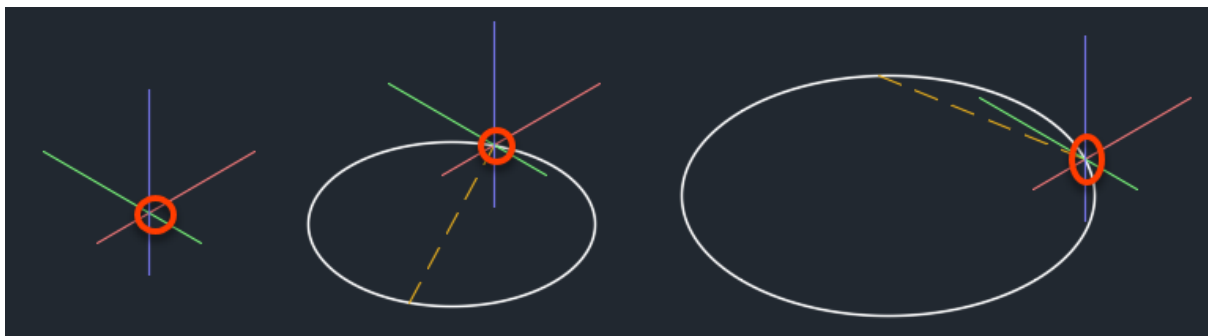


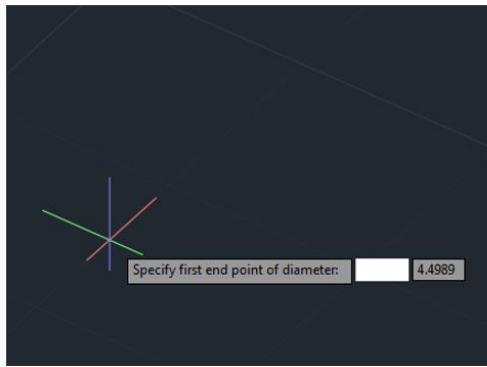
Step 2



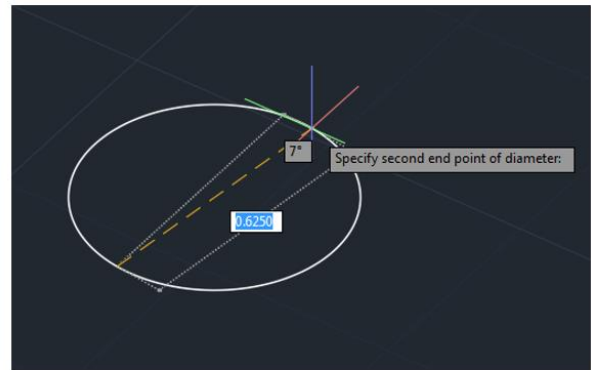
Step 3

  CYLINDER Specify center point of base or [3P 2P Ttr Elliptical]:

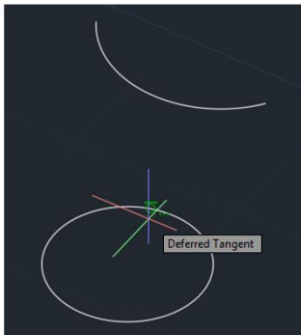




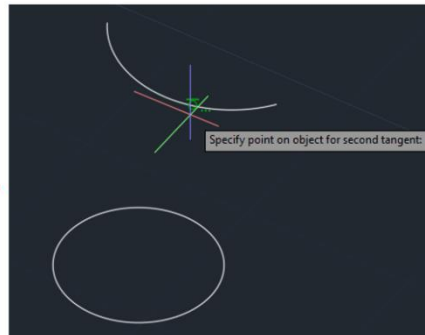
Step 1



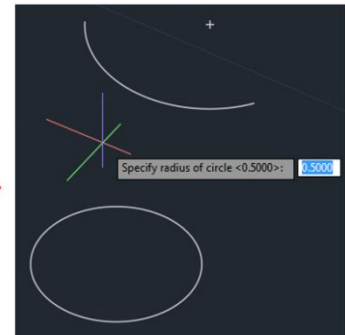
Step 2



Step 1



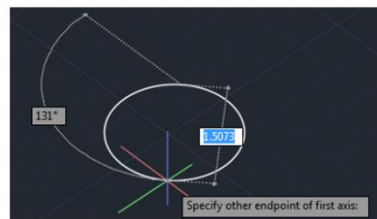
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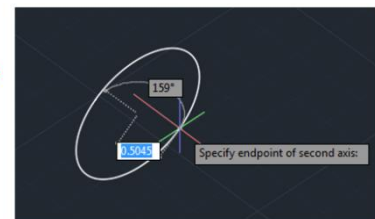
Step 3



Step 1



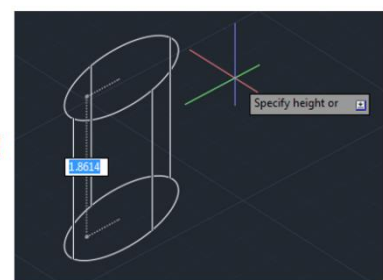
Step 2



Step 3



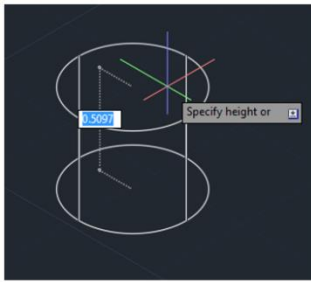
Step 5



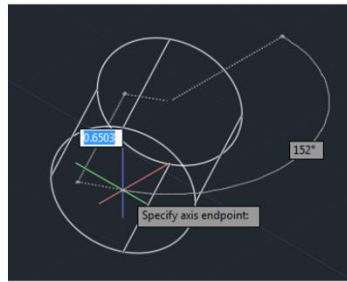
Step 4

CYLINDER Specify base radius or [Diameter]:

CYLINDER Specify height or [2Point Axis endpoint]:



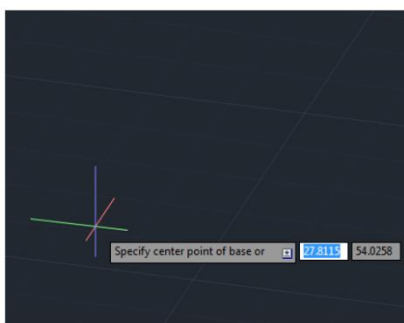
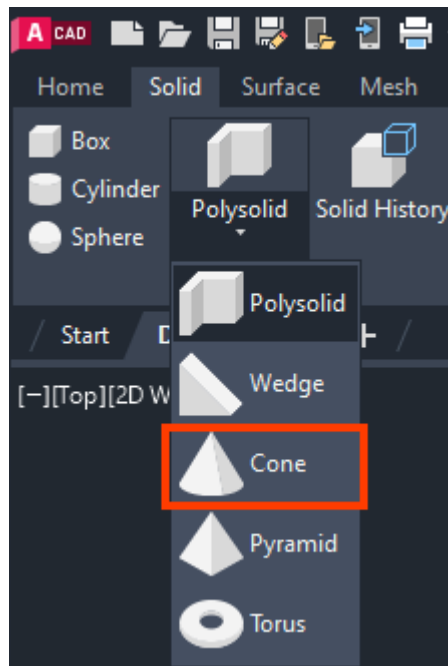
Step 1



Step 2



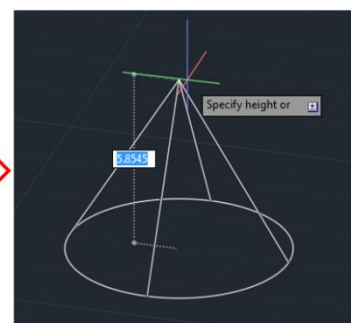
Step 3



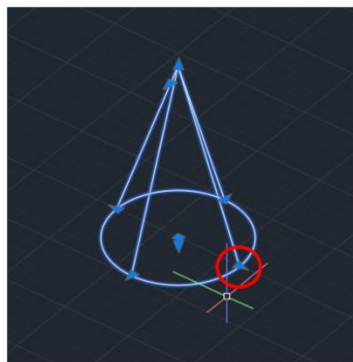
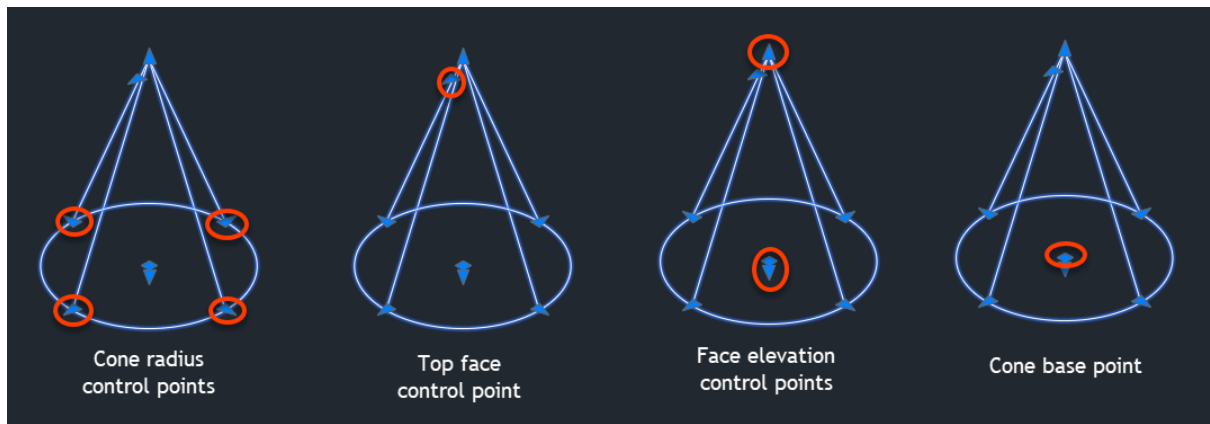
Step 1



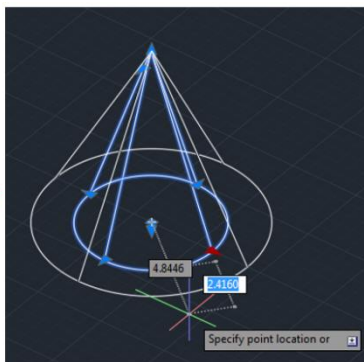
Step 2



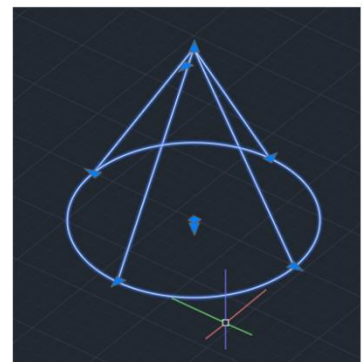
Step 3



Step 1



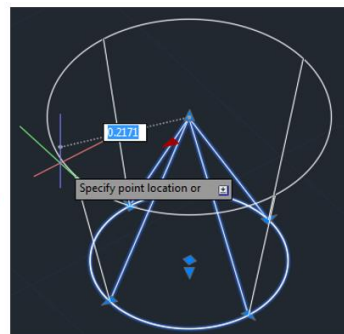
Step 2



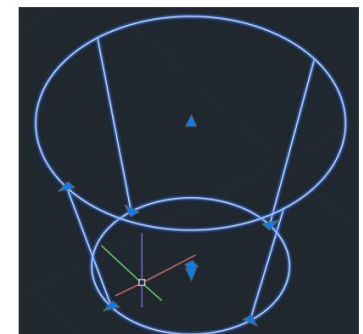
Step 3



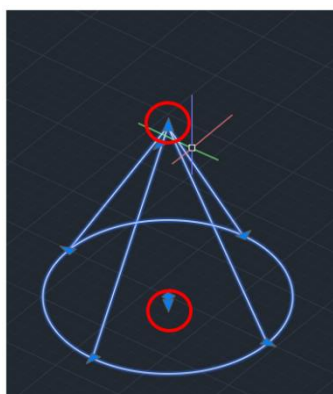
Step 1



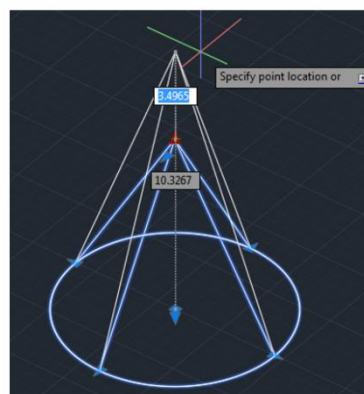
Step 2



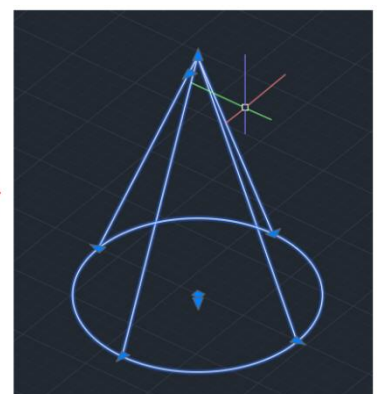
Step 3



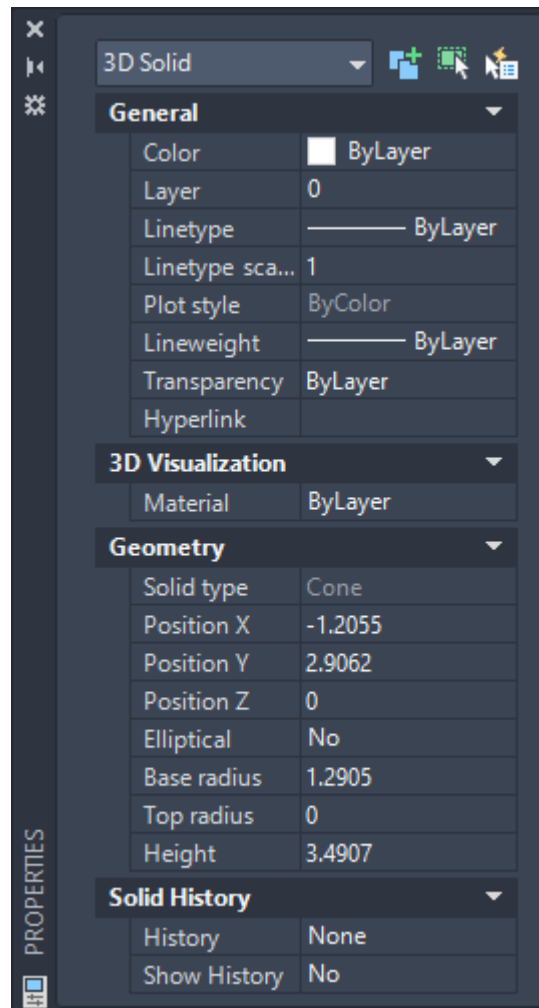
Step 1



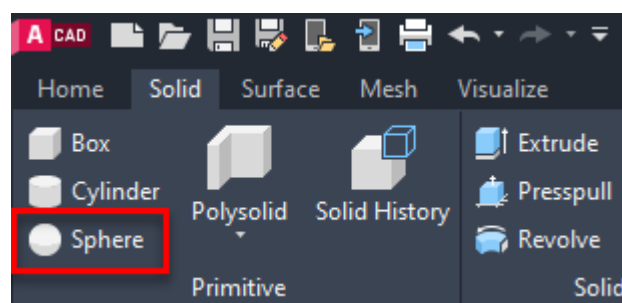
Step 2

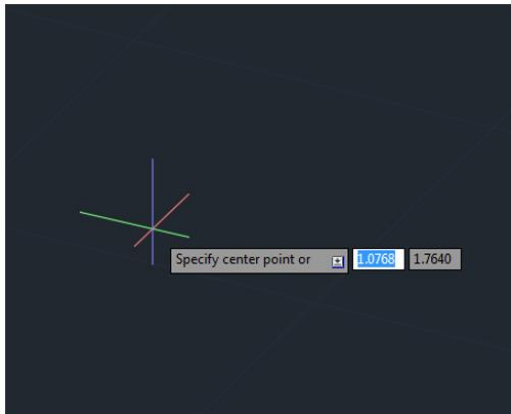


Step 3

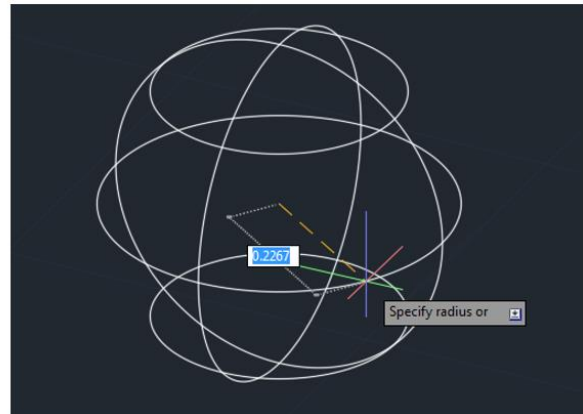


CONE Specify center point of base or [3P 2P Ttr Elliptical]:

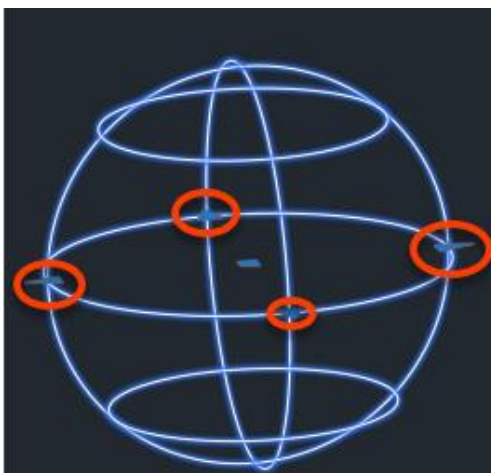




Step 1



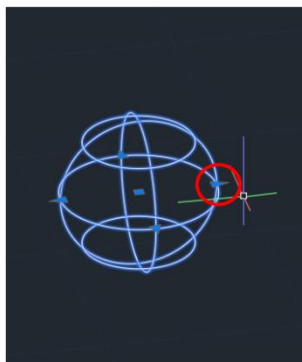
Step 2



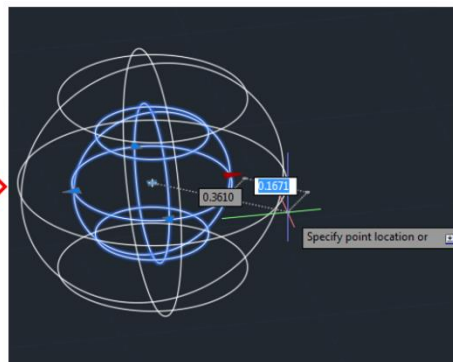
Sphere radius control points



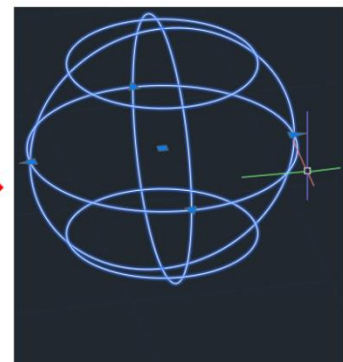
Sphere base point





Step 1





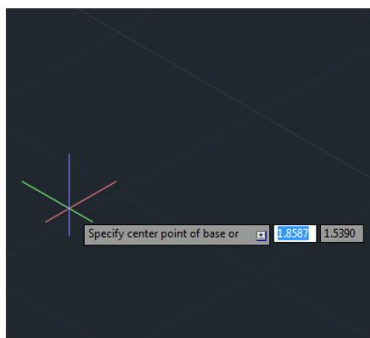
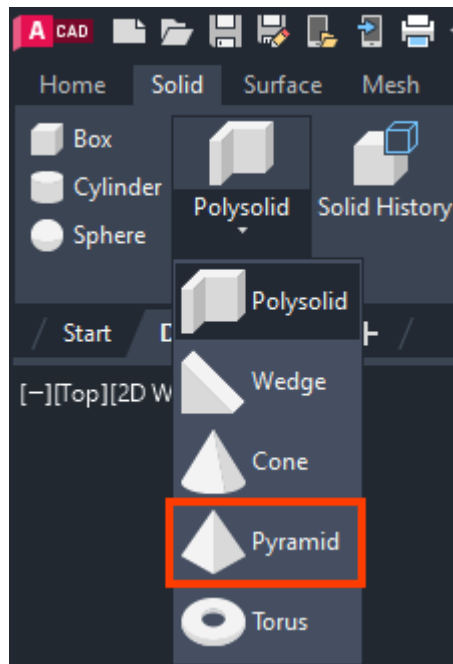
Step 2



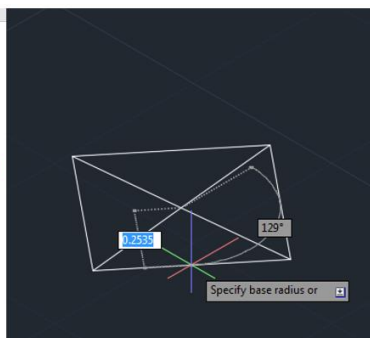
Step 3

  SPHERE Specify center point or [3P 2P Ttr]:

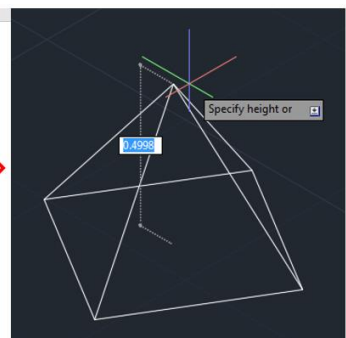
  SPHERE Specify radius or [Diameter] <0.3846>:



Step 1

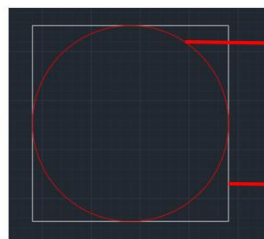


Step 2



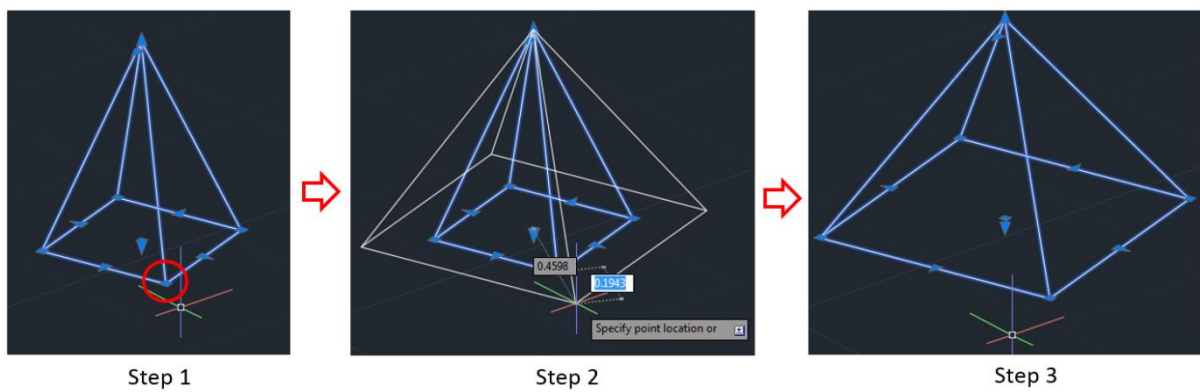
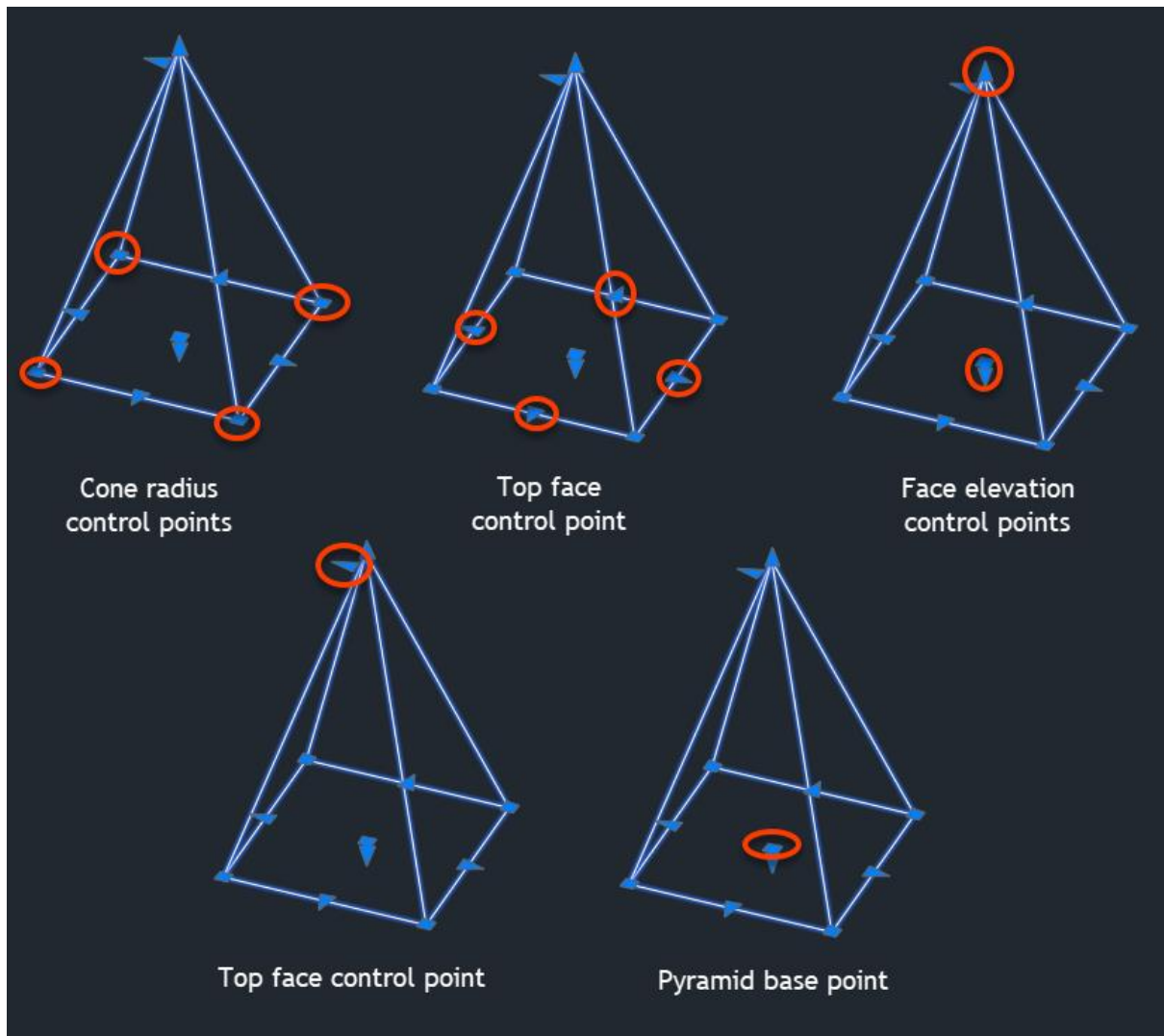
Step 3

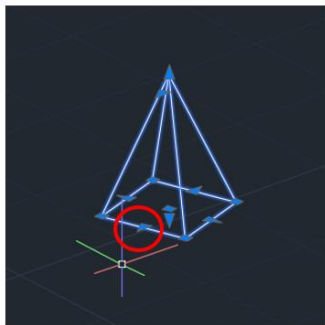
Creating the pyramid base in the default settings



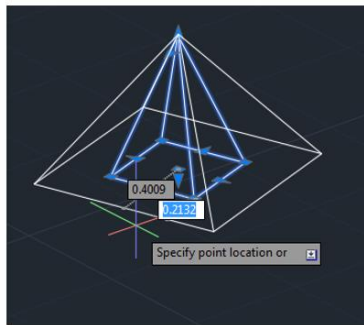
Circle determined by specifying the radius

A circumscribed square base is created

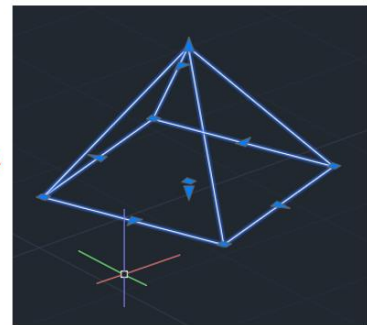




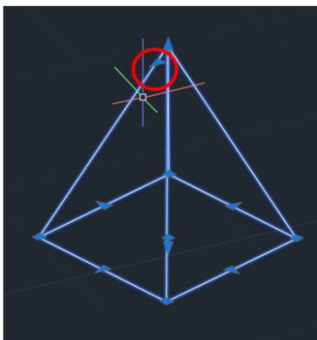
Step 1



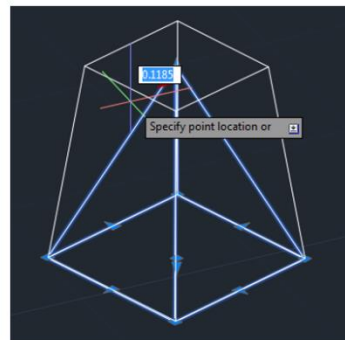
Step 2



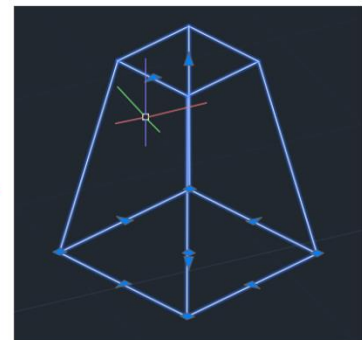
Step 3



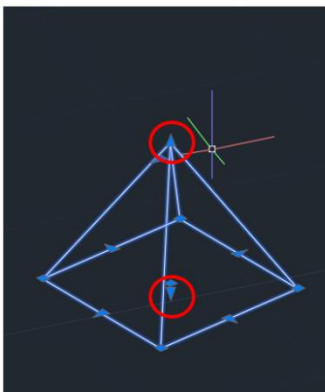
Step 1



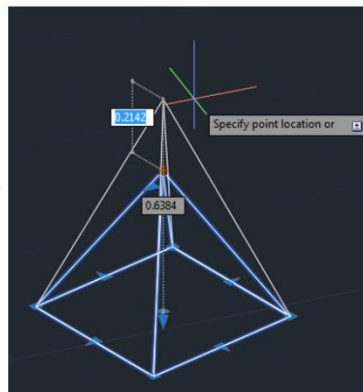
Step 2



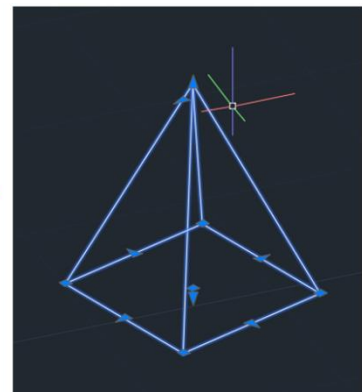
Step 3




Step 1

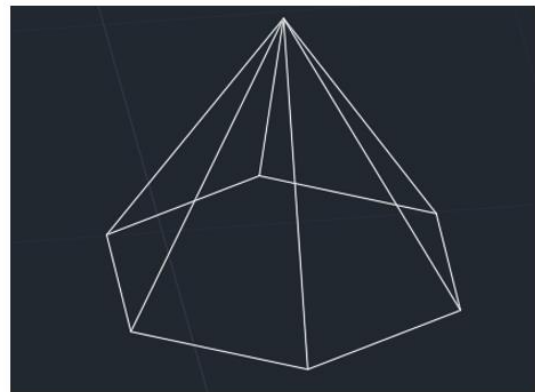
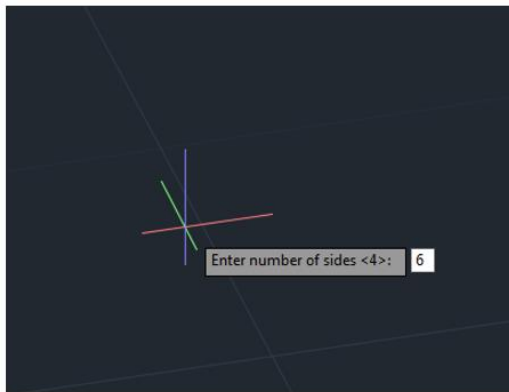



Step 2

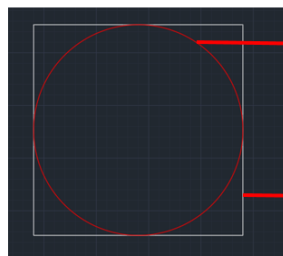


Step 3

 PYRAMID Specify center point of base or [Edge Sides]:



 **PYRAMID** Specify base radius or [**Inscribed**] <0.3784>:



Circle determined by specifying the radius

A circumscribed square base is created


Default method (Circumscribed)

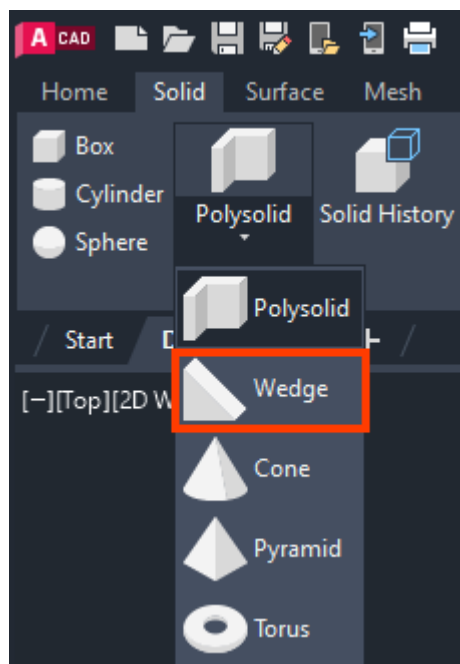


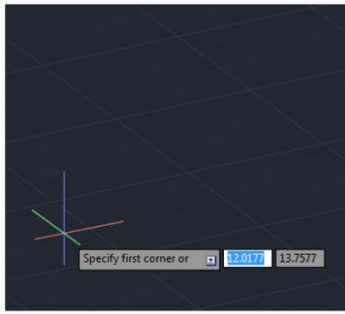
Circle determined by specifying the radius

An inscribed square base is created

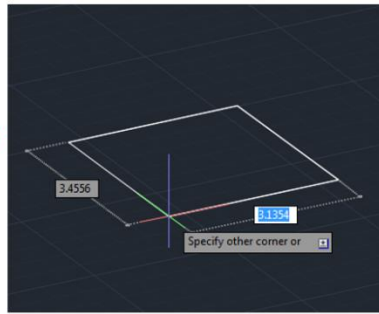
The Inscribed option

 **PYRAMID** Specify height or [**2Point** **Axis endpoint** **Top radius**] <0.4661>:

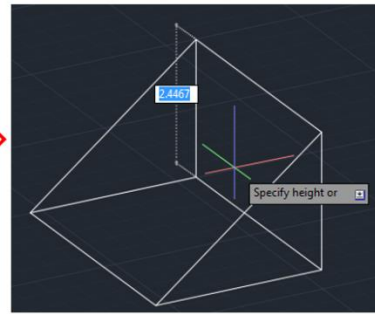




Step 1

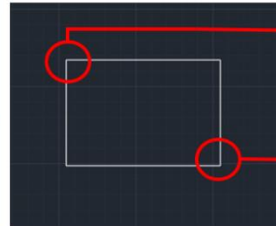


Step 2



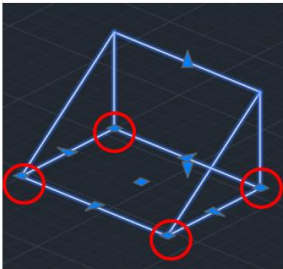
Step 3

Creating the wedge base in the default settings

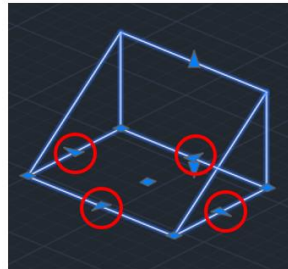


1- Specify the location of a corner

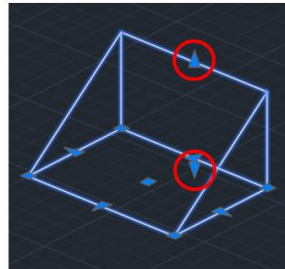
2- Specify the location of an opposite corner



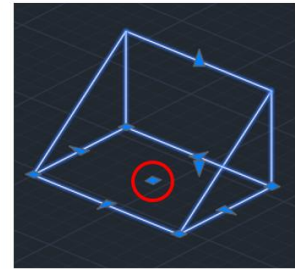
Wedge base corner points



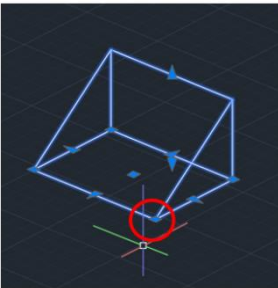
Wedge base side midpoints



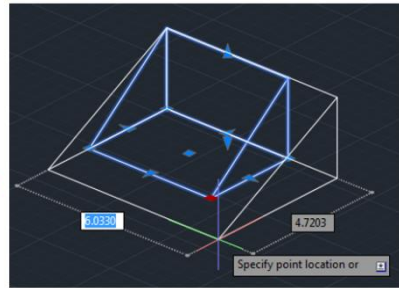
Face elevation control points



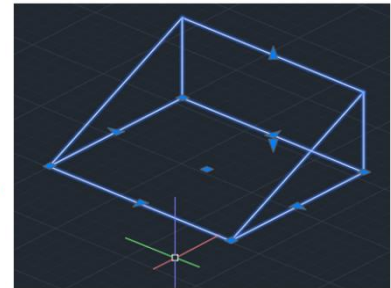
Wedge base point



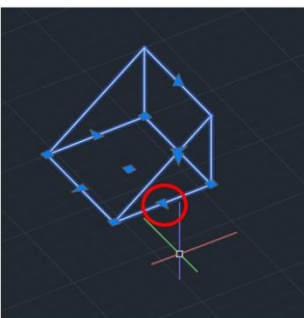
Step 1



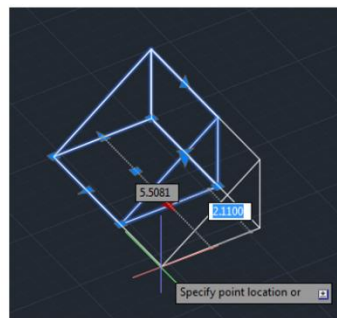
Step 2



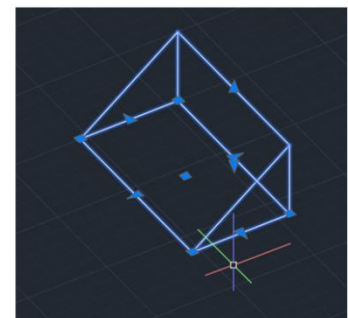
Step 3



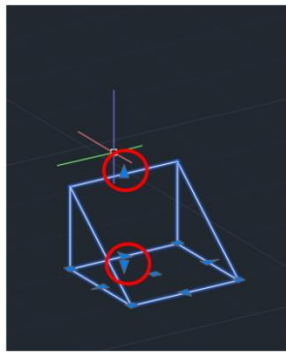
Step 1



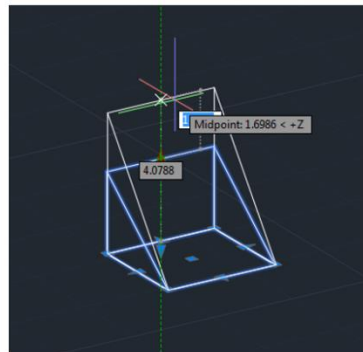
Step 2



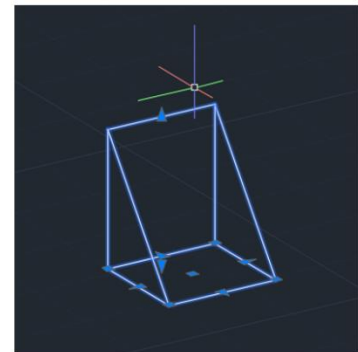
Step 3



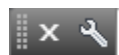
Step 1

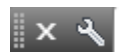



Step 2

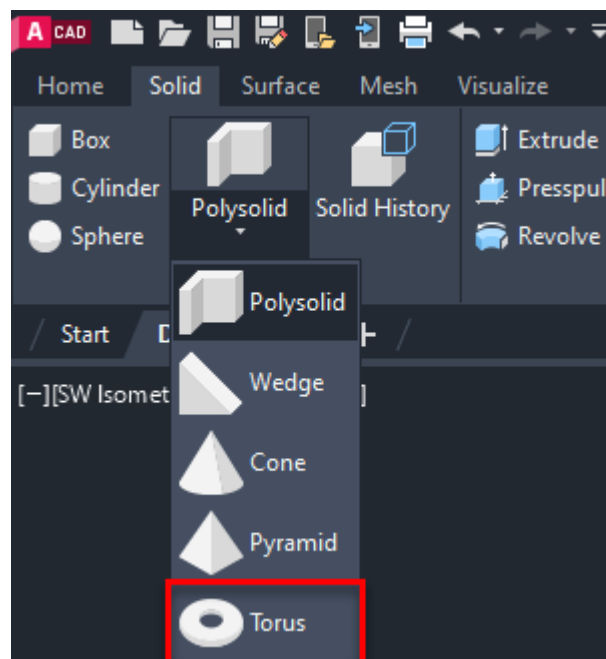


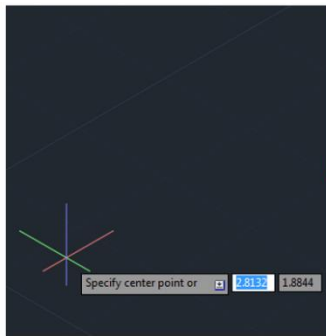
Step 3

 WEDGE Specify first corner or [Center]:

 WEDGE Specify other corner or [Cube Length]:

 WEDGE Specify height or [2Point] <0.9718>:

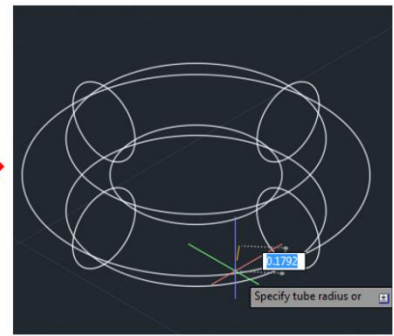




Step 1



Step 2



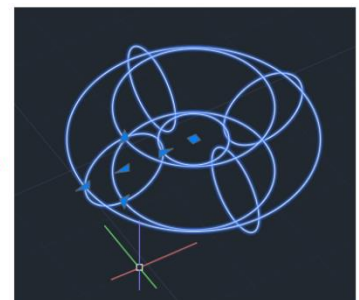
Step 3



Step 1



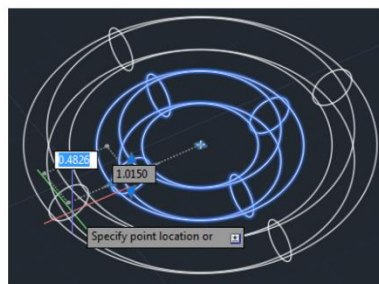
Step 2



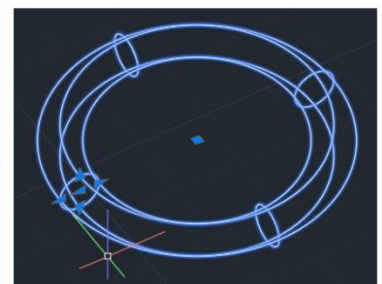
Step 3



Step 1






Step 2

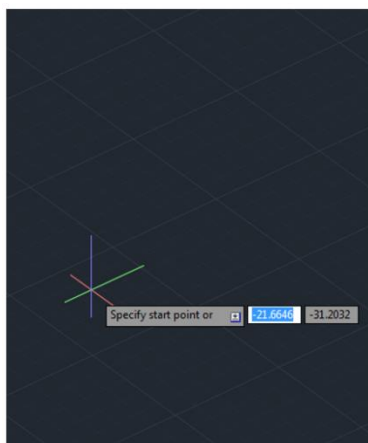
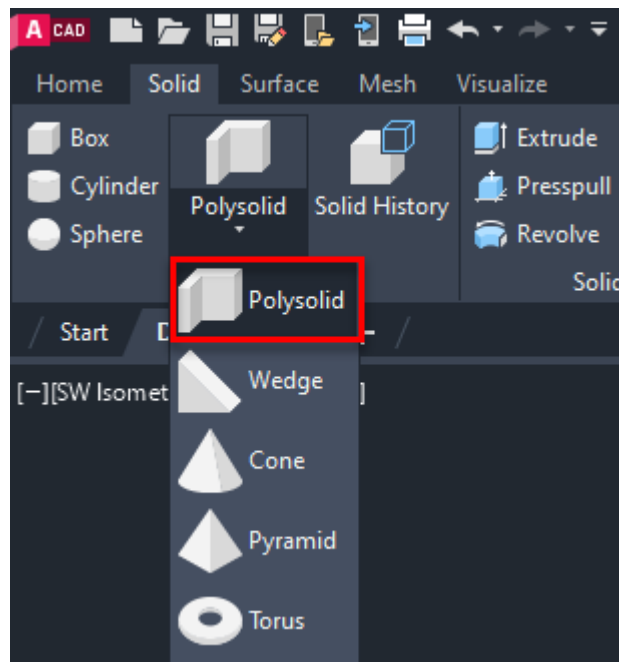


Step 3

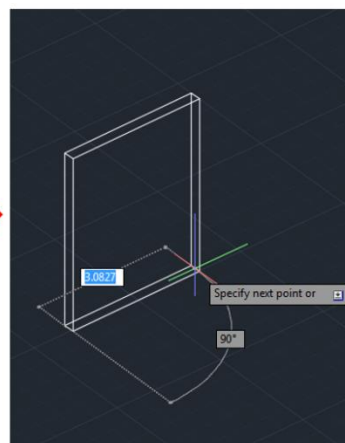
TORUS Specify center point or [3P 2P Ttr]:

TORUS Specify radius or [Diameter] <0.5325>:

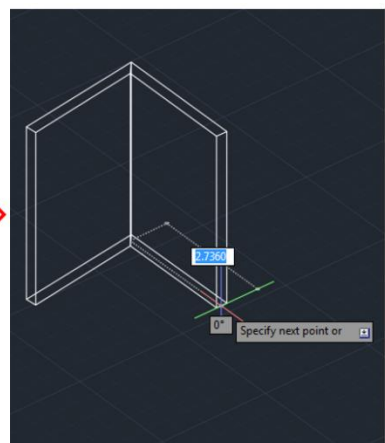
   TORUS Specify tube radius or [2Point Diameter] <0.1609>:



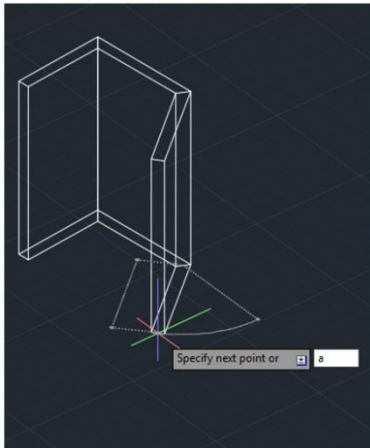
Step 1



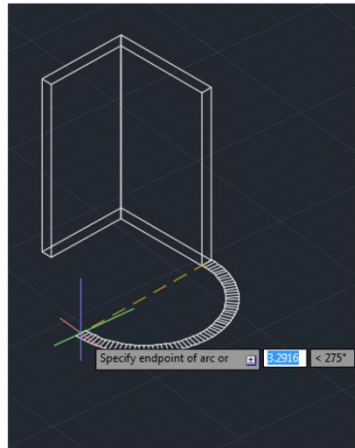
Step 2



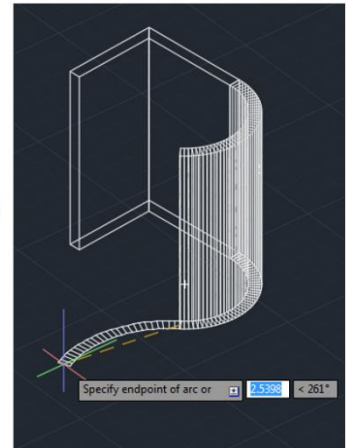
Step 3



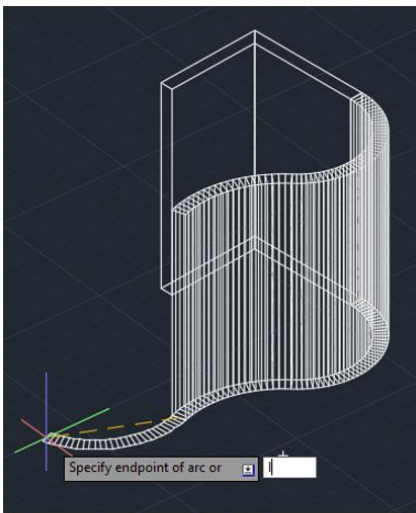
Step 4



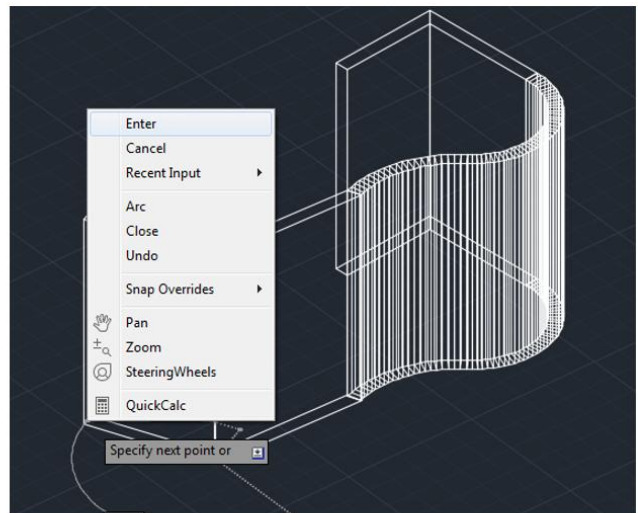
Step 5



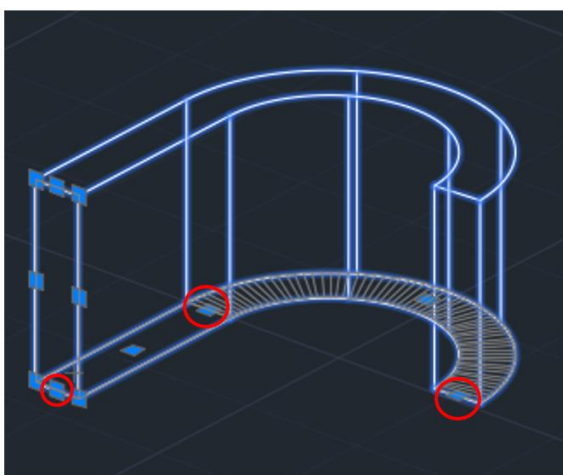
Step 6



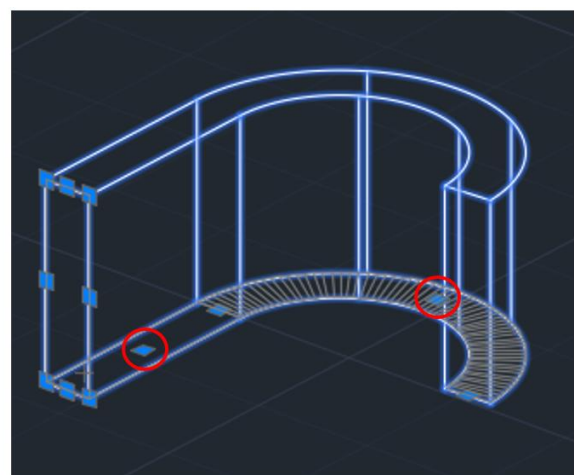
Step 7



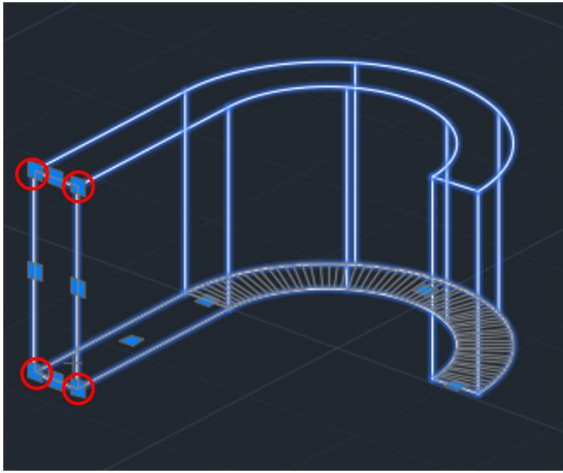
Step 8



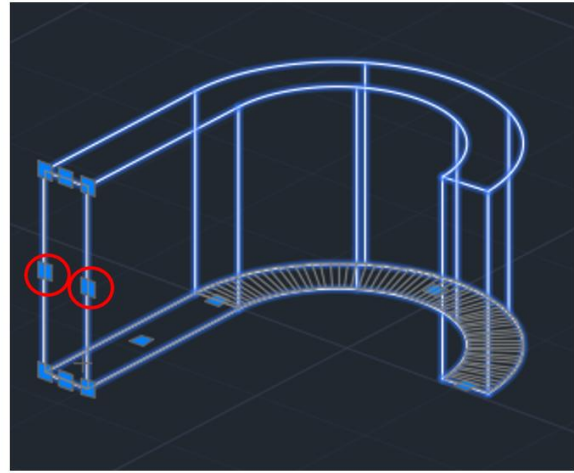
Bottom surface centerline section endpoints



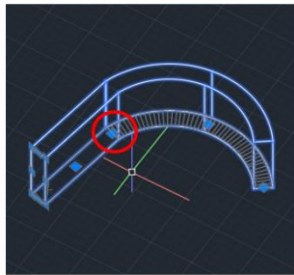
Bottom surface centerline section midpoints



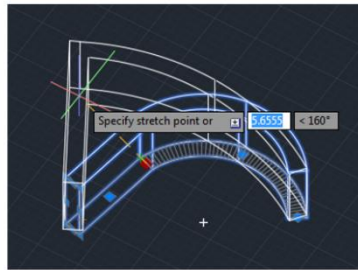
Starting surface corner points



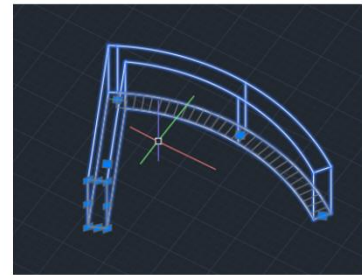
Starting surface mid points



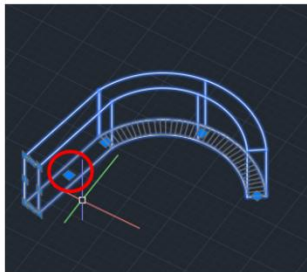
Step 1



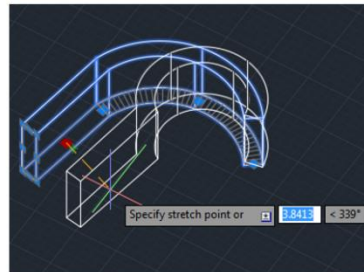
Step 2



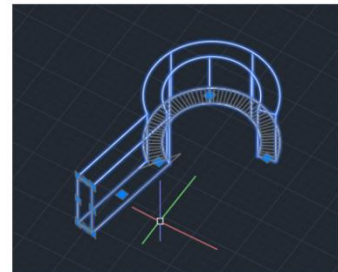
Step 3



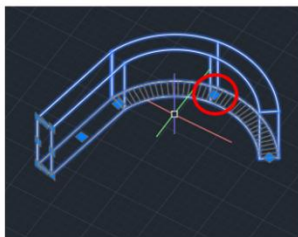
Step 1



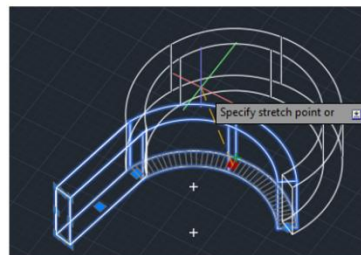
Step 2



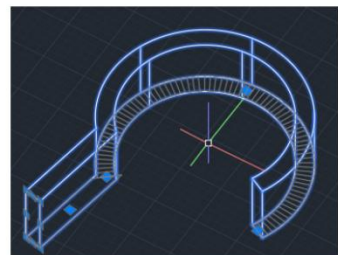
Step 3



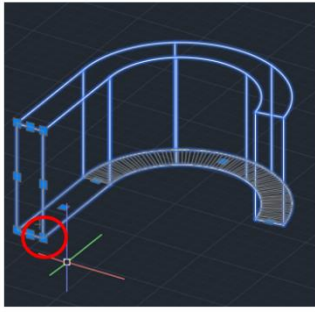
Step 1



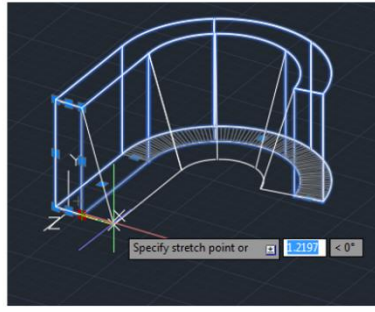
Step 2



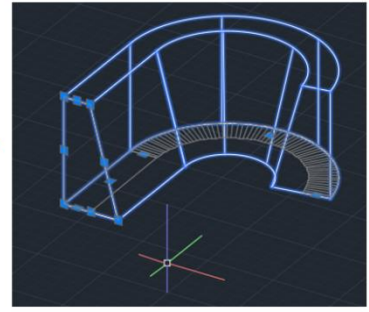
Step 3



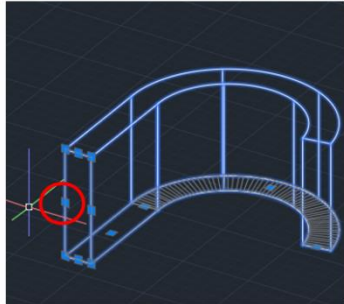
Step 1



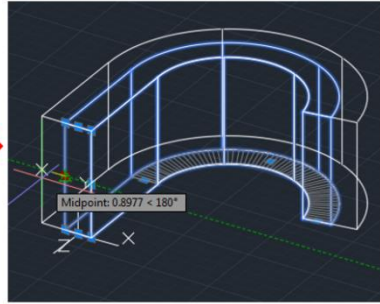
Step 2



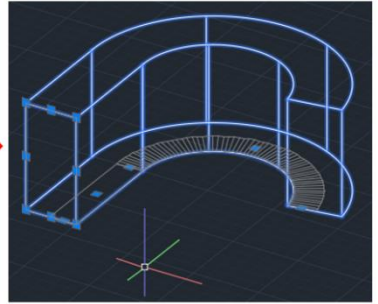
Step 3



Step 1

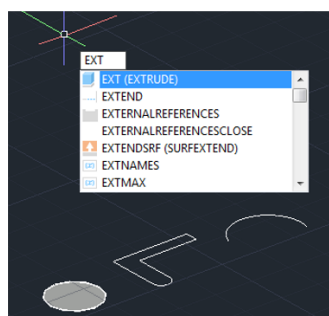
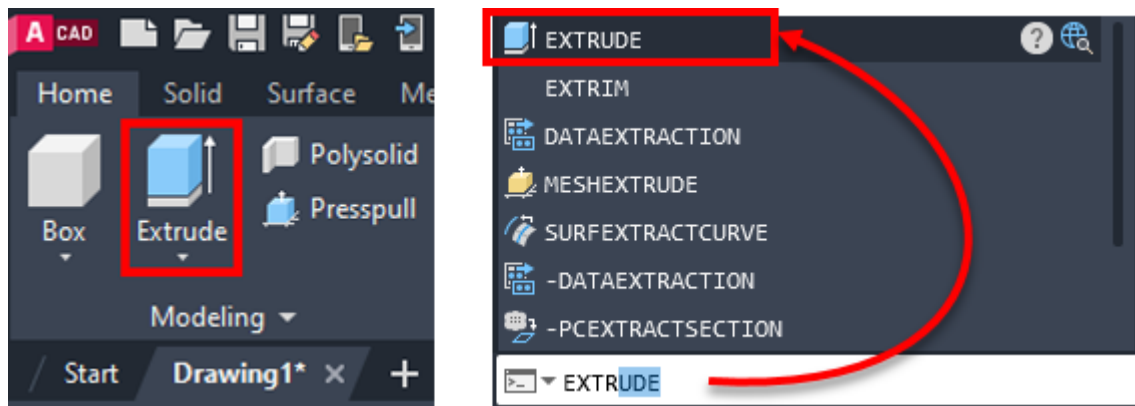


Step 2

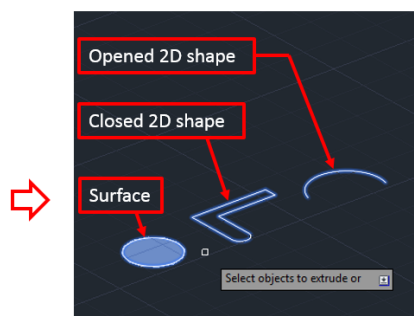


Step 3

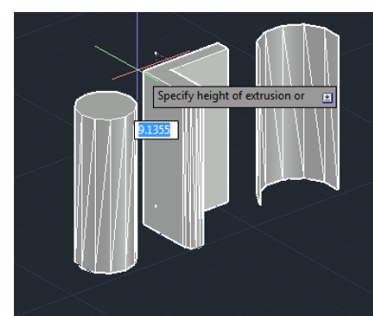
Chapter 12: Conversion between 2D and 3D



Step 1



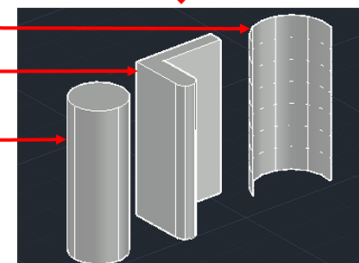
Step 2



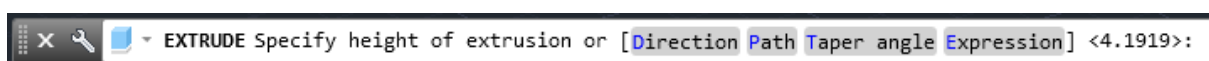
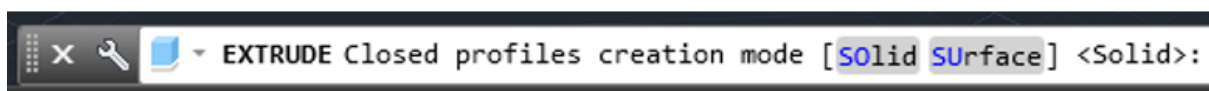
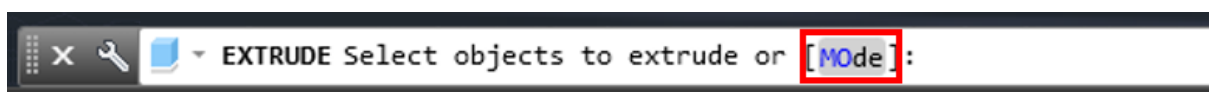
Step 3

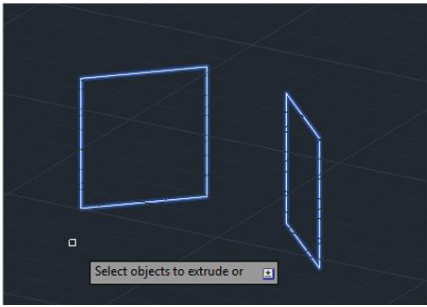
The Extruded object is a surface

The Extruded object is a solid

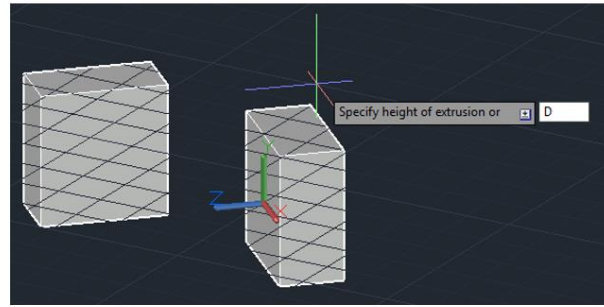


Step 4

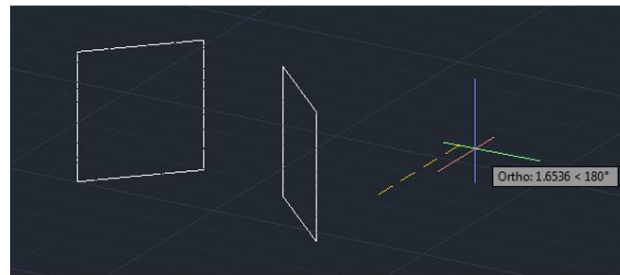




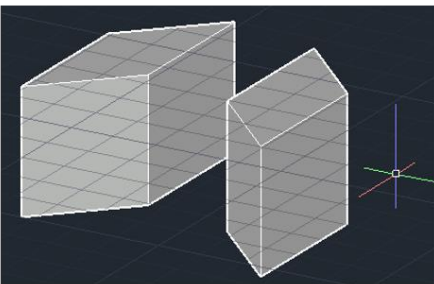
Step 1



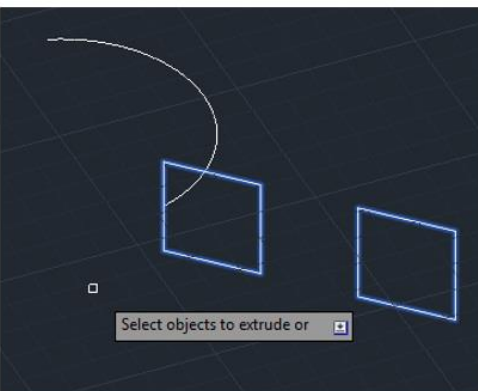
Step 2



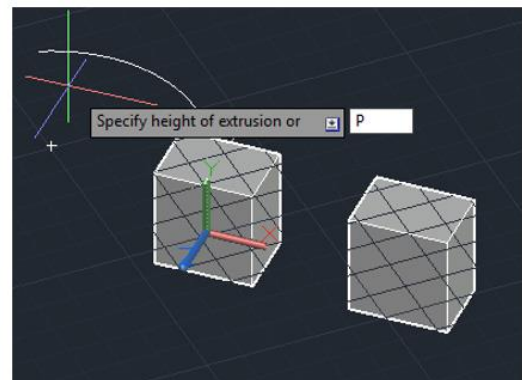
Step 3



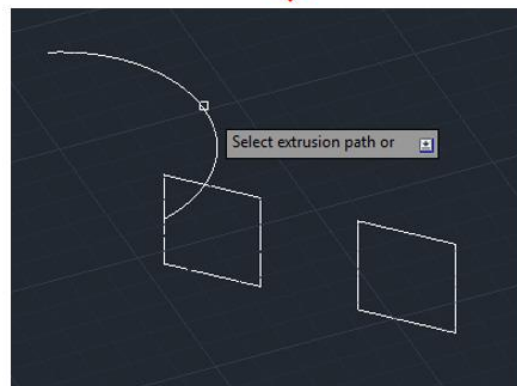
Step 4



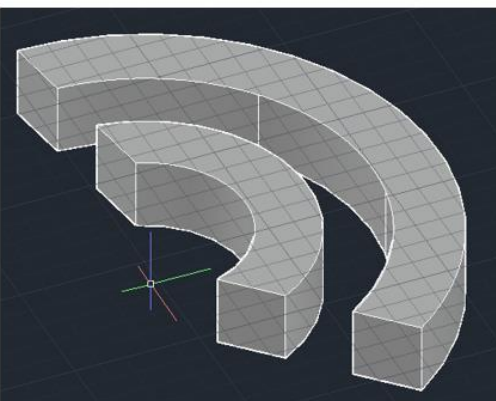
Step 1



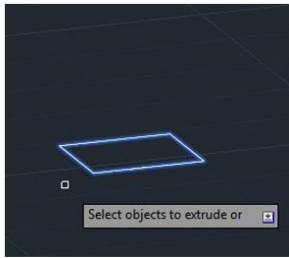
Step 2



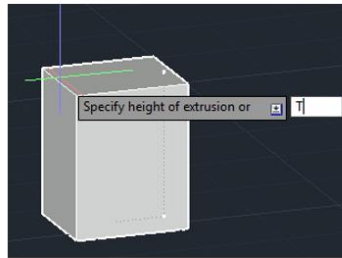
Step 3



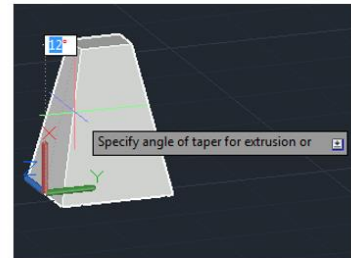
Step 4



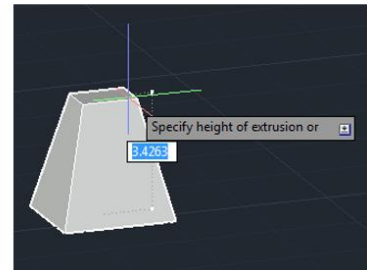
Step 1



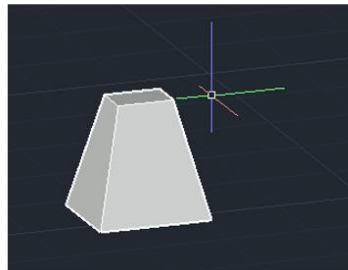
Step 2



Step 3



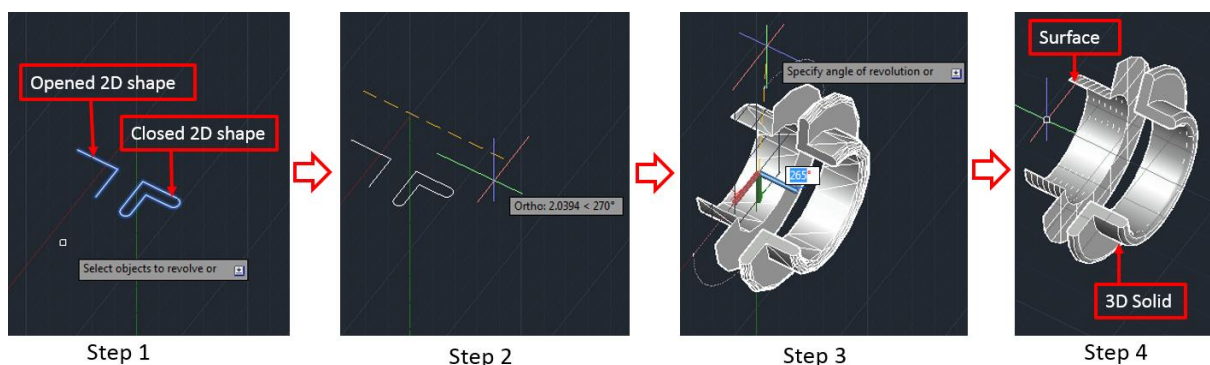
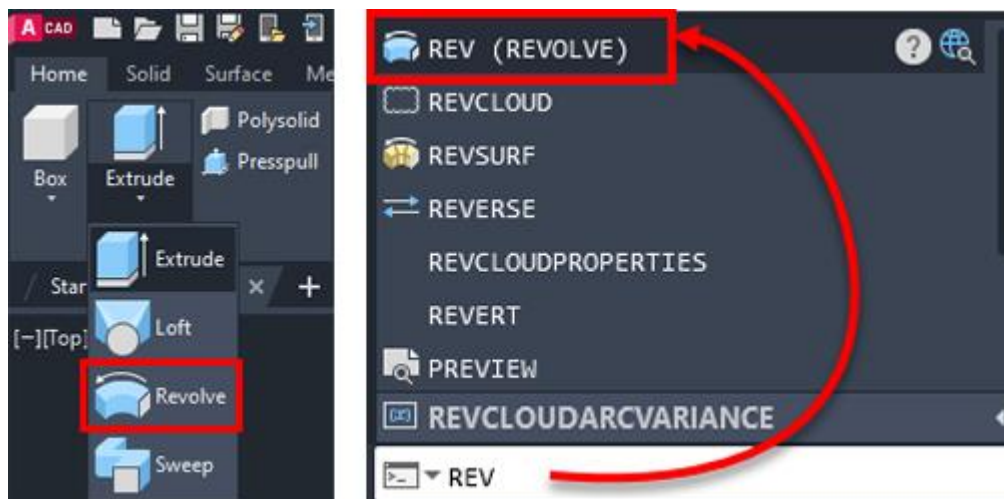
Step 4



Step 5



Value	Function
0	Nothing will be deleted.
1	Deletes the profile curves or cross sections but keeps the path curves.
2	Deletes all the paths and cross sections for the SWEEP and LOFT commands.
3	All defining geometries are deleted for the SWEEP and LOFT commands, and the CONVOTOSOLID, CONVOTOSURFACE, CONVTONURBS, and CONVTOMESH commands if used to create a solid object.
-1	Prompts are displayed before deleting the defining geometries, including paths and guide curves used with the SWEEP and LOFT commands. The geometries used in the CONVOTOSOLID, CONVOTOSURFACE, and CONVTOMESH commands are removed directly with no prompting.
-2	Prompts are displayed before deleting all defining geometries, including paths and guide curves used with the SWEEP and LOFT commands. Original geometries for the CONVOTOSOLID, CONVOTOSURFACE, CONVTONURBS, and CONVTOMESH commands are removed without prompting.
-3	Prompts are displayed before deleting all defining or original geometries without prompting for CONVOTOSOLID, CONVOTOSURFACE, CONVTONURBS, and CONVTOMESH commands.

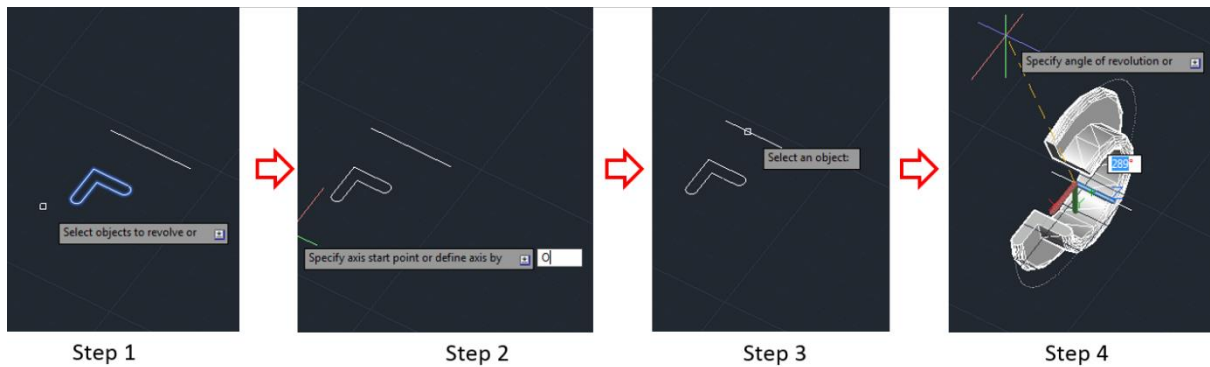


REVOLVE Select objects to revolve or [Mode]:

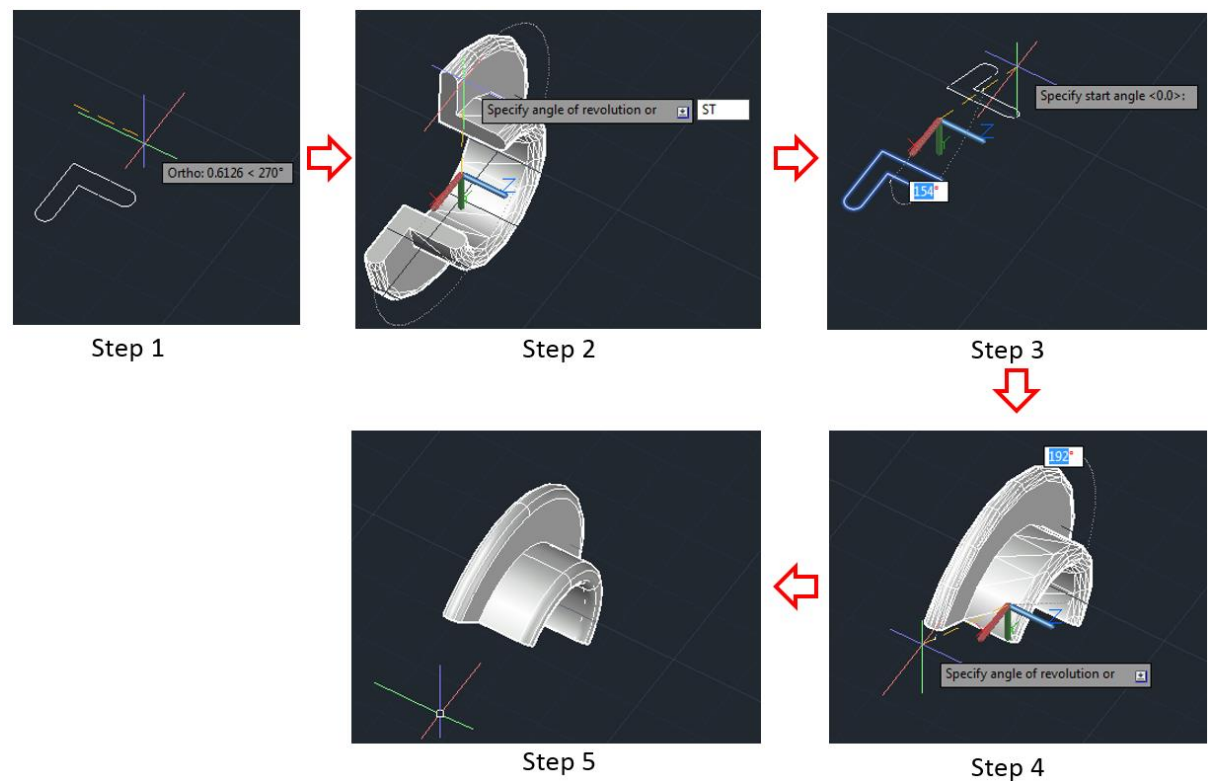


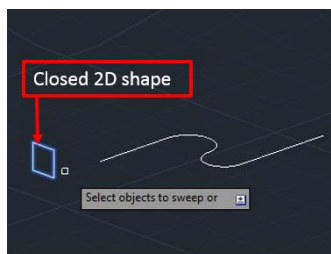
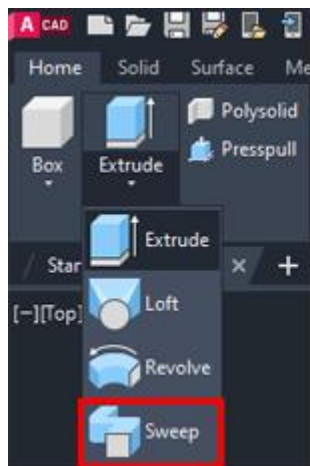
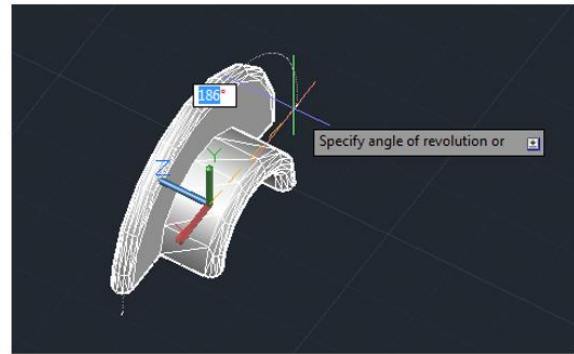
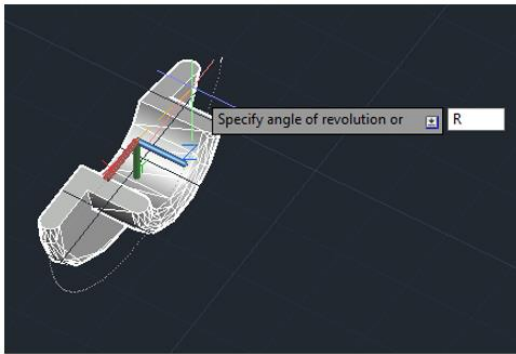
REVOLVE Closed profiles creation mode [Solid Surface] <Solid>:

REVOLVE Specify axis start point or define axis by [Object X Y Z] <Object>:

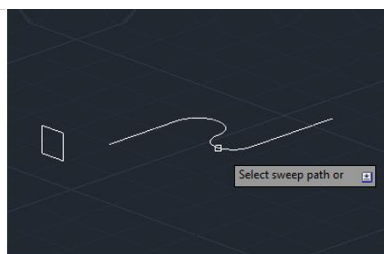


REVOLVE Specify angle of revolution or [Start angle Reverse Expression] <360>:

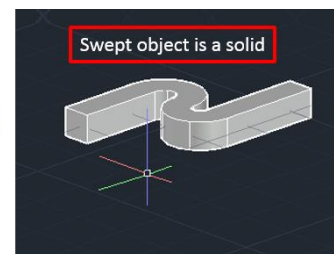




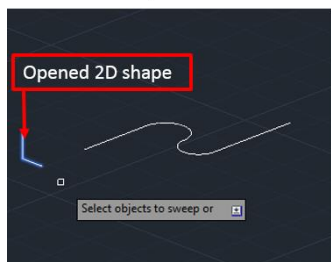
Step 1



Step 2



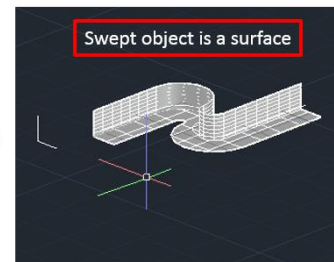
Step 3



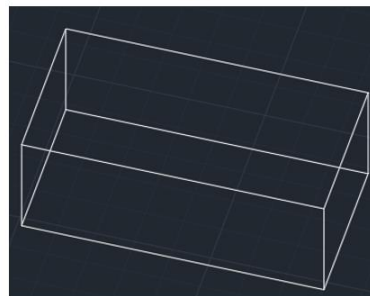
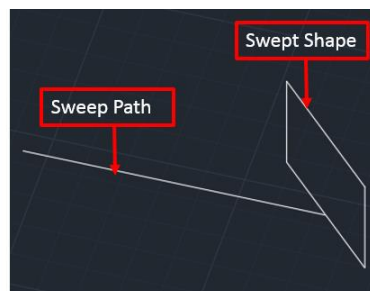
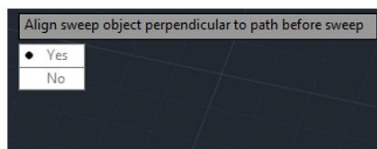
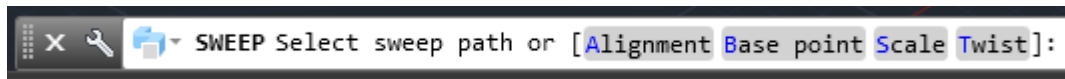
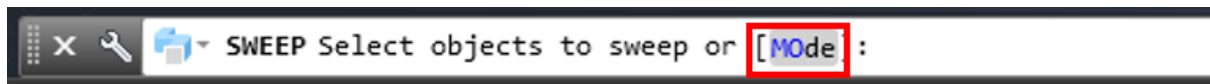
Step 1



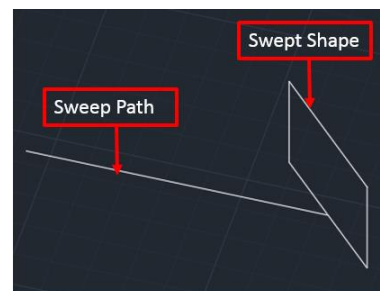
Step 2



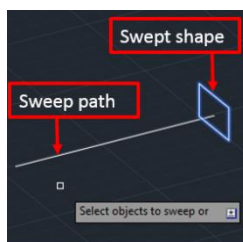
Step 3



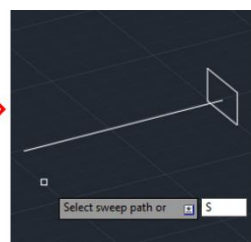
Alignment is On (Default setting)



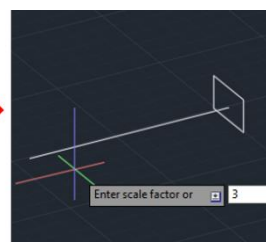
Alignment is Off



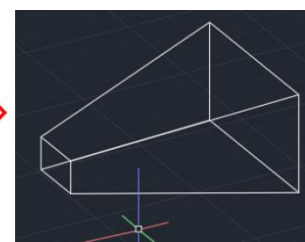
Step 1

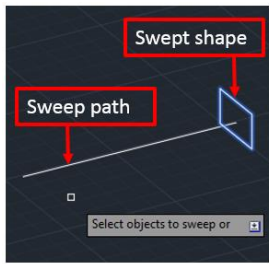


Step 2

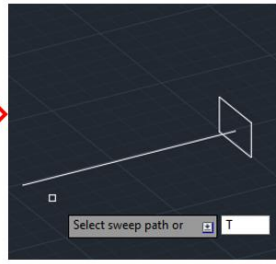


Step 3

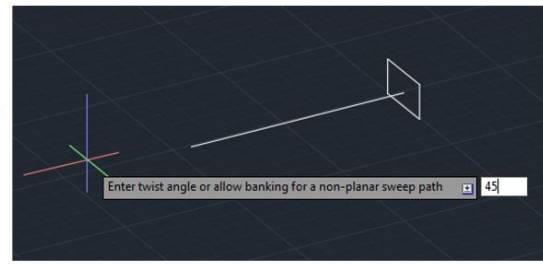




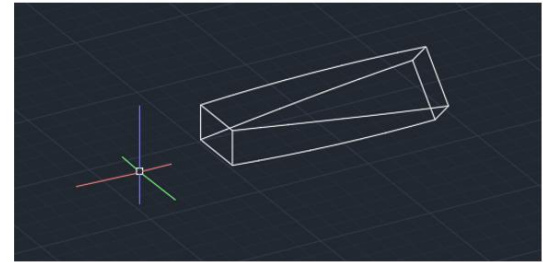
Step 1



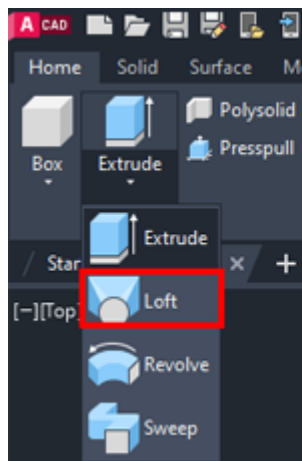
Step 2

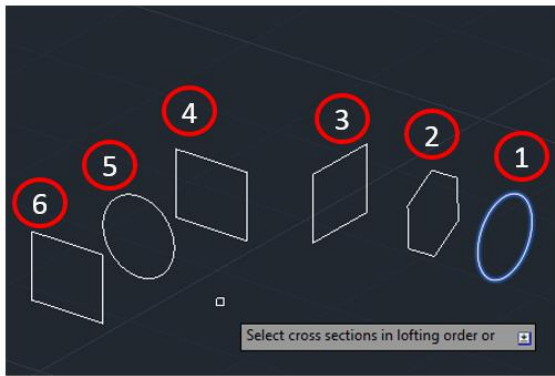


Step 3

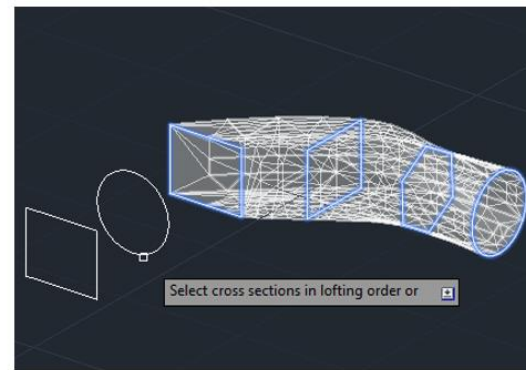


Step 4

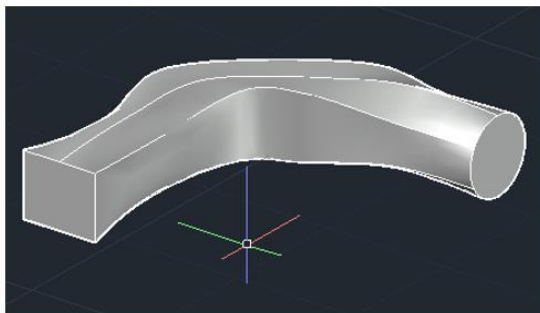




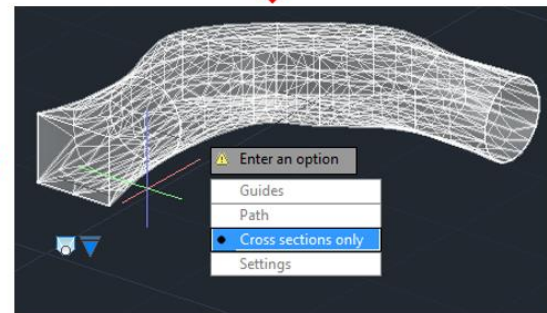
Step 1



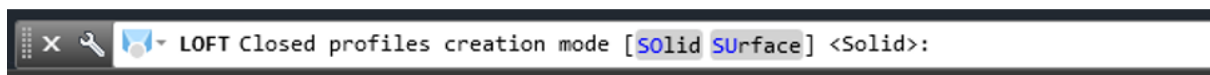
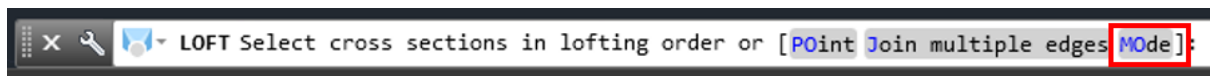
Step 2

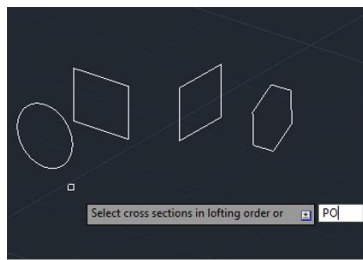


Step 4

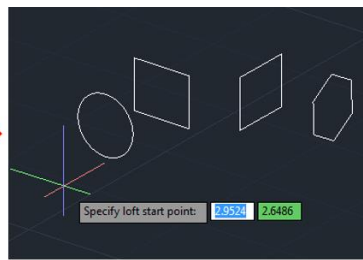


Step 3

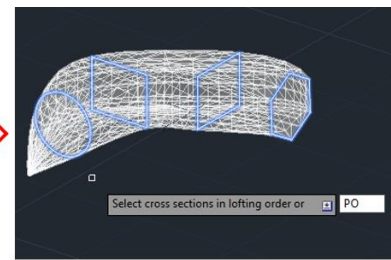




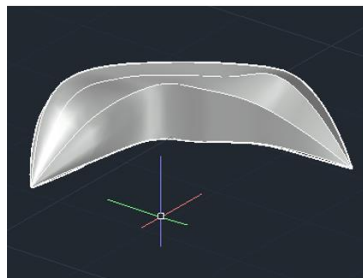
Step 1



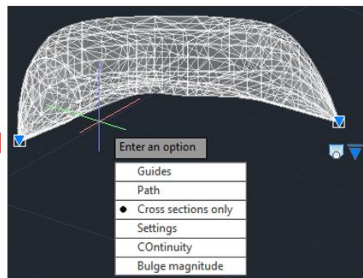
Step 2



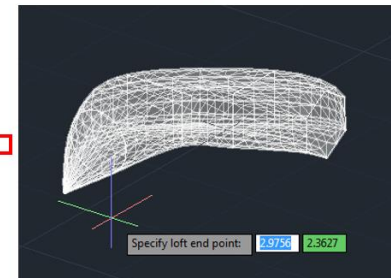
Step 3



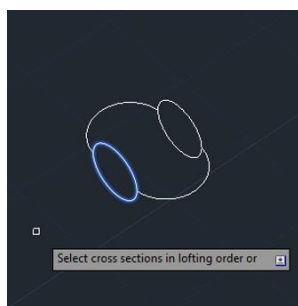
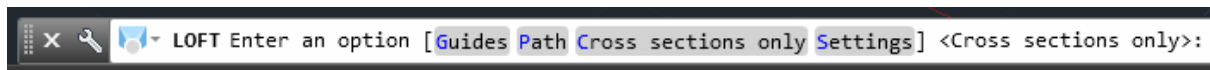
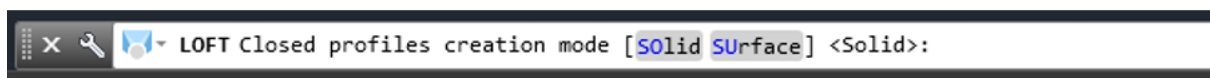
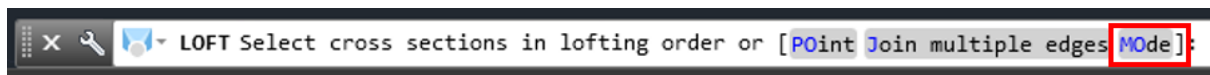
Step 6



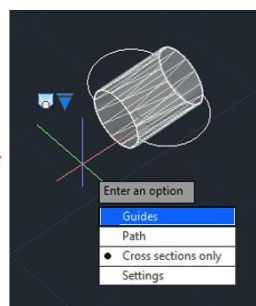
Step 5



Step 4



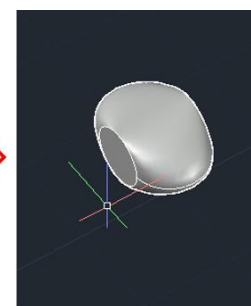
Step 1



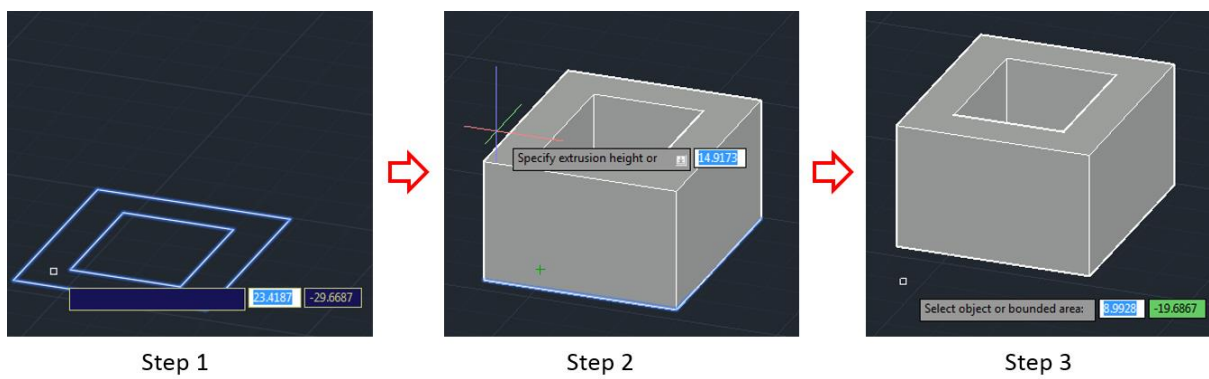
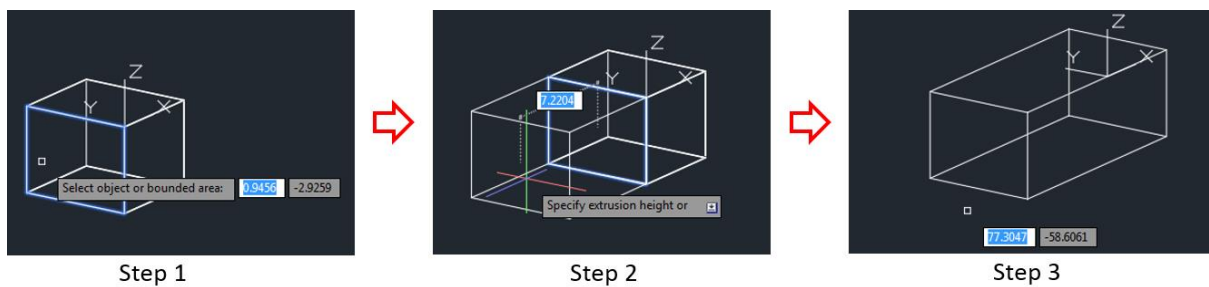
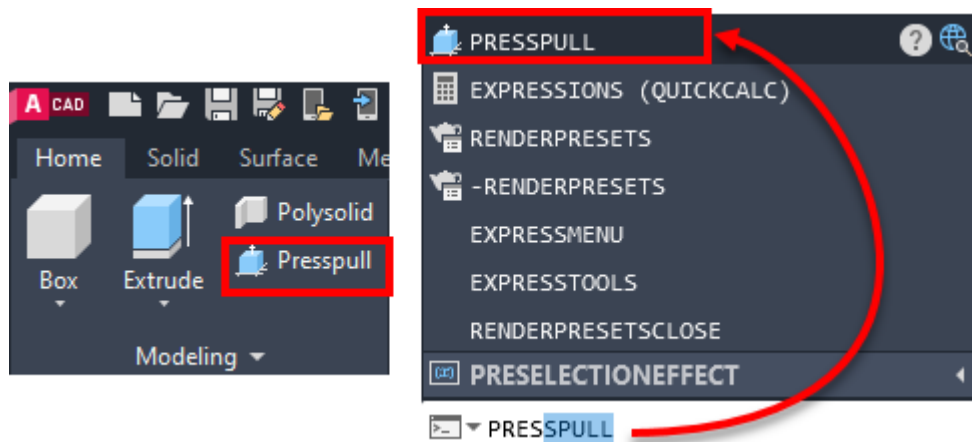
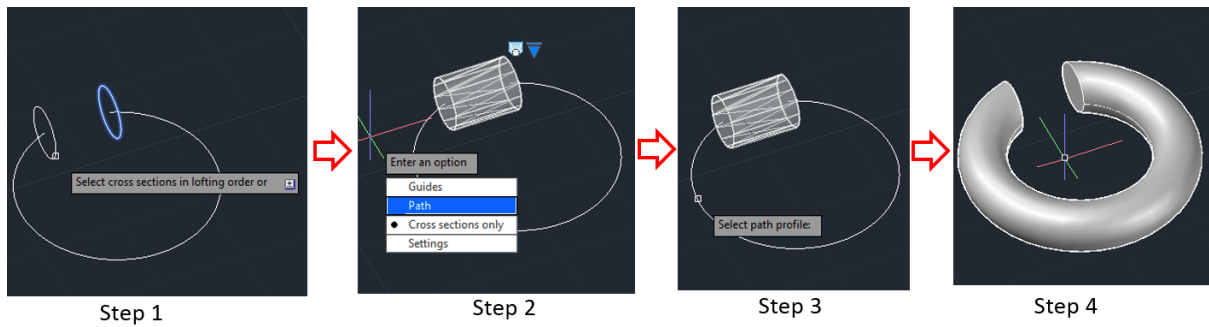
Step 2

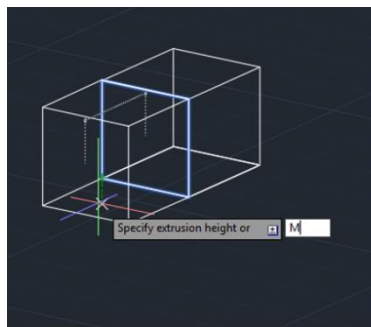


Step 3

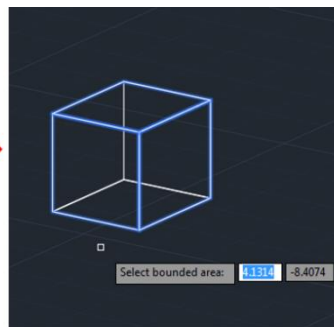


Step 4

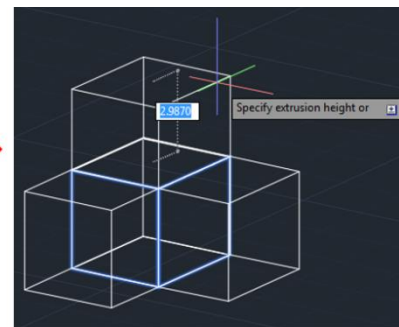




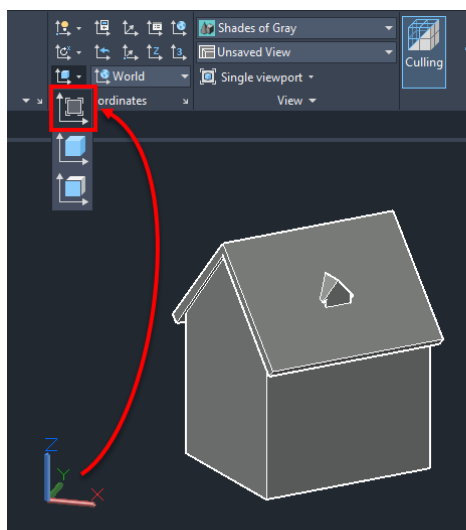
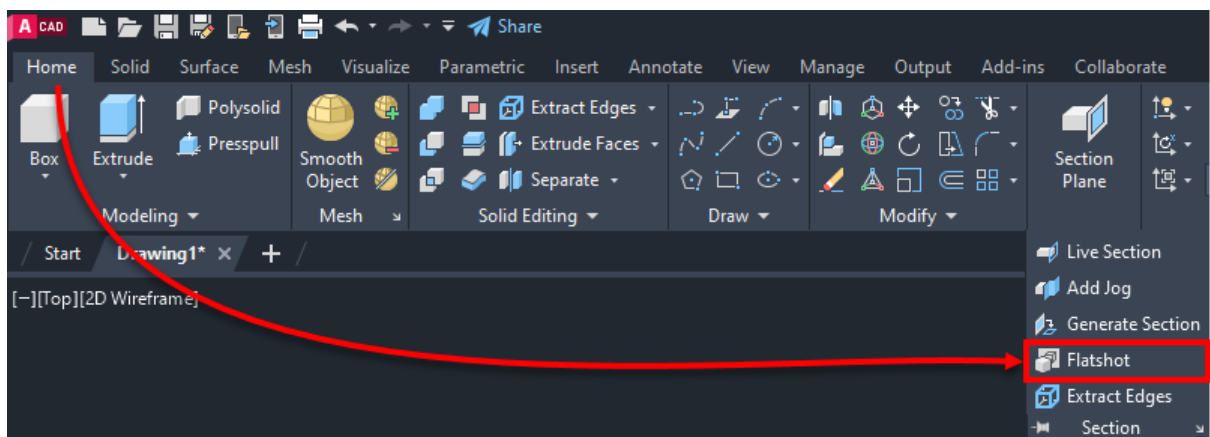
Step 1



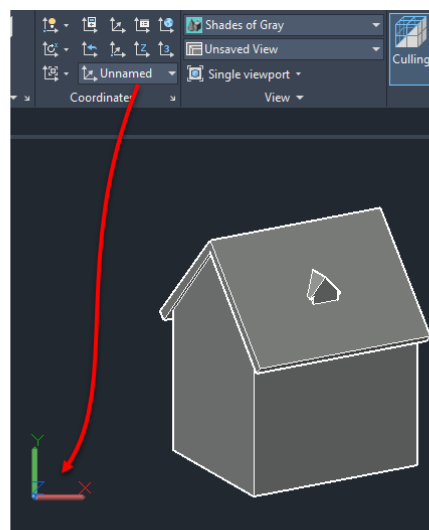
Step 2



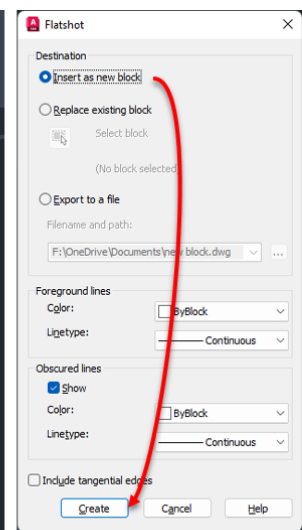
Step 3



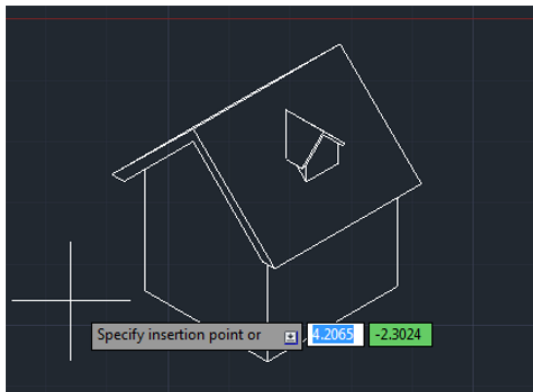
Step 1



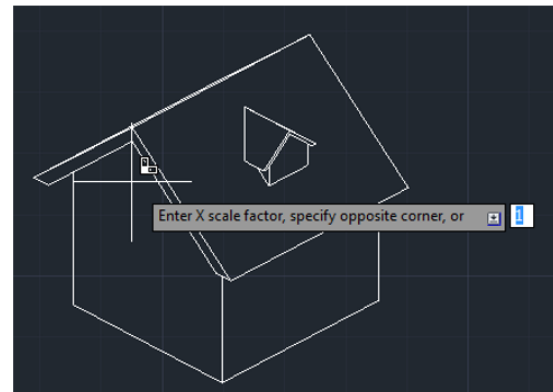
Step 2



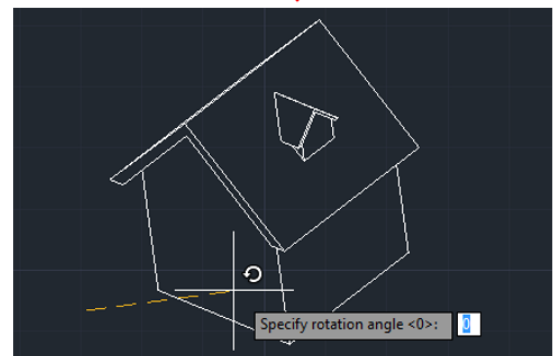
Step 3



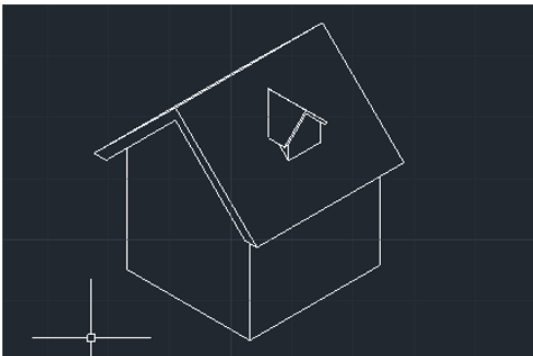
Step 4



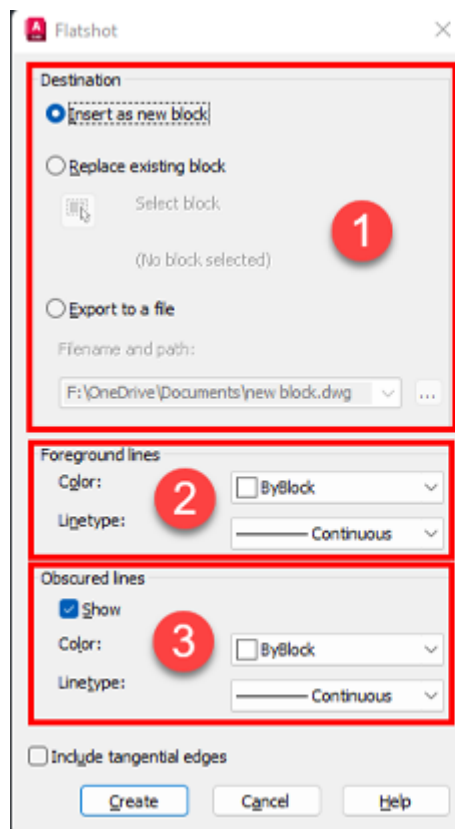
Step 5



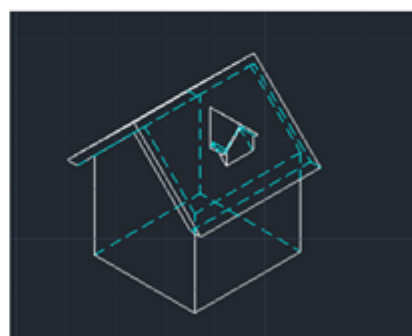
Step 6



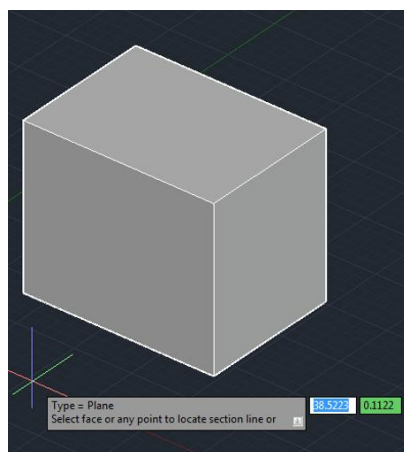
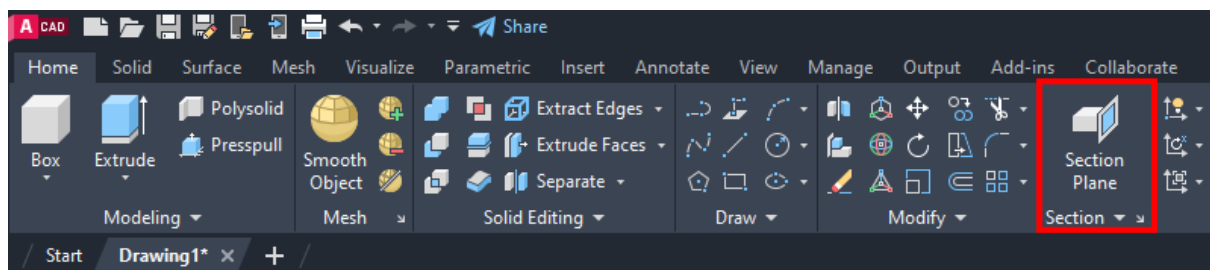
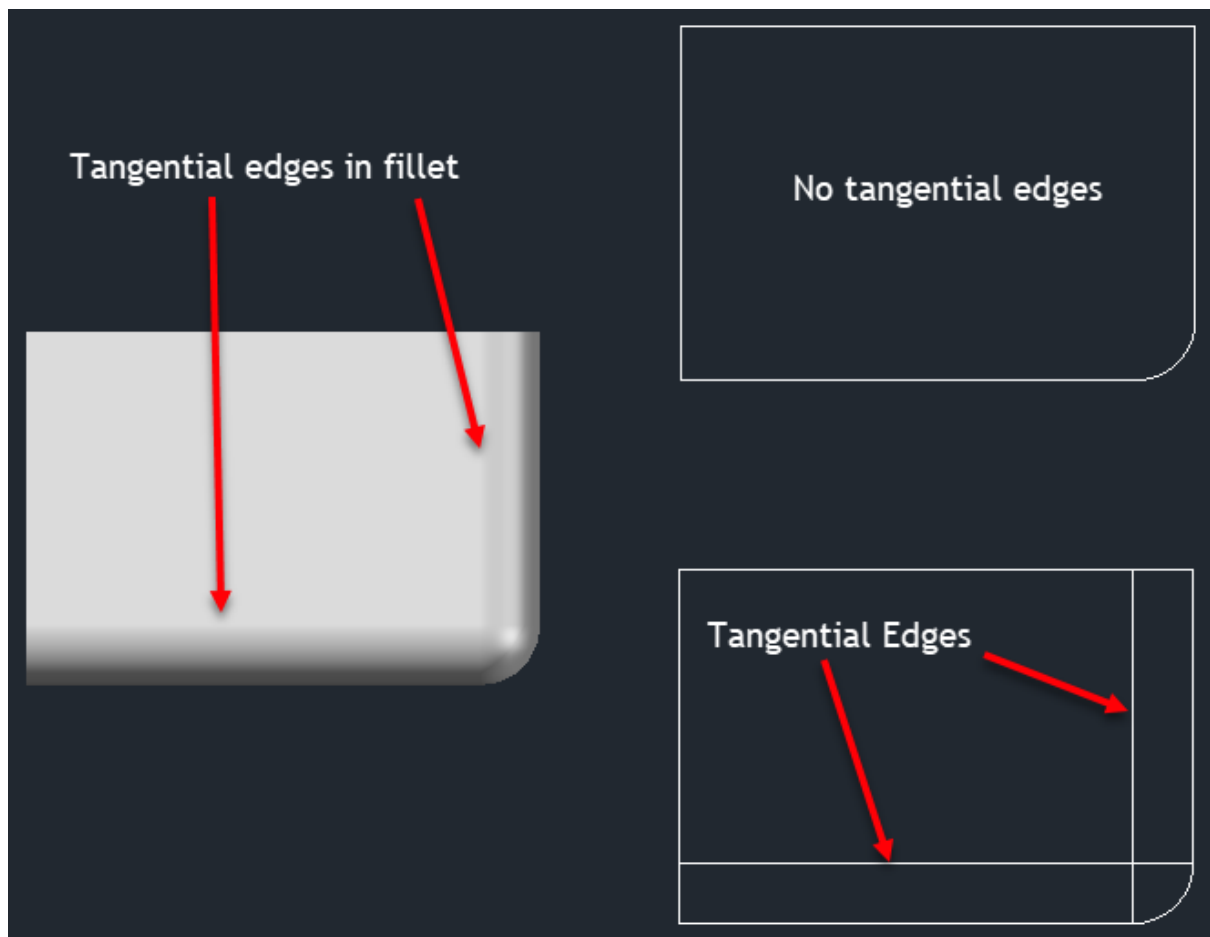
Step 7



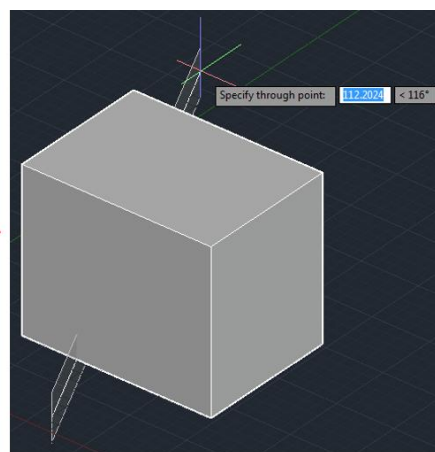
Not showing obscured lines



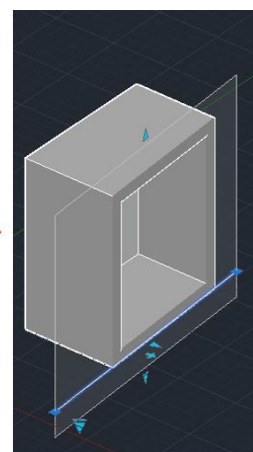
Showing obscured lines as dashed and cyan colored



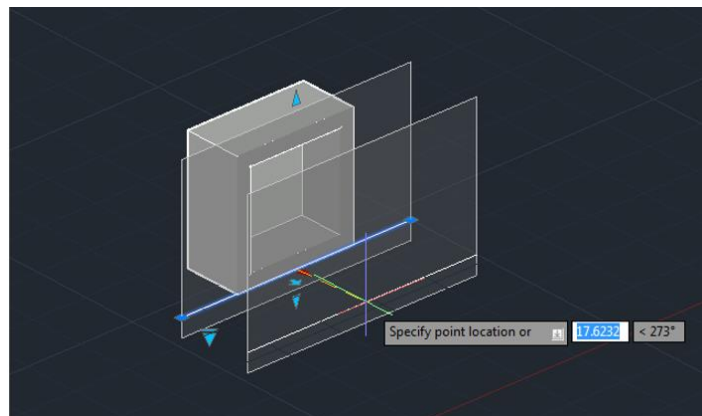
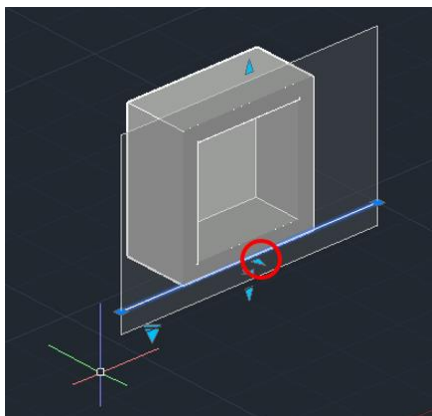
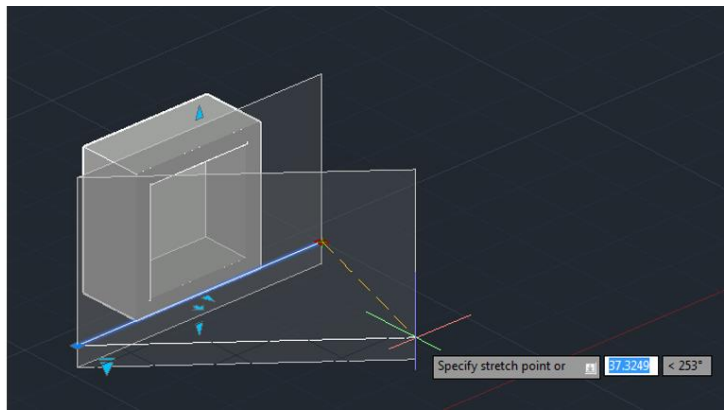
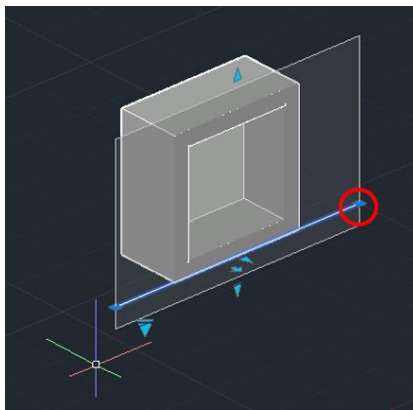
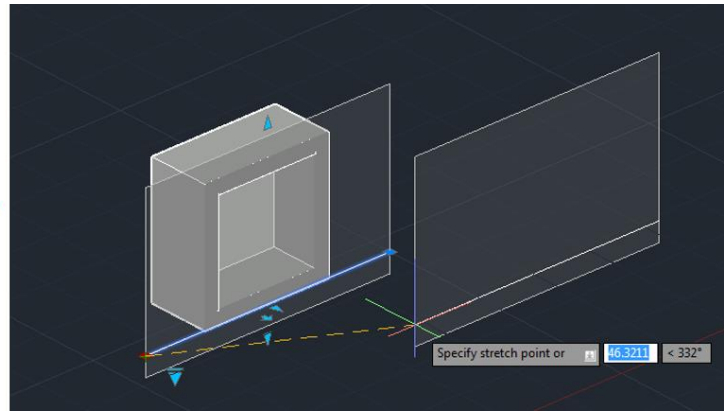
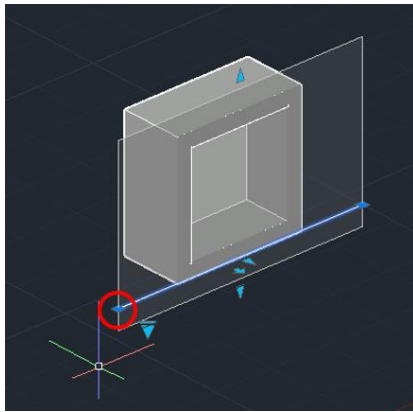
Step 1

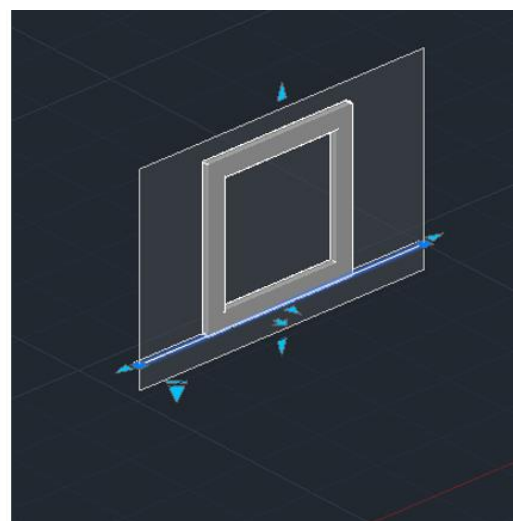
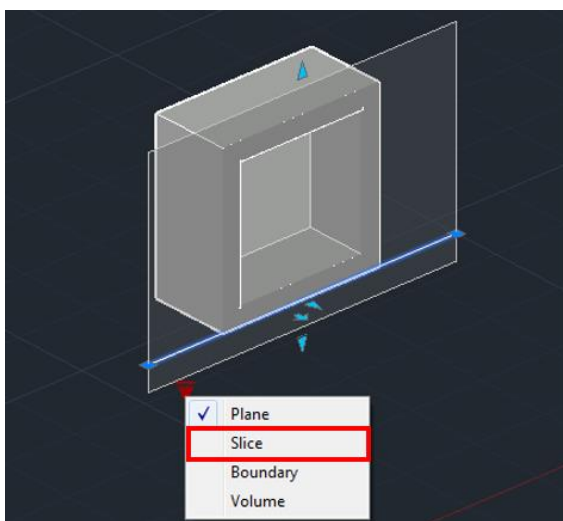
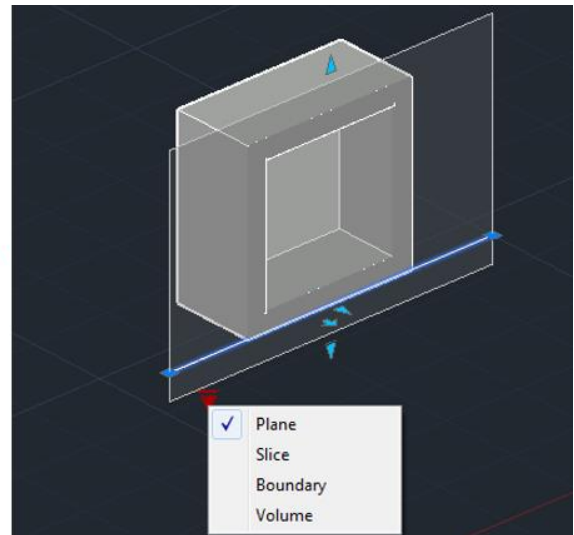
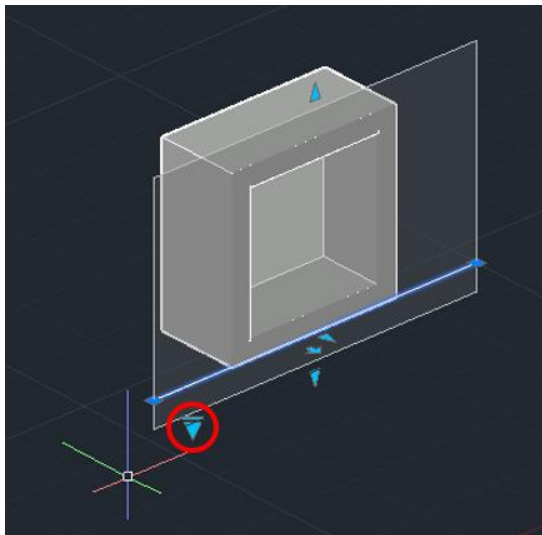
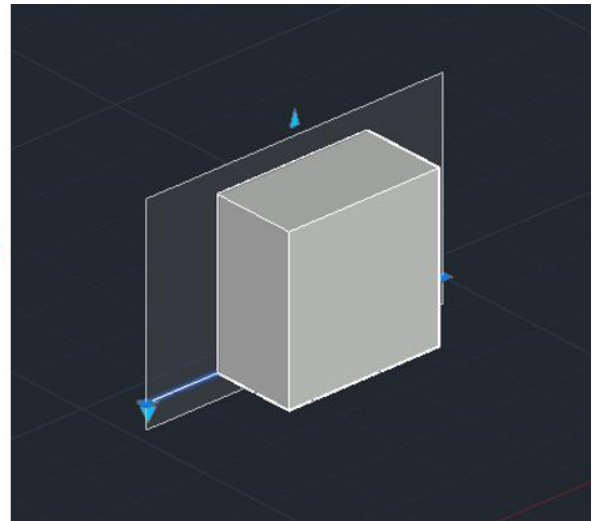
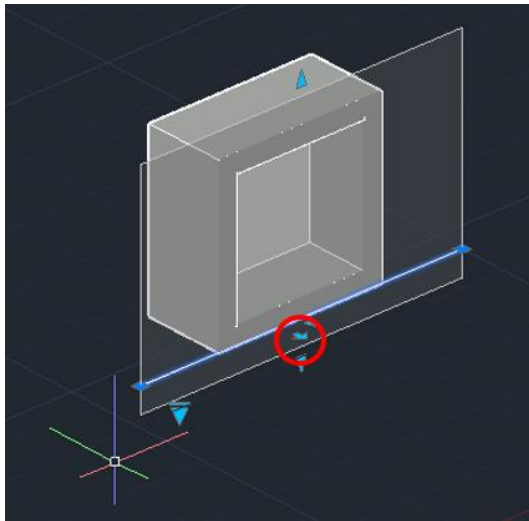


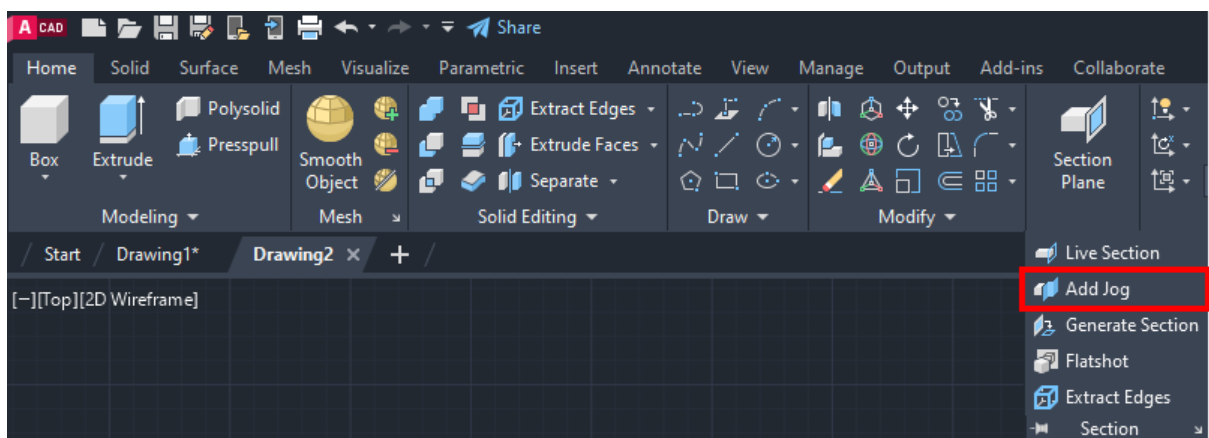
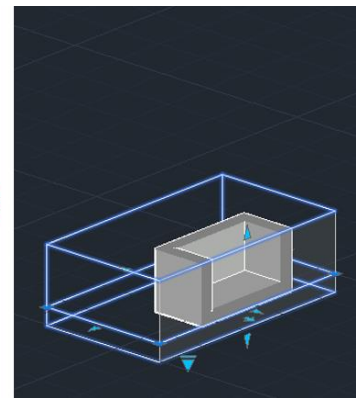
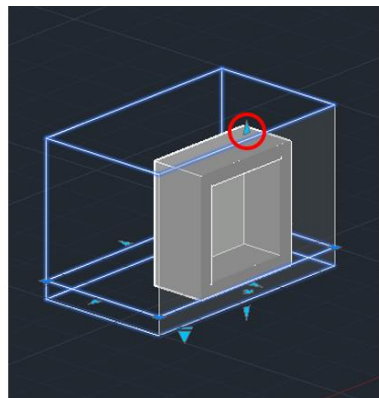
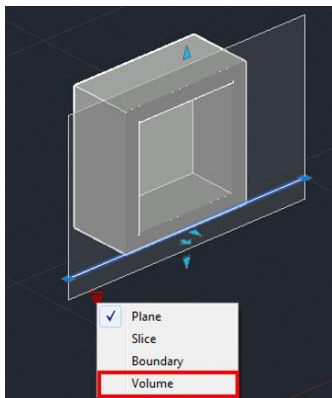
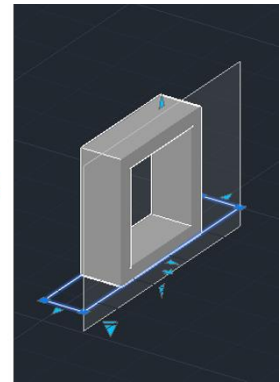
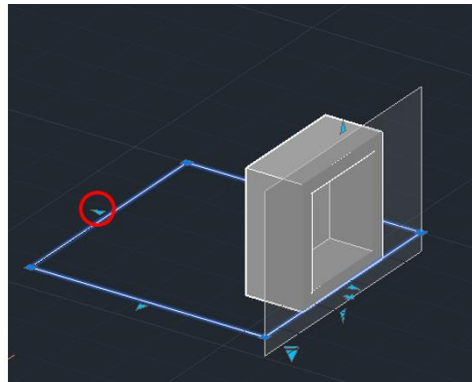
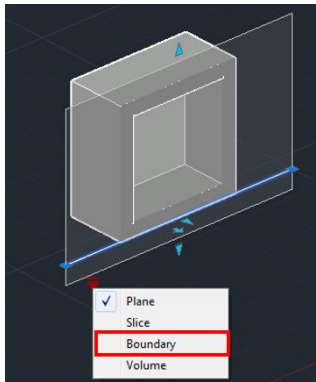
Step 2

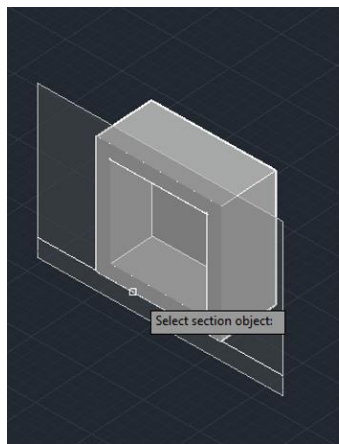


Step 3

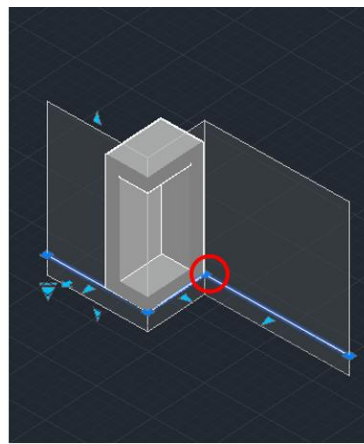




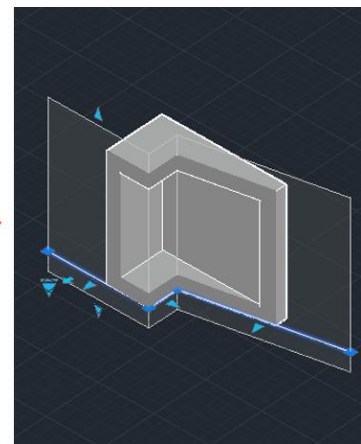




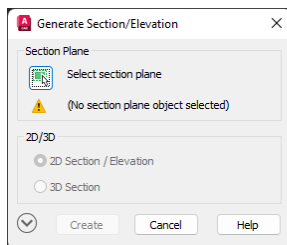
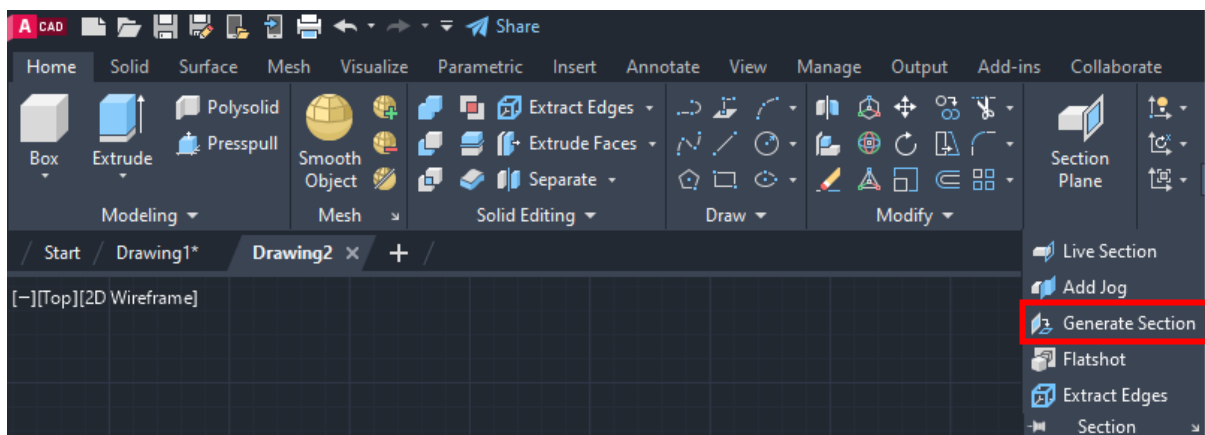
Step 1



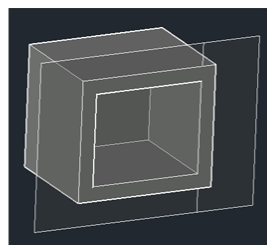
Step 2



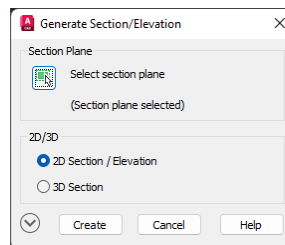
Step 3



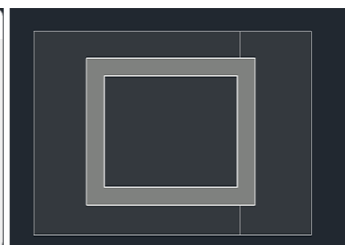
Step 1



Step 2

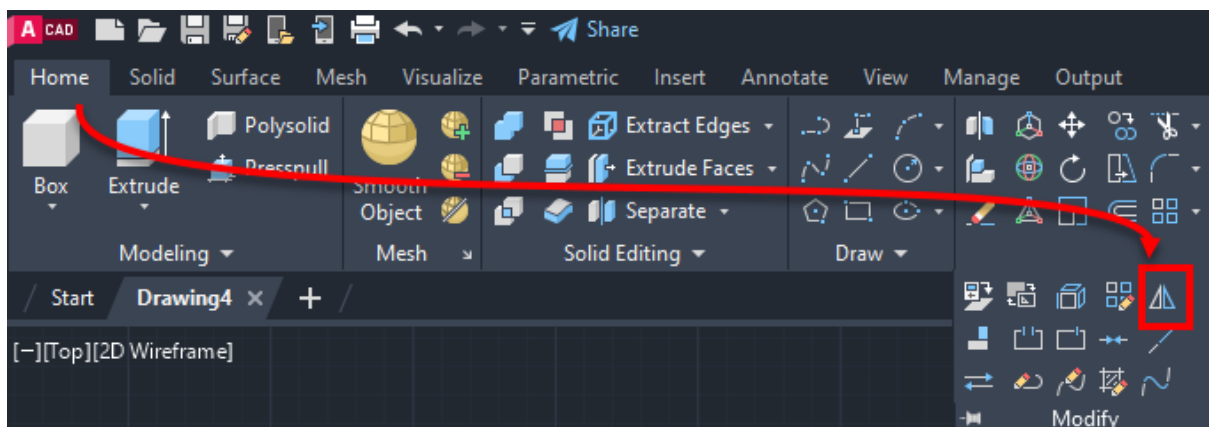
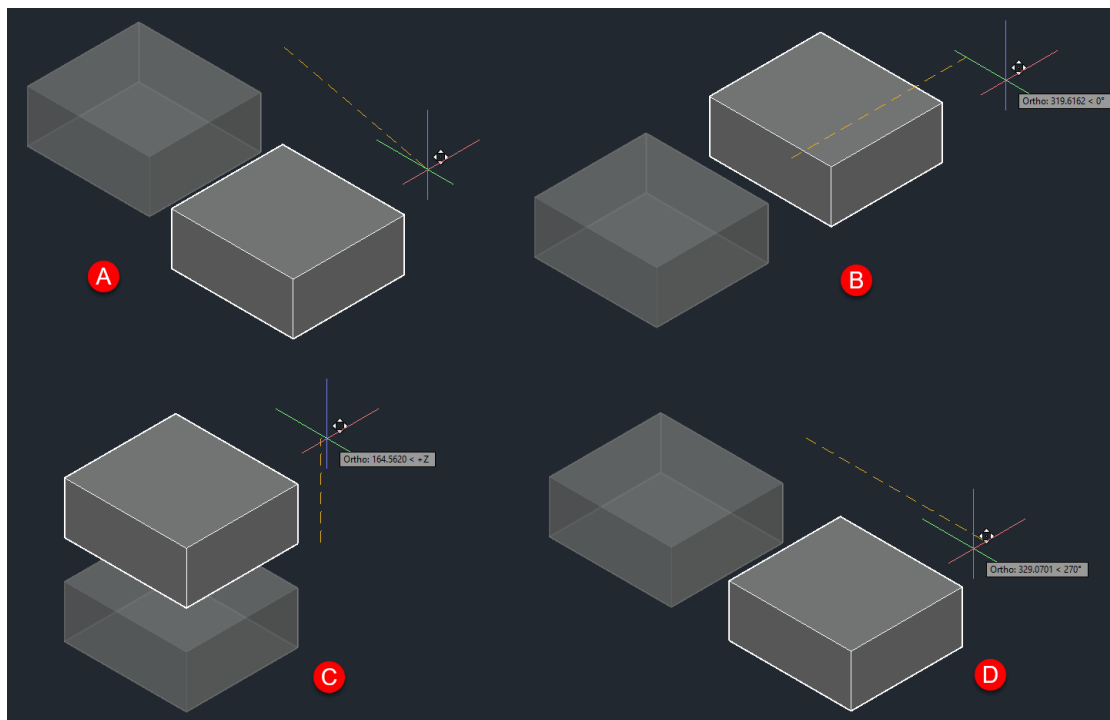
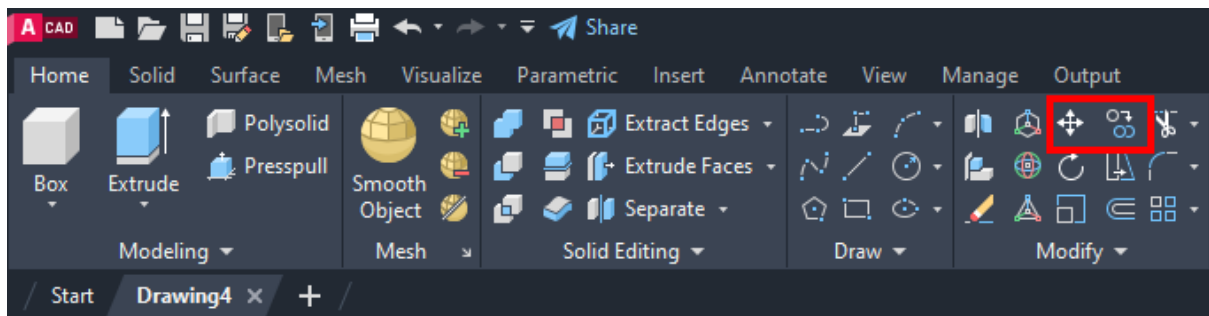


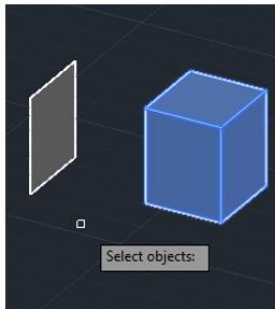
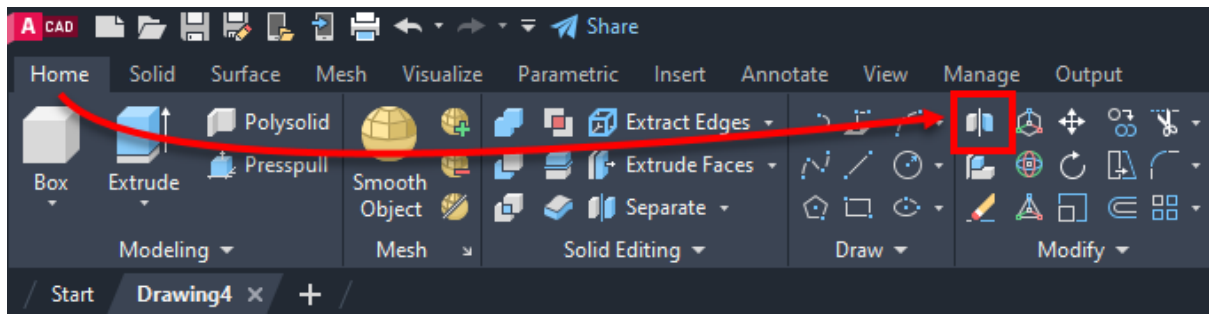
Step 3



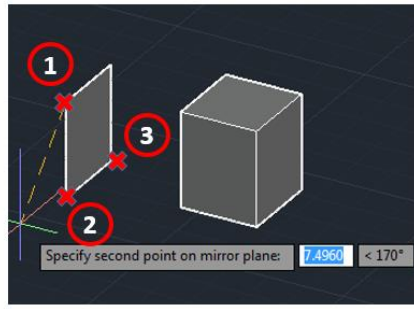
Step 4

Chapter 13: Modifying 3D Objects

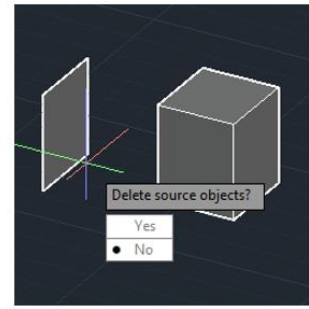




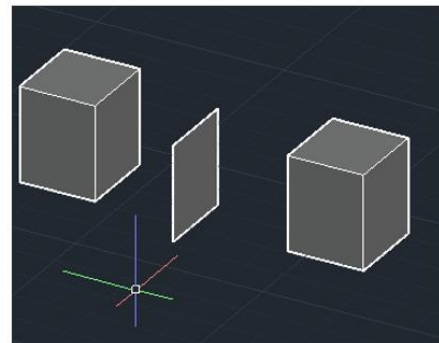
Step 1



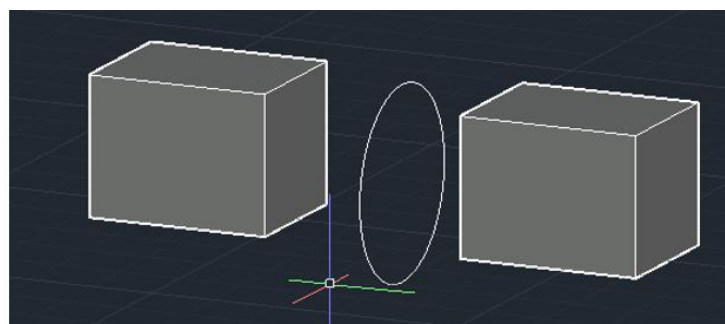
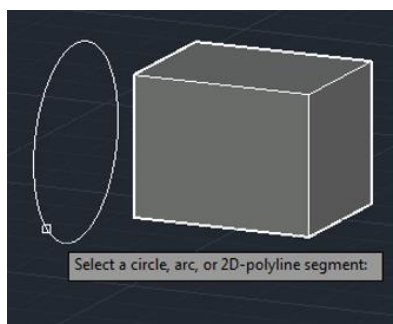
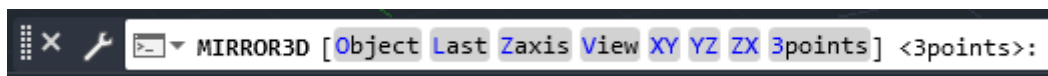
Step 2

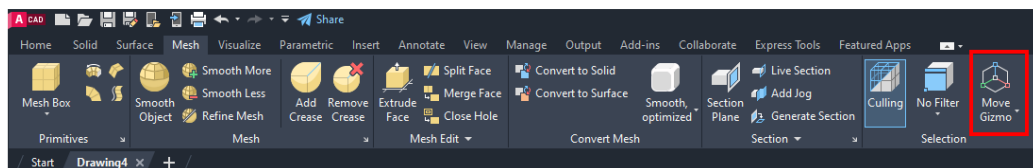
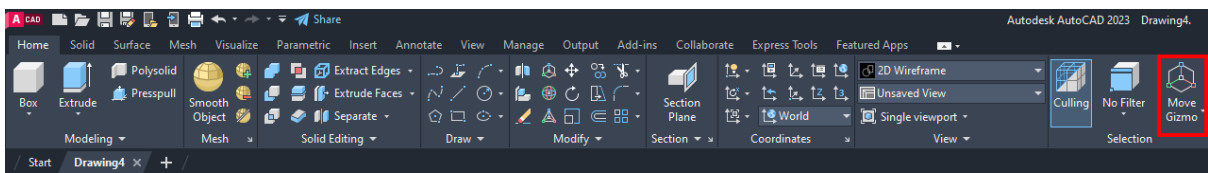
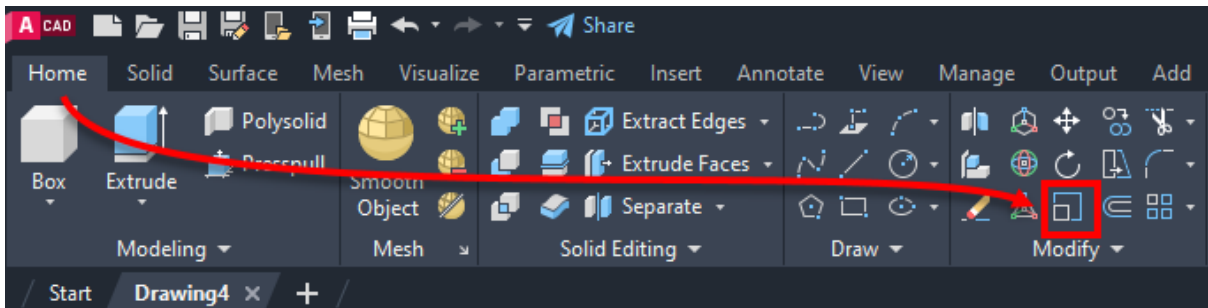
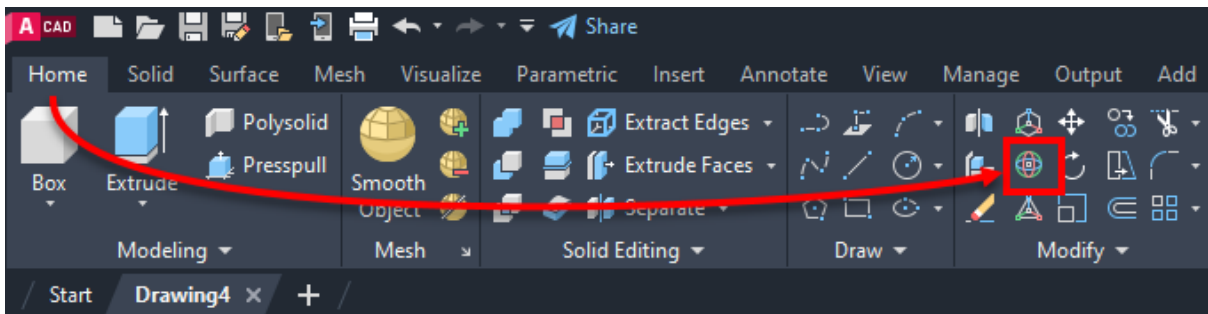
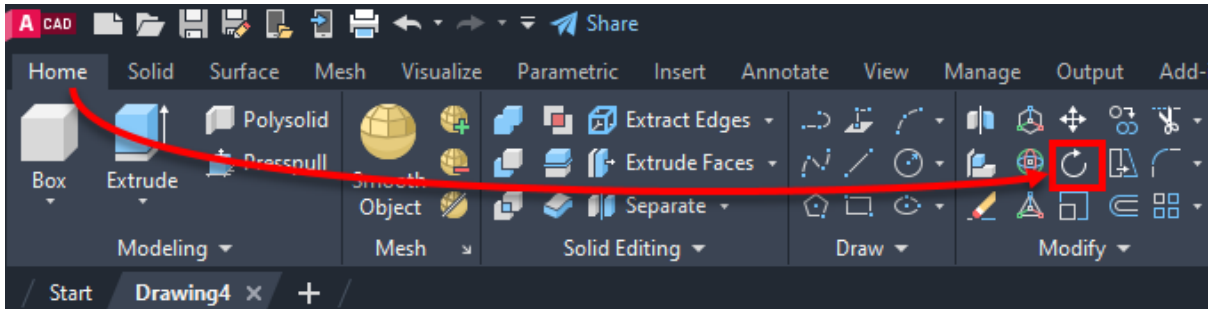
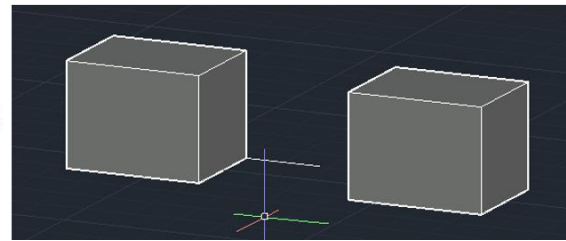
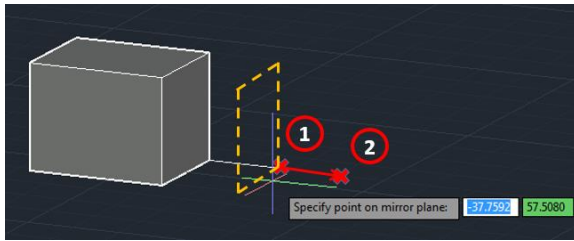


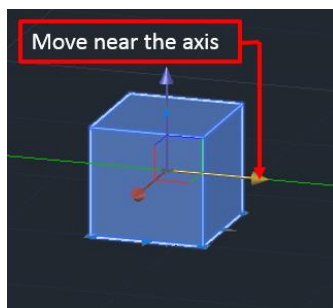
Step 3



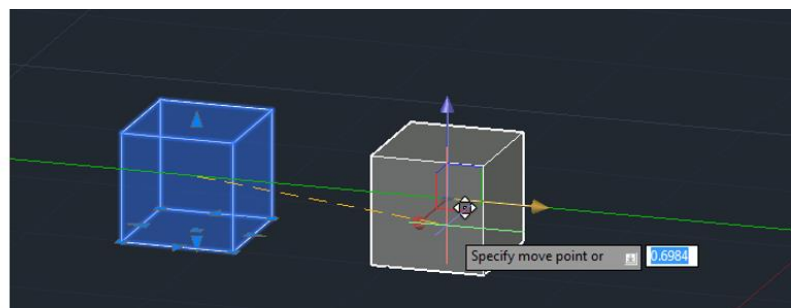
Step 4



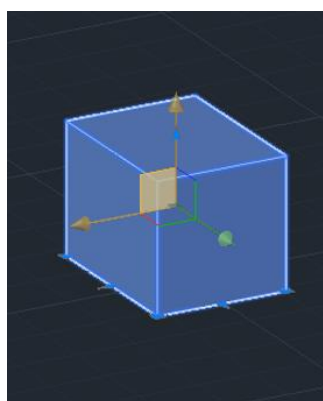




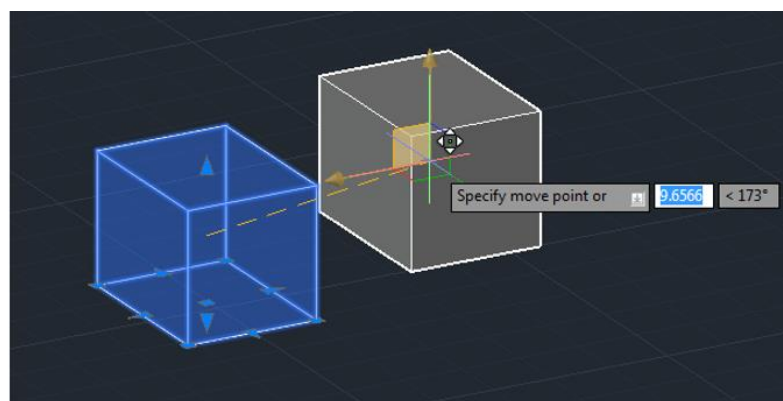
Step 1



Step 2

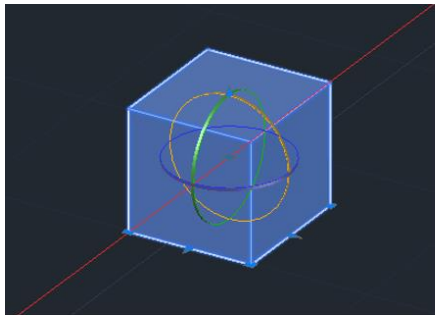


Step 1

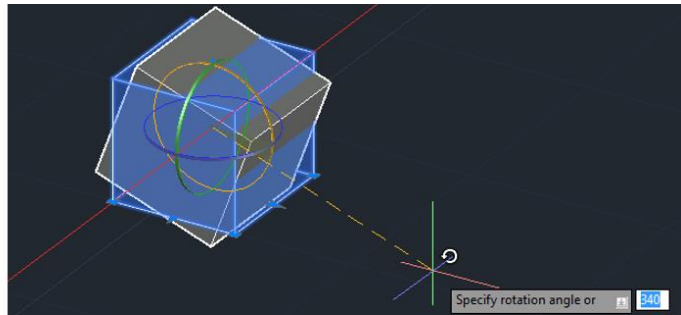


Step 2

Specify move point or [Base point Copy Undo eXit]:

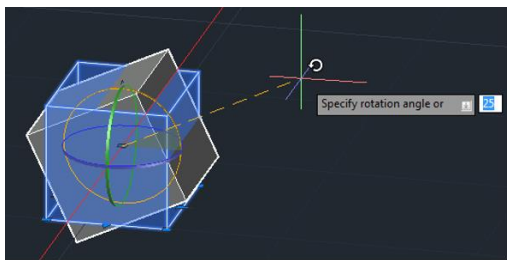


Step 1

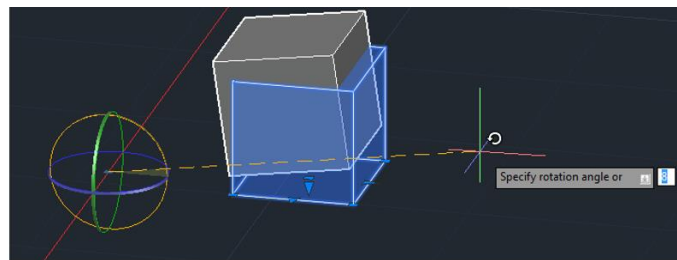


Step 2

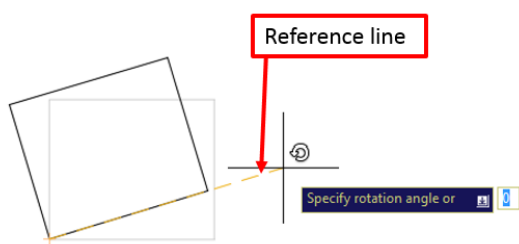
Specify rotation angle or [Base point Copy Undo Reference eXit]: <Ortho off>



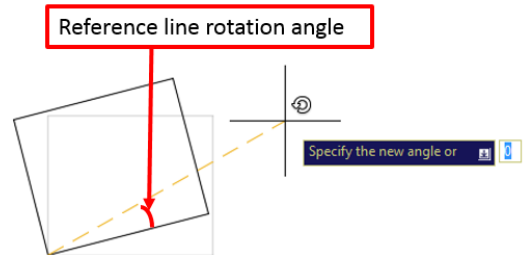
Default rotation base point (At the center)



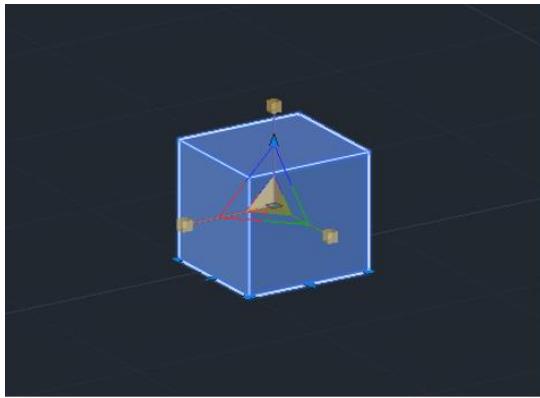
Rotation base point changed using the Base point option



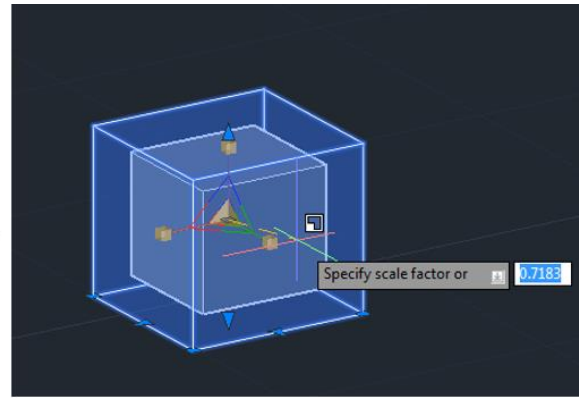
Rotation reference line is aligned with the object



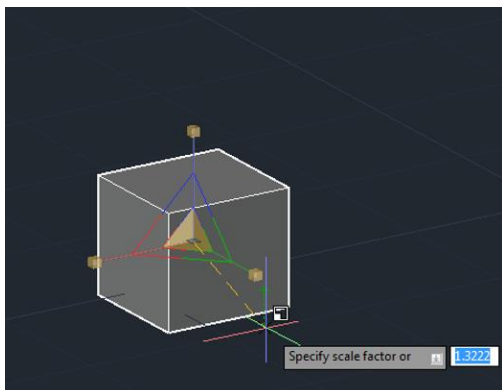
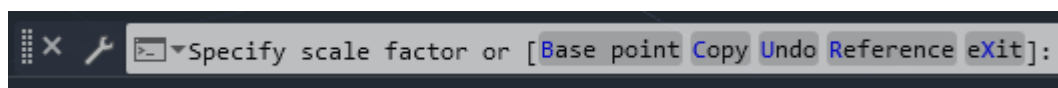
Rotation reference is rotated by an angle



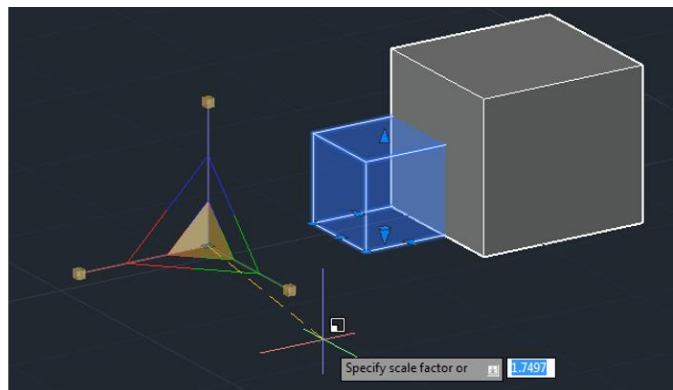
Step 1



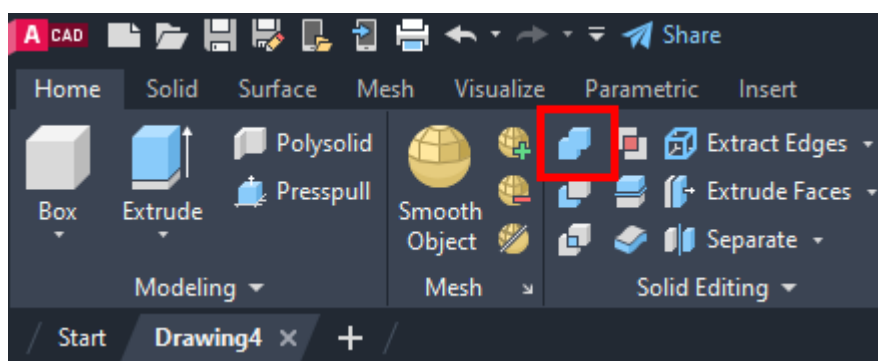
Step 2

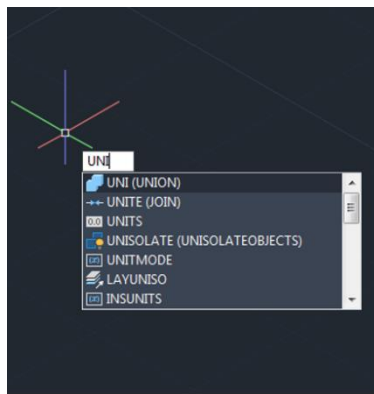


Scaling using the default base point (at the center point)

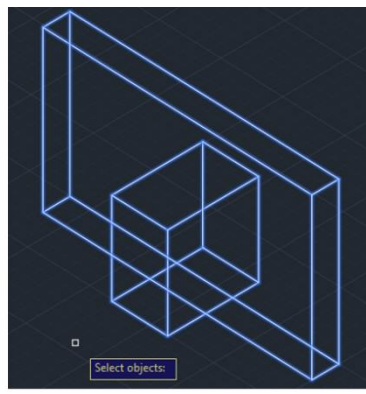


Scaling base point is changed using the Base point option

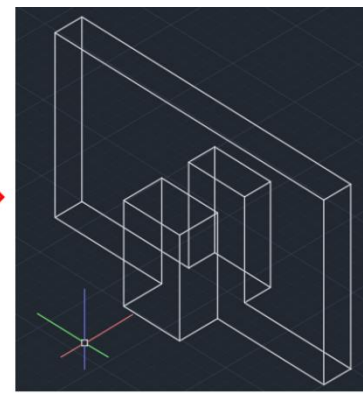




Step 1

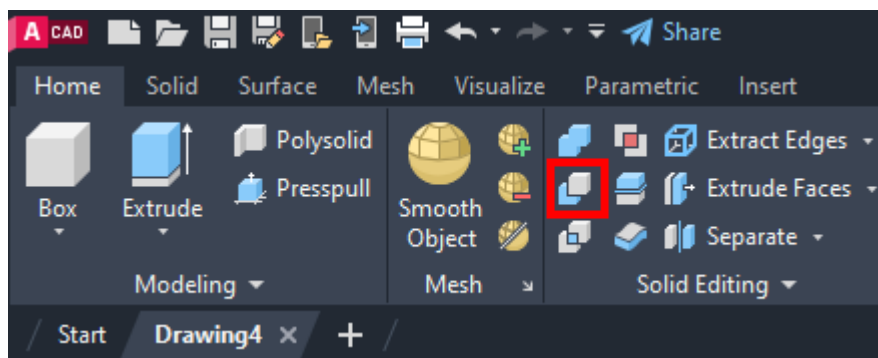
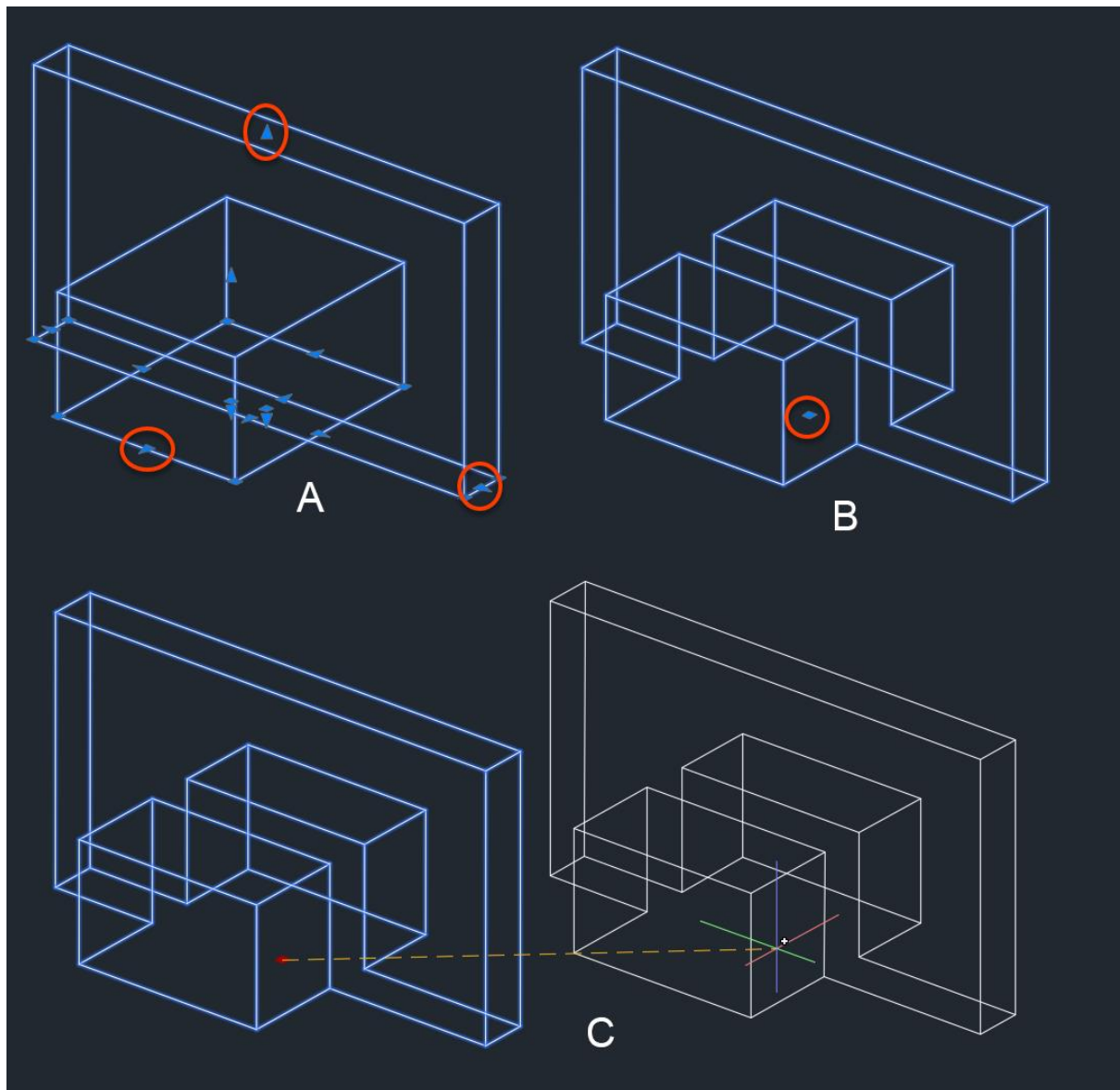


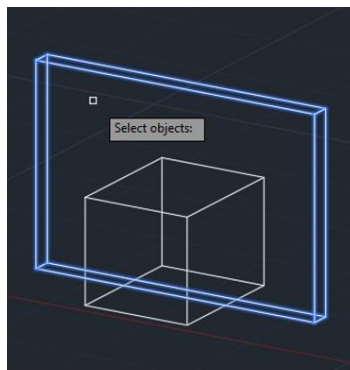
Step 2



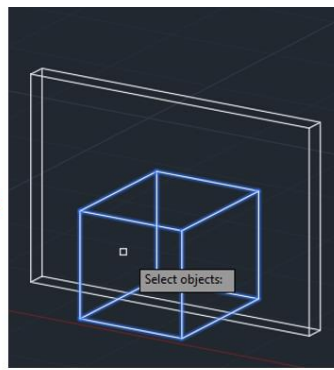
Step 3



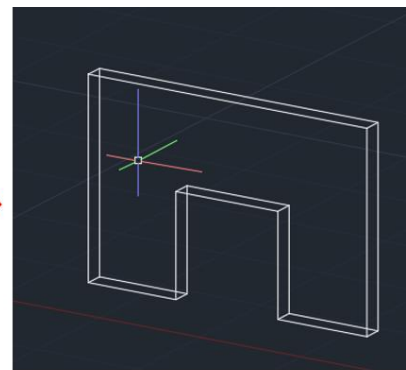




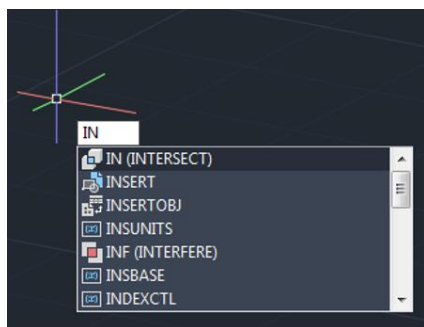
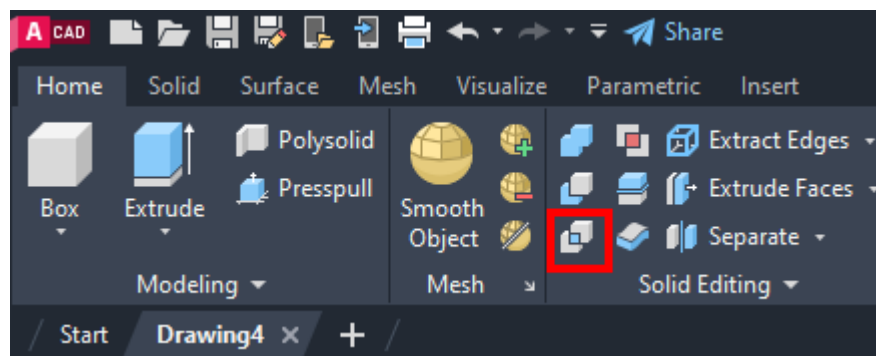
Step 1



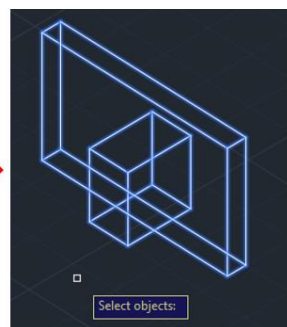
Step 2



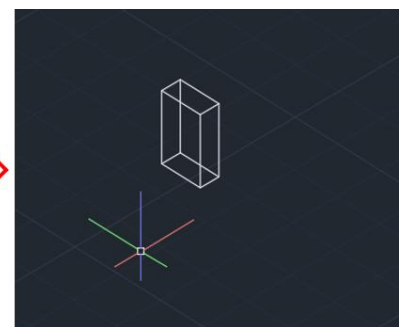
Step 3



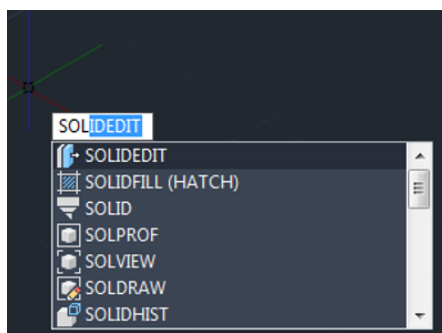
Step 1



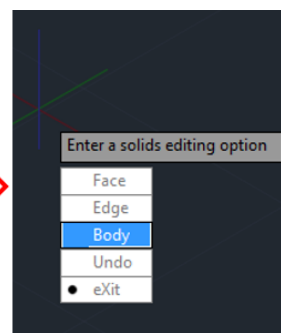
Step 2



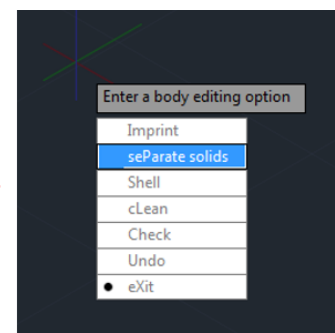
Step 3



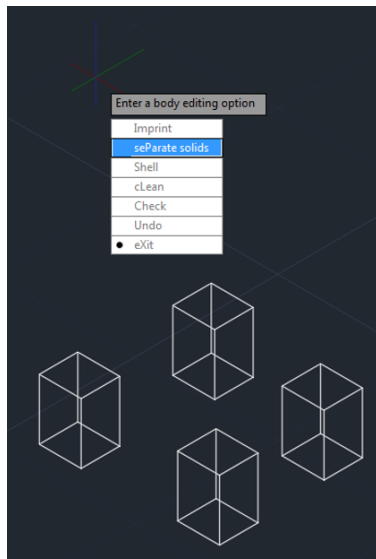
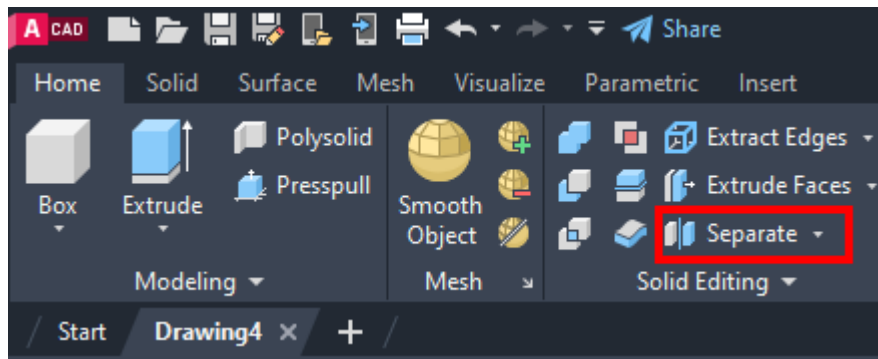
Type "SOL" and press Enter



Select Body



Select Separate Solids



Step 1



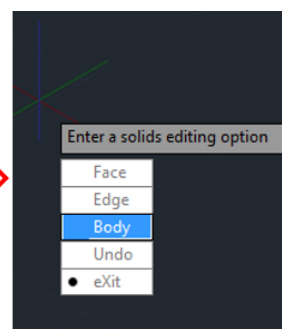
Step 2



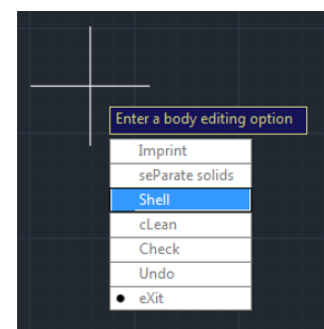
Step 3



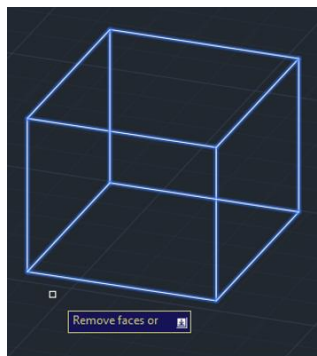
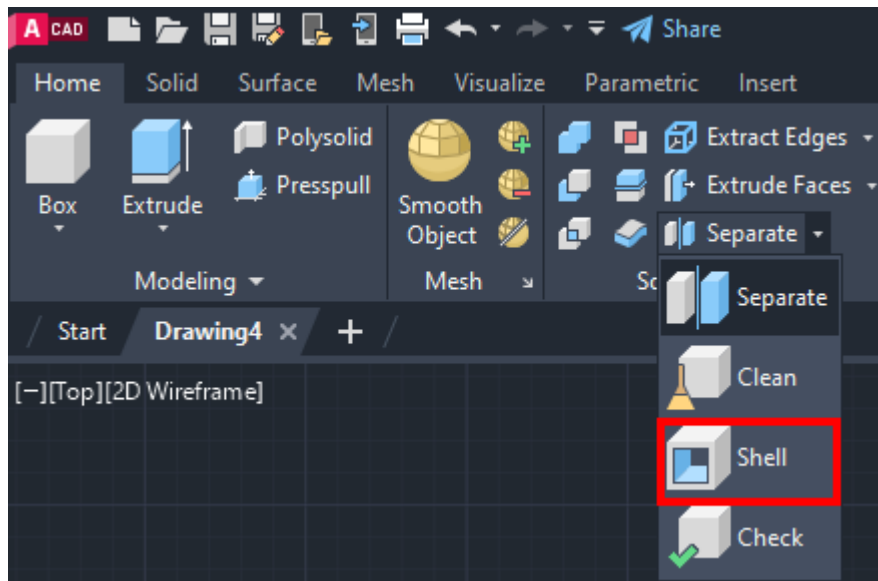
Type "SOL" and press Enter



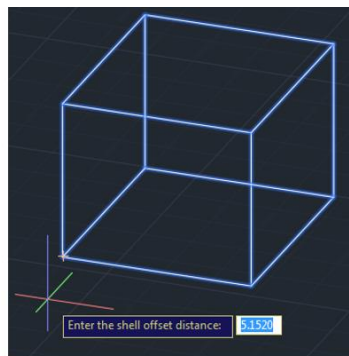
Select Body



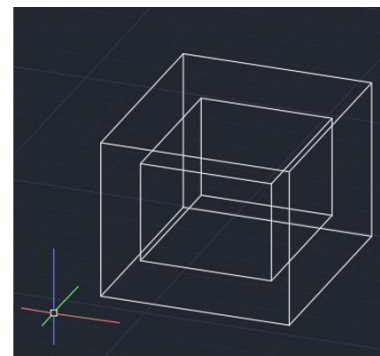
Select Shell



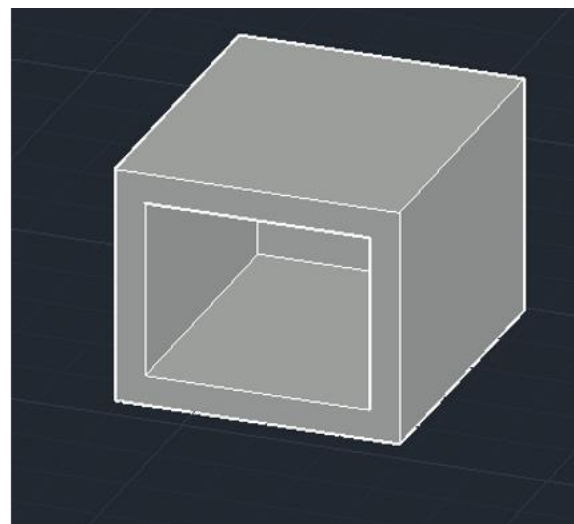
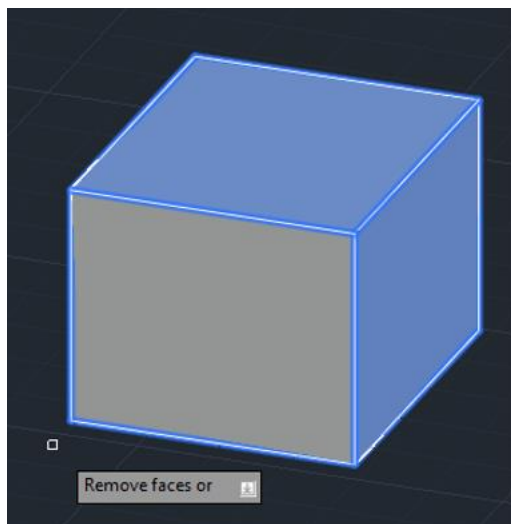
Step 1

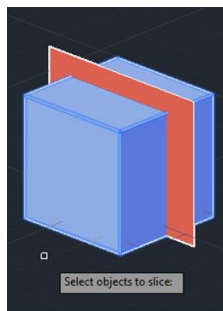
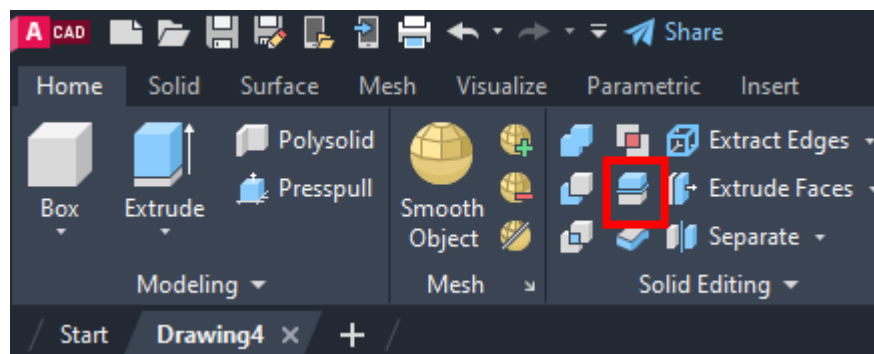
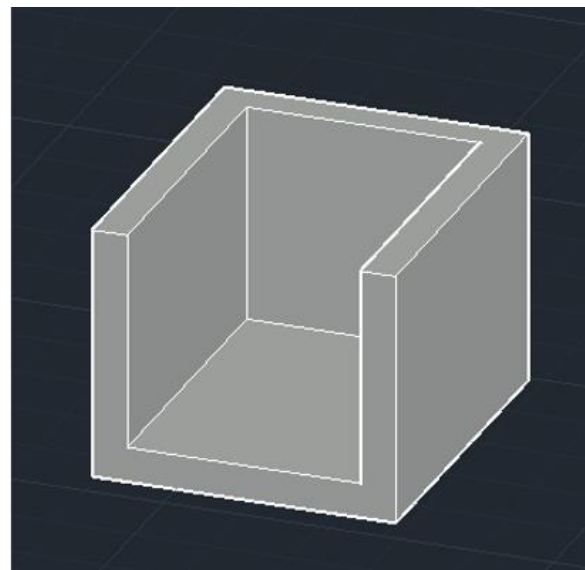
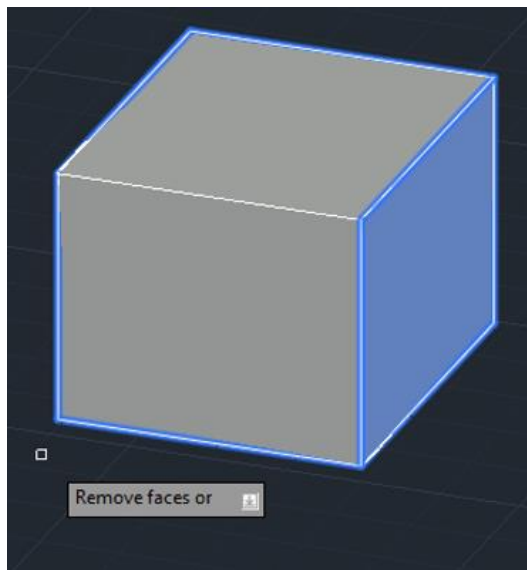


Step 2

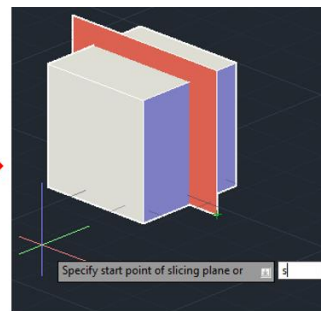


Step 3

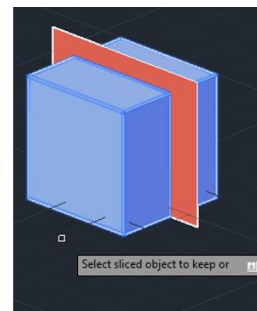




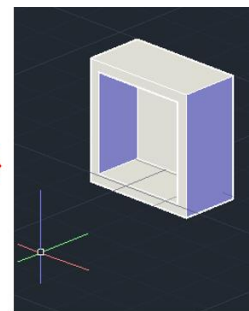
Step 1



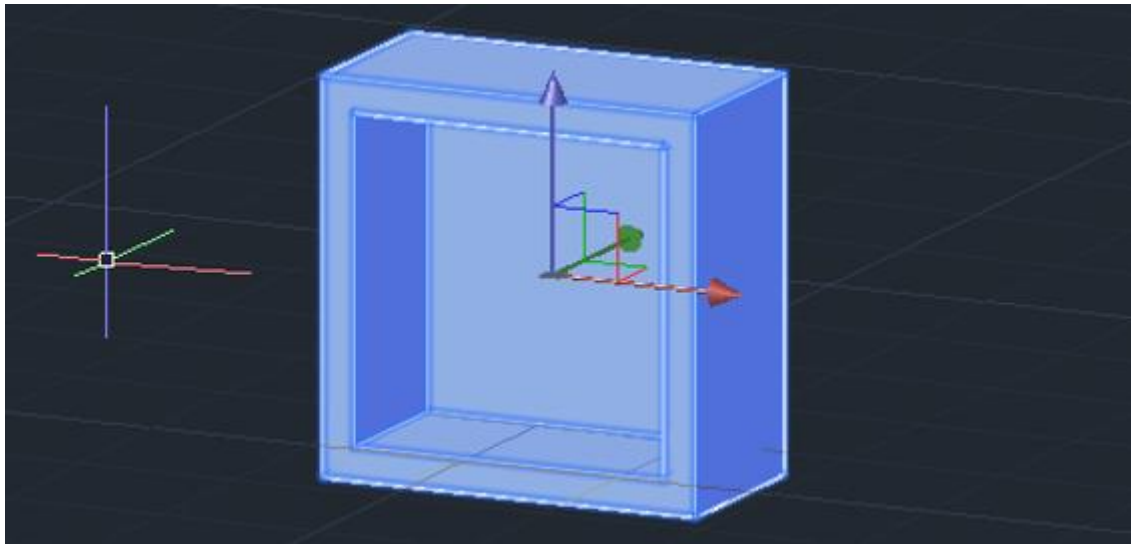
Step 2



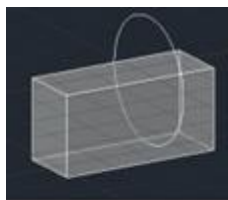
Step 3



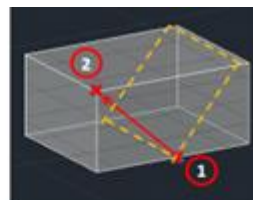
Step 4



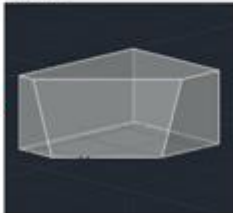
SLICE Specify start point of slicing plane or [planar Object Surface Zaxis View XY YZ ZX 3points] <3points>:



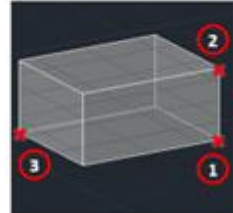
Planar Object Method



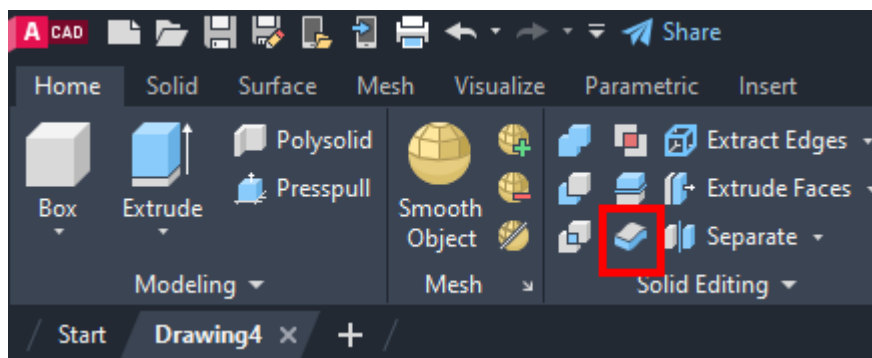
Z axis Method

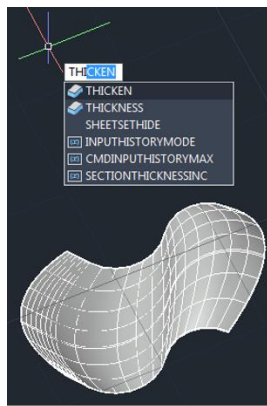


View Method

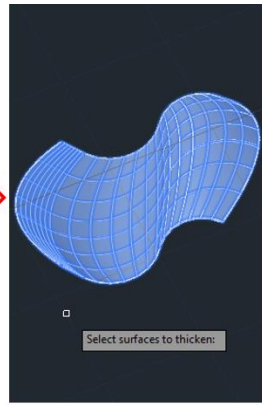


3points Method

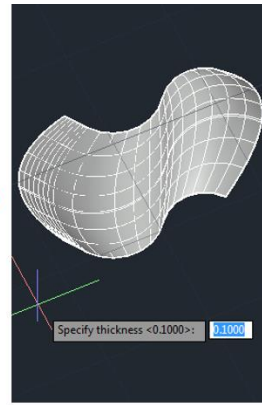




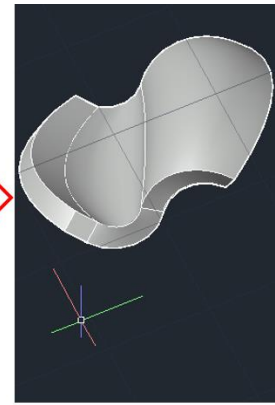
Step 1



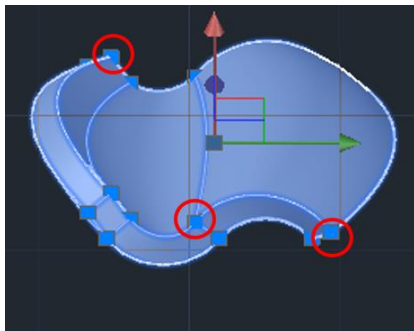
Step 2



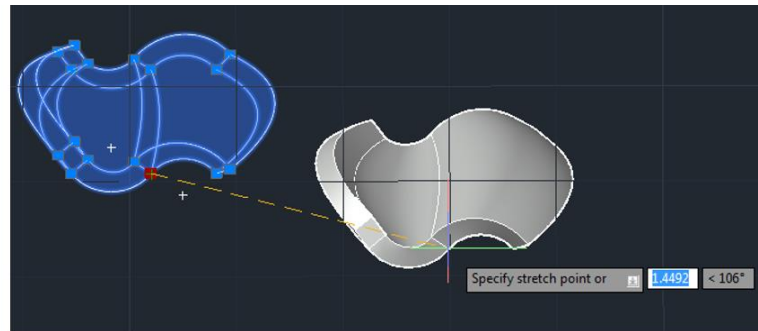
Step 3



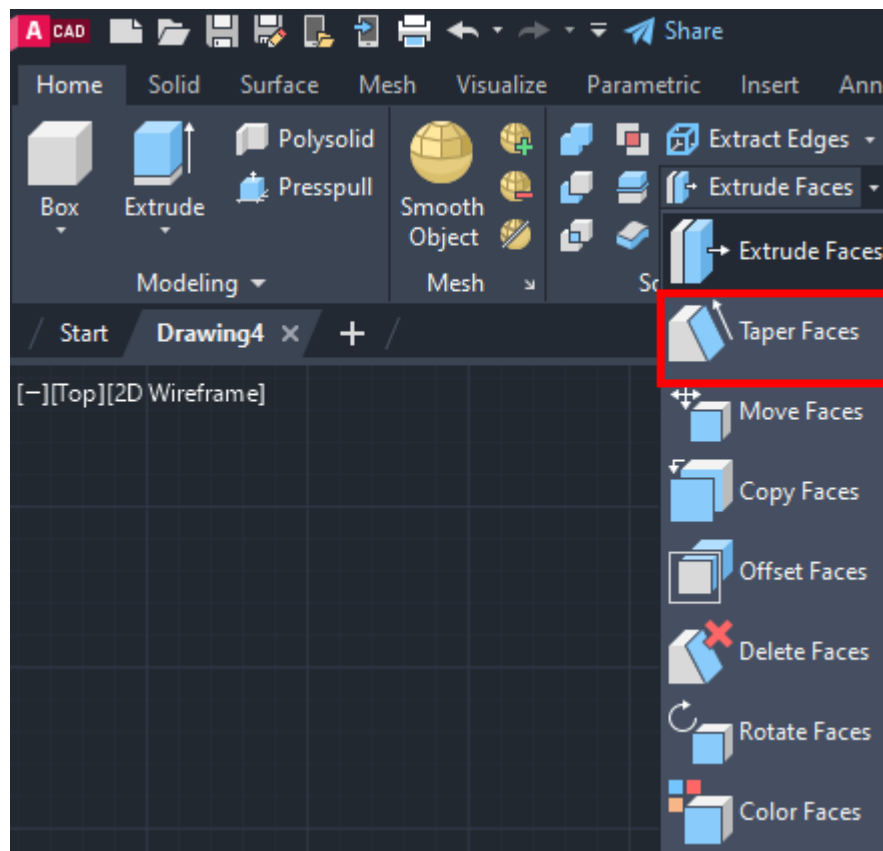
Step 4

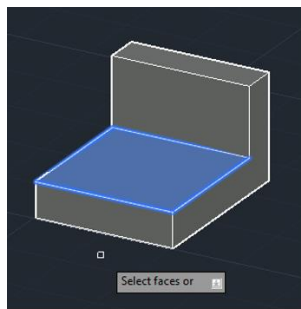


Thickened object grab points

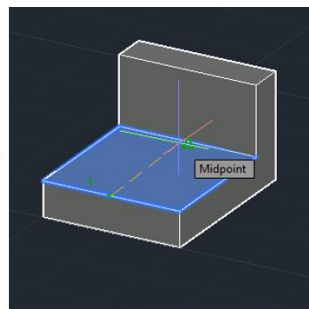


Click and drag any of the grab points to move the object

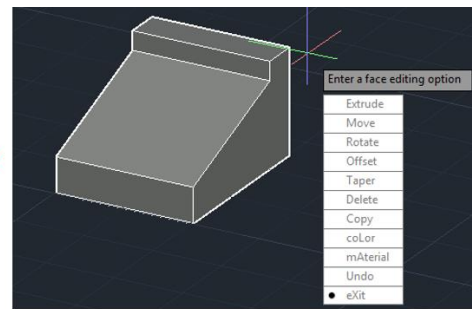




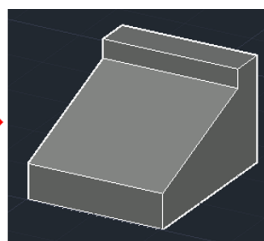
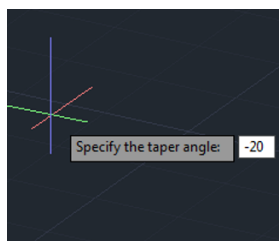
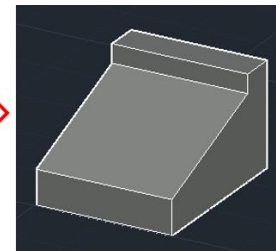
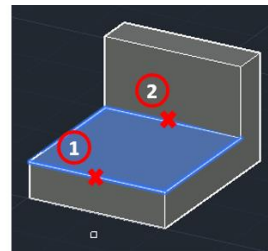
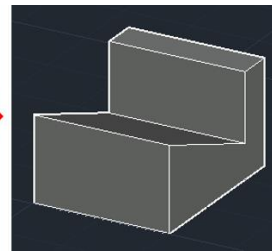
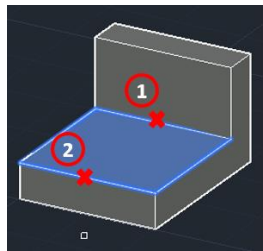
Step 1



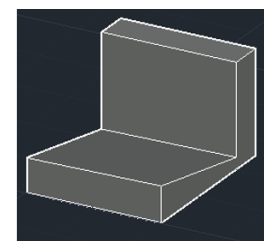
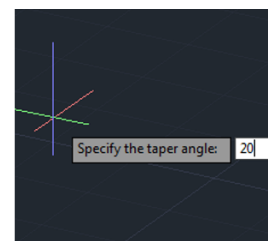
Step 2



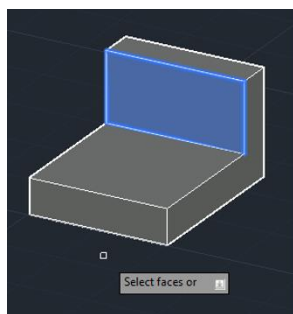
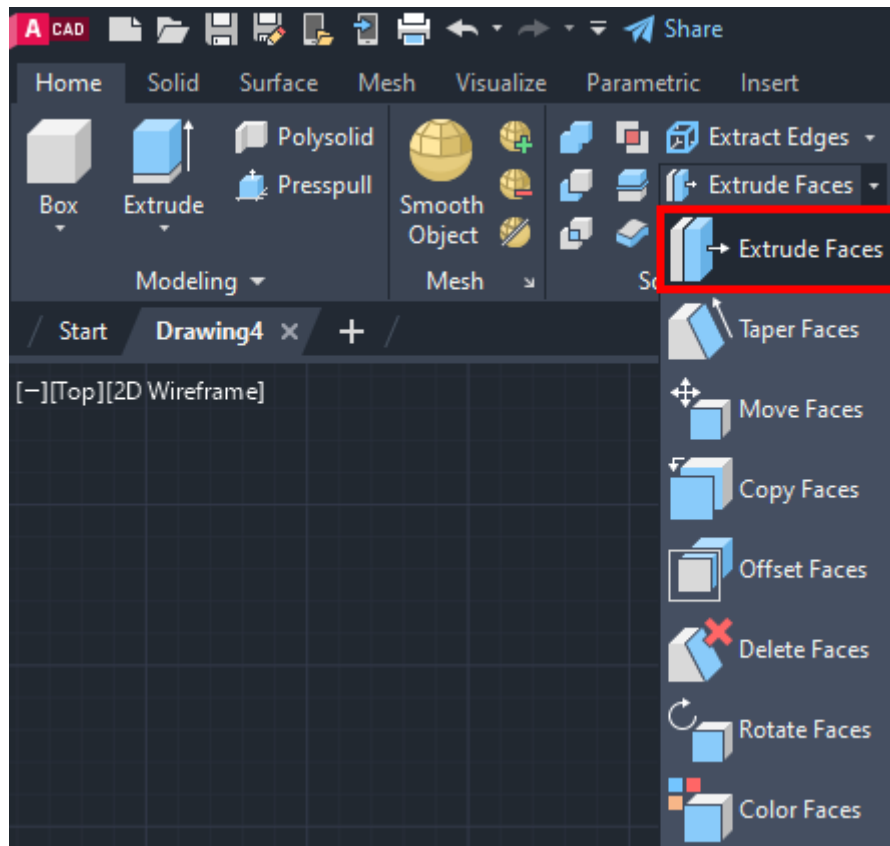
Step 3



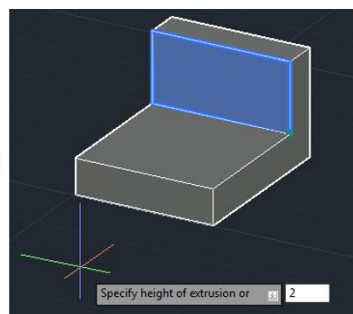
Negative angles taper the face outward



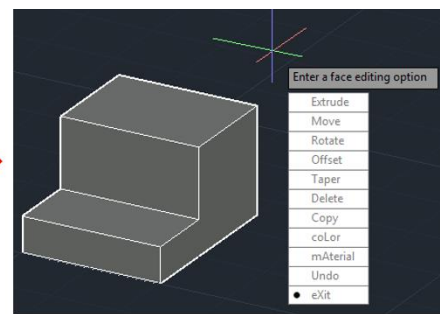
Positive angles taper the face inward



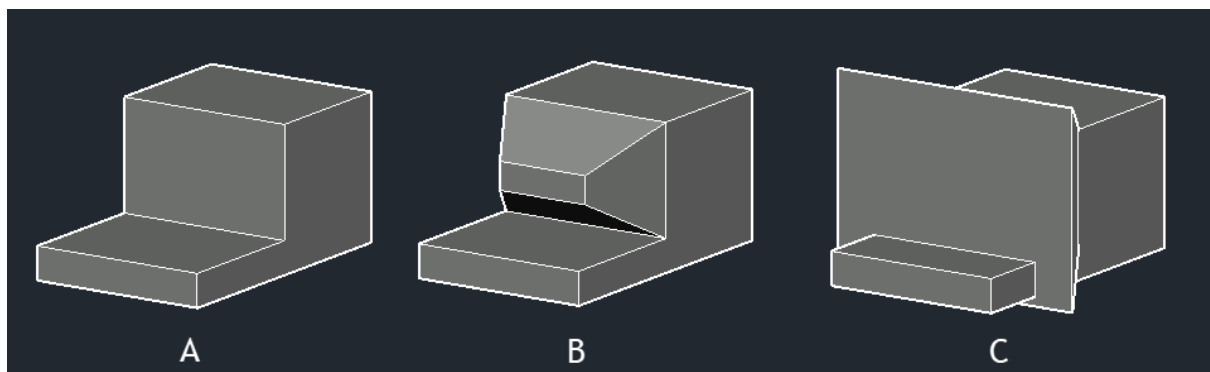
Step 1



Step 2



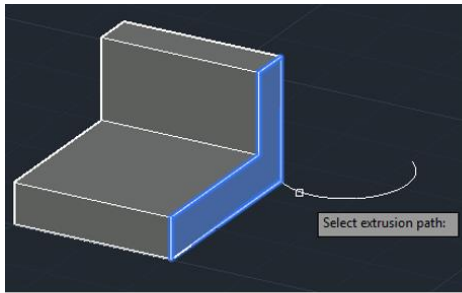
Step 3



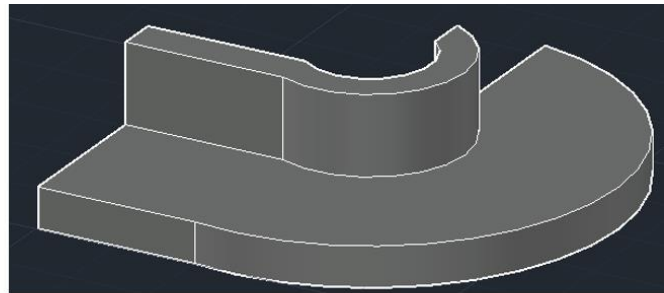
A

B

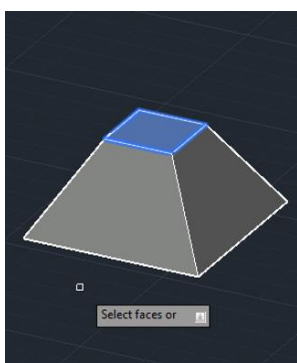
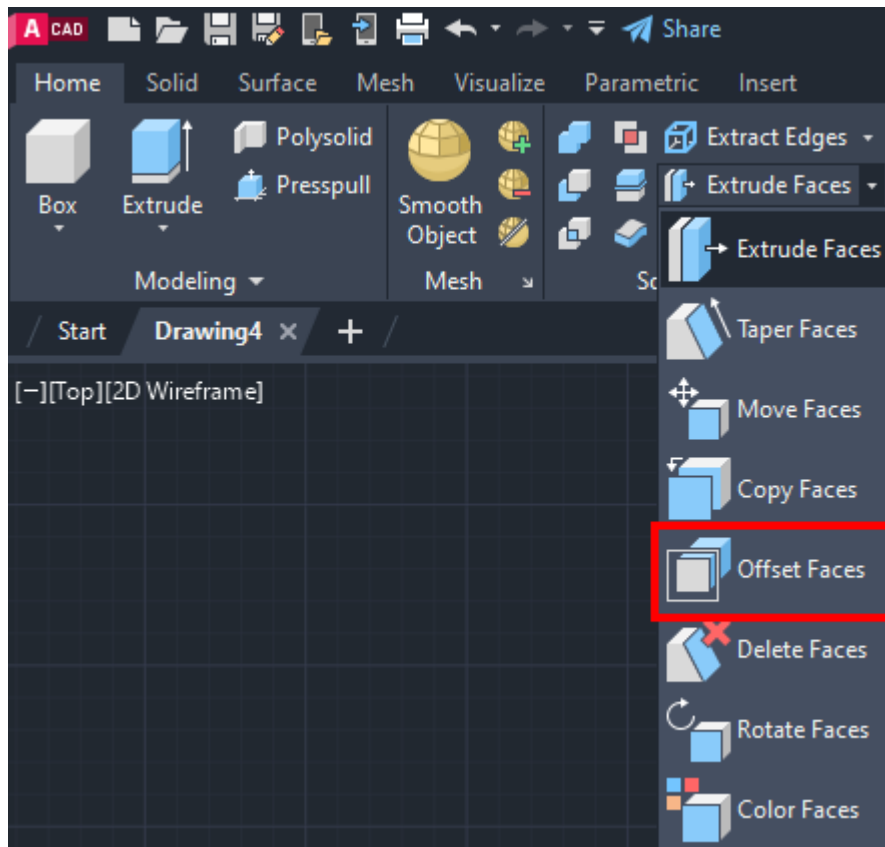
C



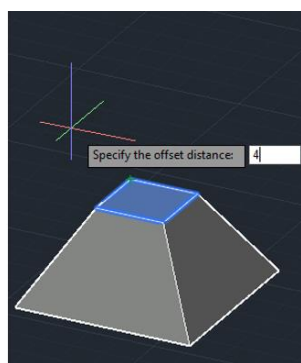
Step 1



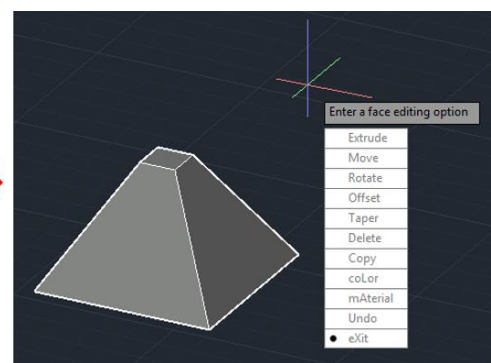
Step 2



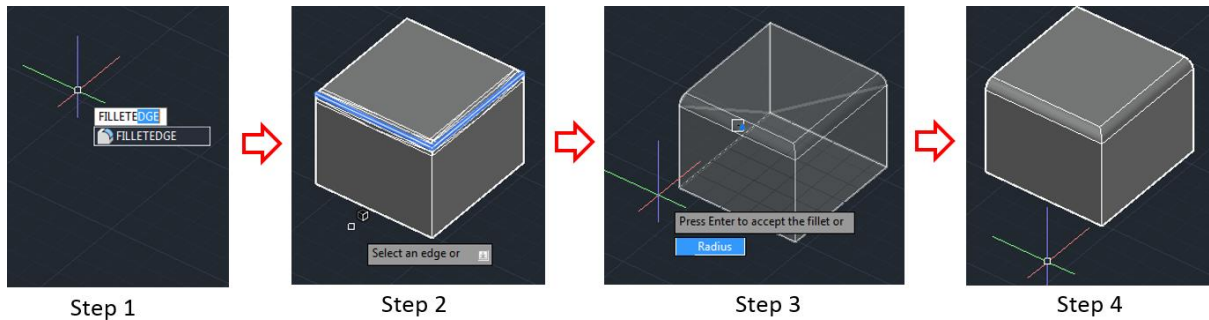
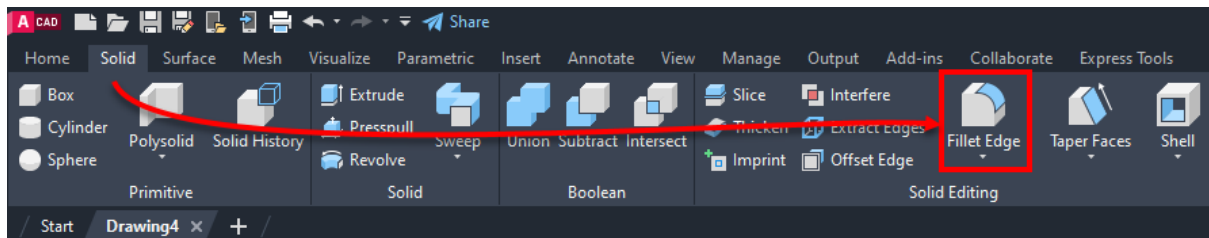
Step 1



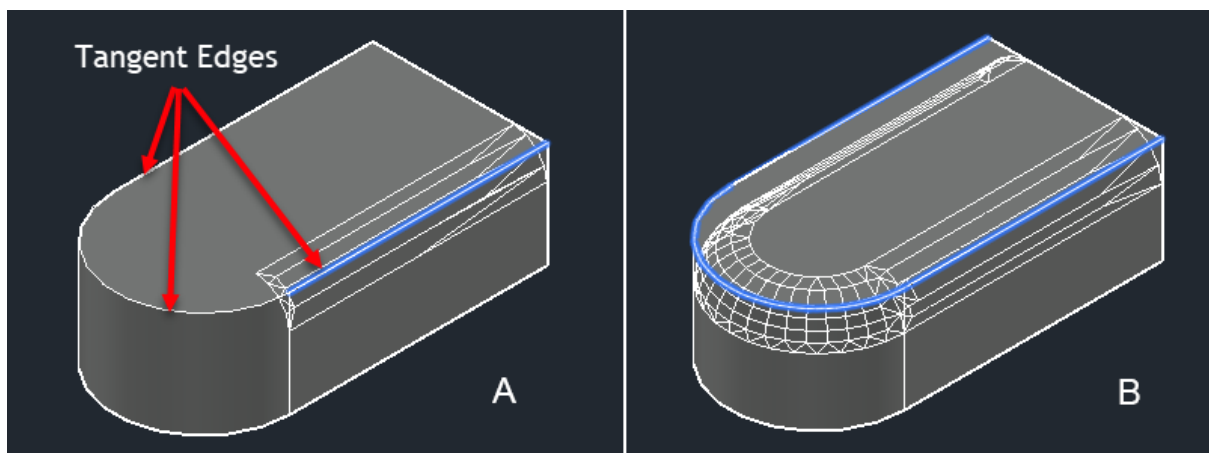
Step 2

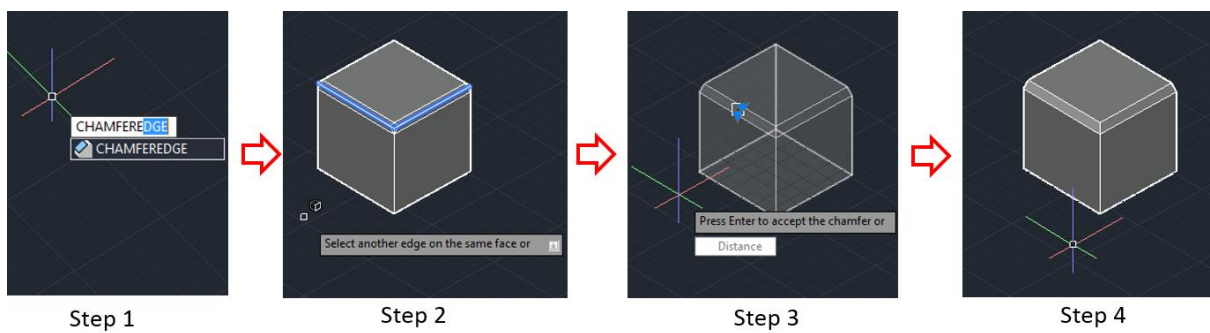
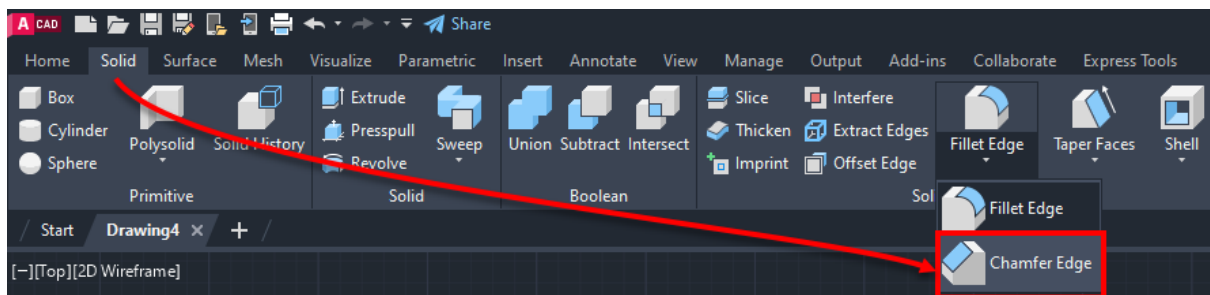
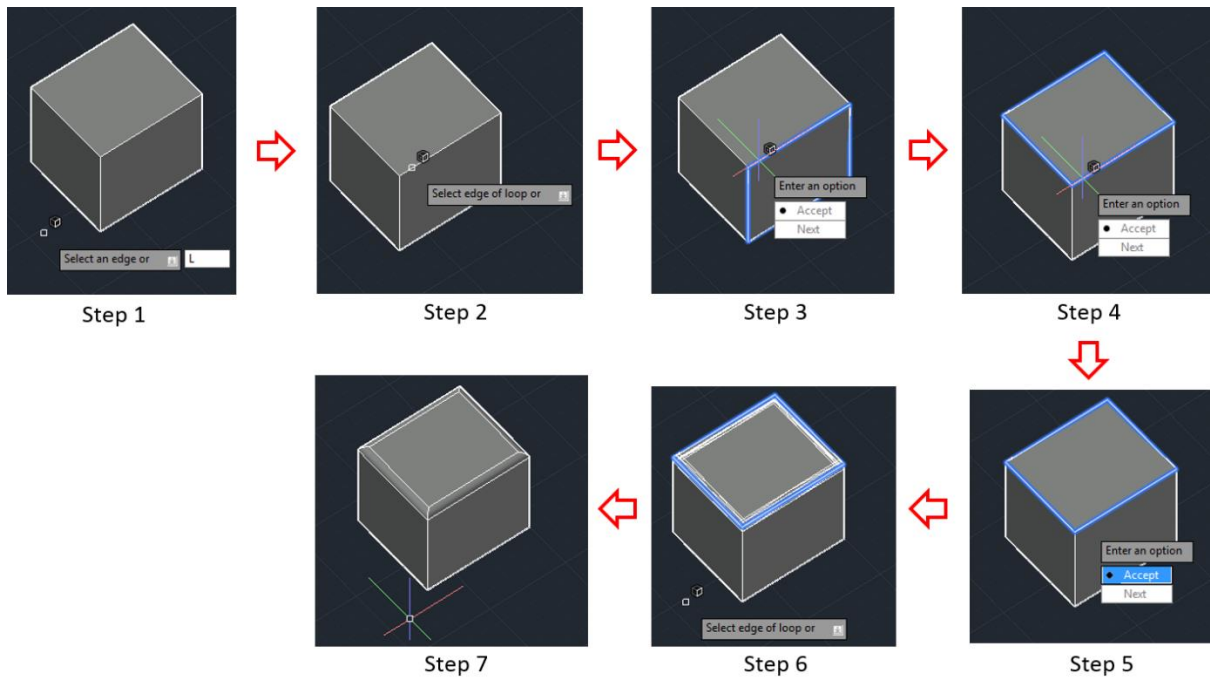


Step 3



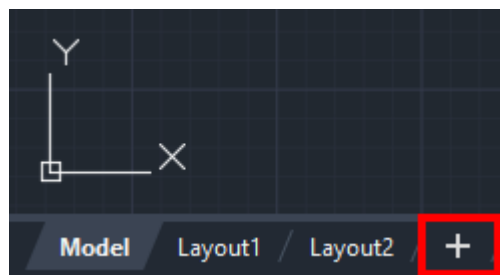
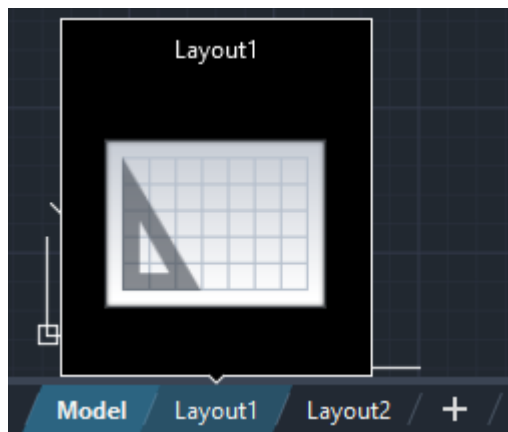
FILLETEGE Select an edge or [Chain Loop Radius]:

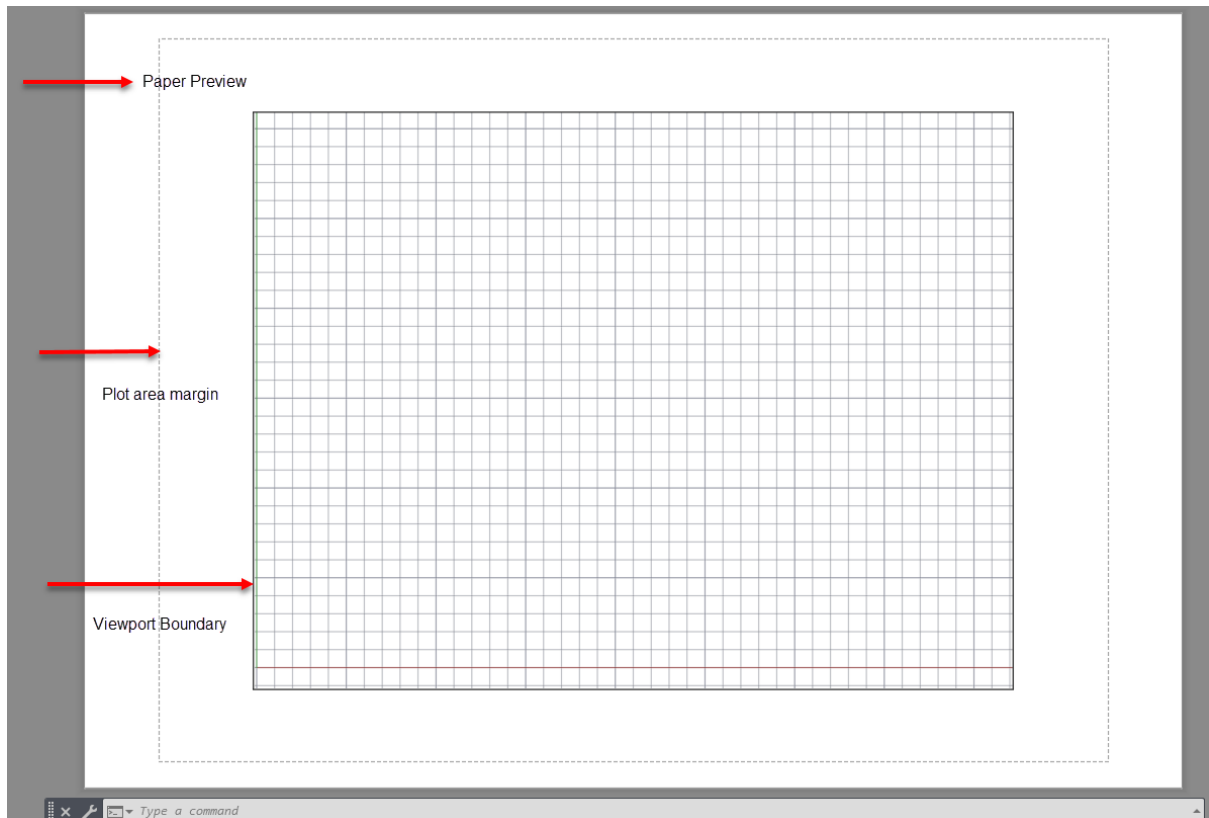
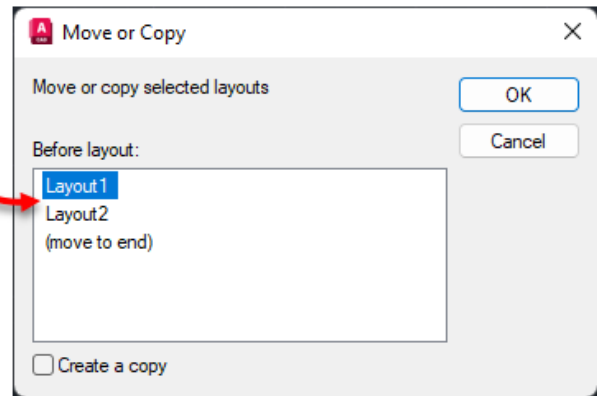
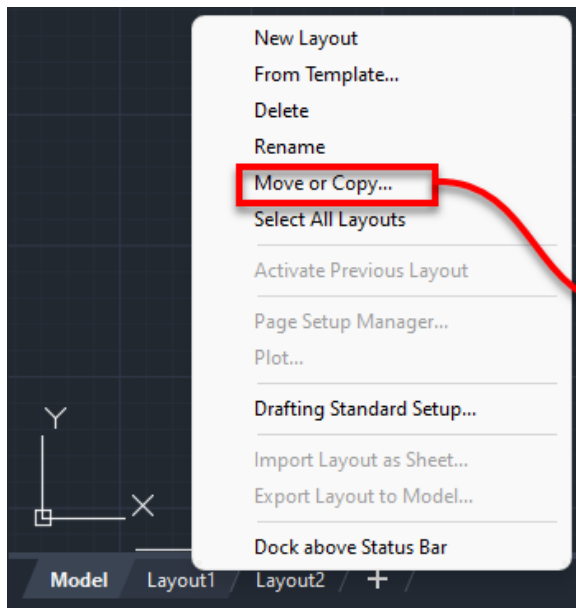




CHAMFEREDGE Select an edge or [Loop Distance]:

Chapter 14: Paper Space Layouts and Printing





Page Setup Manager



Current layout: Layout1

Page setups

Current page setup: <None>

- *Layout1*

Set Current

New...

Modify...

Import...

Selected page setup details

Device name: None
 Plotter: None
 Plot size: 210.00 x 297.00 mm (Landscape)
 Where: Not applicable
 Description: The layout will not be plotted unless a new plotter configuration name is selected.

☐ Display when creating a new layout

Close

Help

Page Setup - Layout1



Page setup

Name: <None>



Printer/plotter

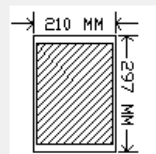
Name: None

Properties

Plotter: None

Where: Not applicable

Description: The layout will not be plotted unless a new plotter configuration name is selected.



Paper size

ISO A4 (210.00 x 297.00 MM)

Plot area

What to plot:

Layout

Plot offset (origin set to printable area)

X: 0.00 mm ☐ Center the plot

Y: 0.00 mm

Plot scale

☐ Fit to paper

Scale: 1:1

1 mm =

1 unit

☐ Scale lineweights

Plot style table (pen assignments)

None

☐ Display plot styles

Shaded viewport options

Shade plot: As displayed

Quality: Normal

DPI:

Plot options

☒ Plot object lineweights

☐ Plot transparency

☒ Plot with plot styles

☒ Plot paperspace last

☐ Hide paperspace objects

Drawing orientation

☐ Portrait

☒ Landscape

☐ Plot upside-down



Preview...

OK

Cancel

Help

Page setup

Name: <None>

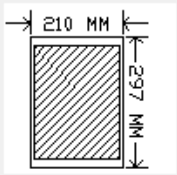
Printer/plotter

Name: None

Plotter: None

Where: Not applicable

Description: The layout will not be plotted unless a new plotter configuration name is selected.



Paper size

ISO A4 (210.00 x 297.00 MM)

Plot area

What to plot:

Layout

Plot scale

☐ Fit to paper

Scale: 1:1

1 mm =

1 unit

☐ Scale lineweights

Plot offset (origin set to printable area)

X: 0.00 mm ☐ Center the plot

Y: 0.00 mm

Plot style table (pen assignments)

None

☐ Display plot styles

Shaded viewport options

Shade plot: As displayed

Quality: Normal

DPI:

Plot options

☒ Plot object lineweights

☐ Plot transparency

☒ Plot with plot styles

☒ Plot paperspace last

☐ Hide paperspace objects

Drawing orientation

☐ Portrait

☒ Landscape

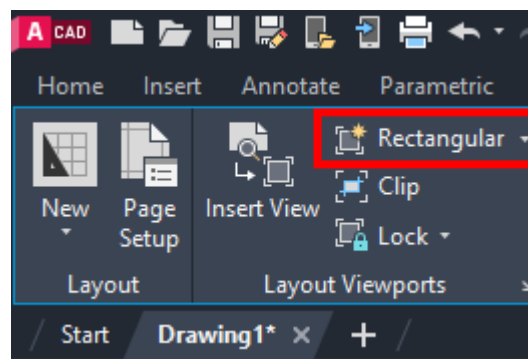
☐ Plot upside-down

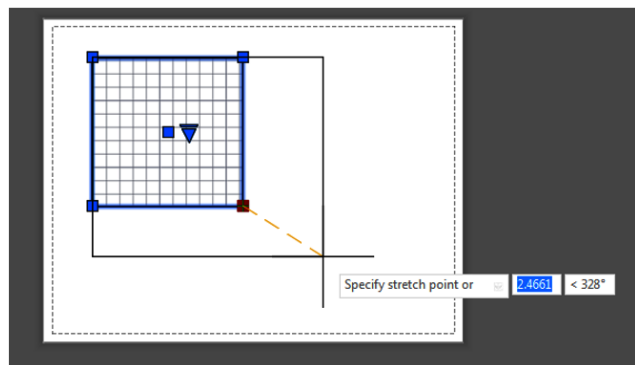
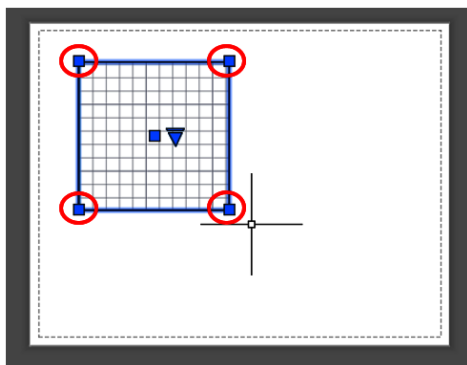
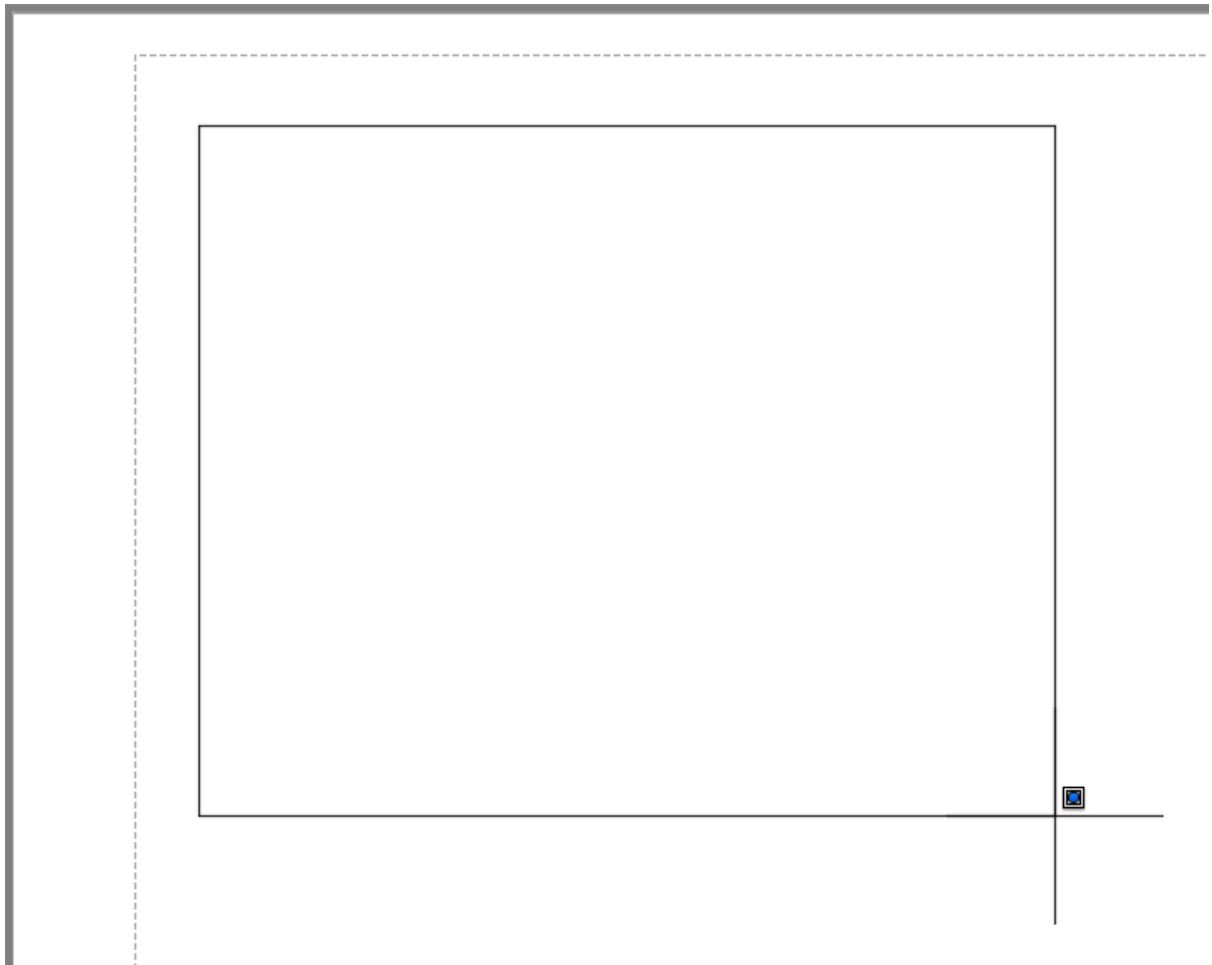
Preview...

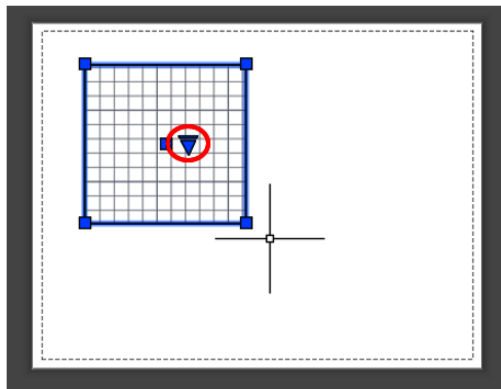
OK

Cancel

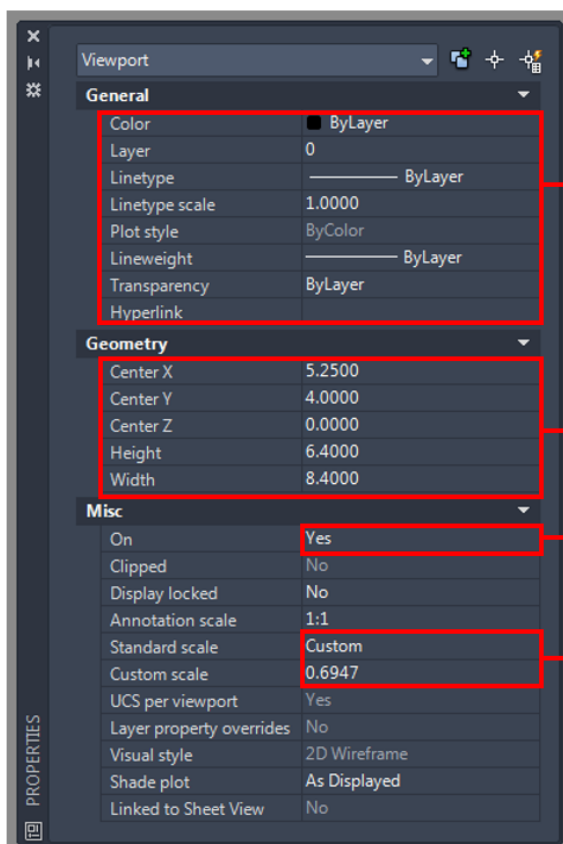
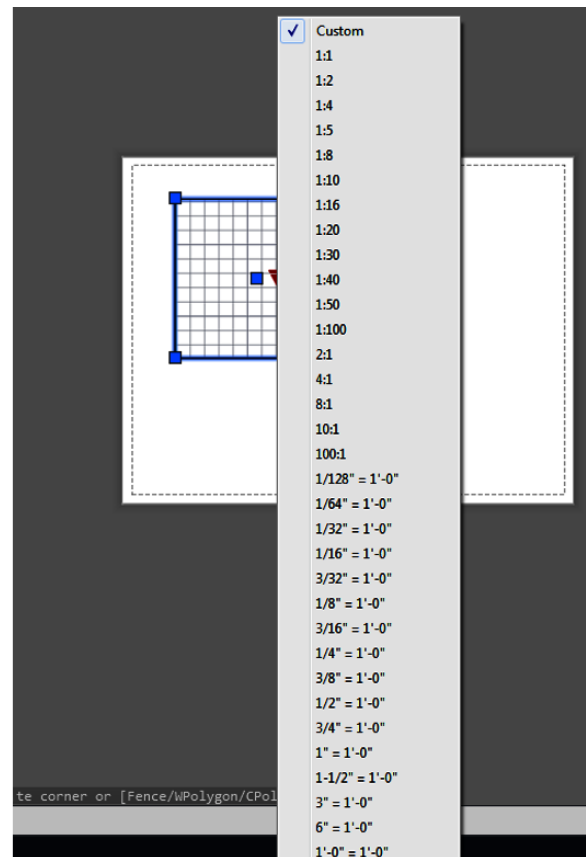
Help







Small arrow near the base point to access Viewport Scale factor list

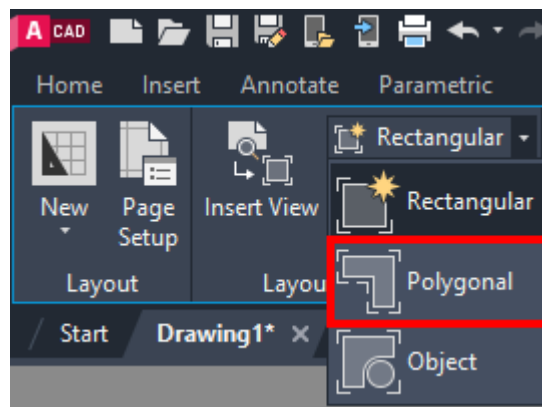
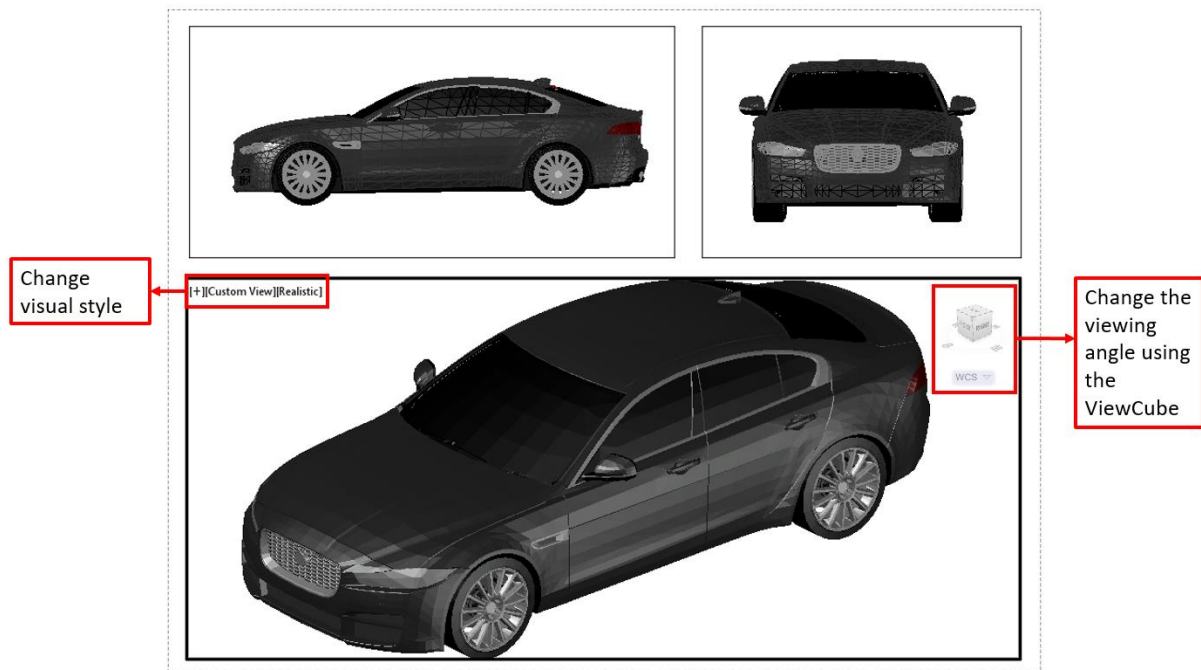


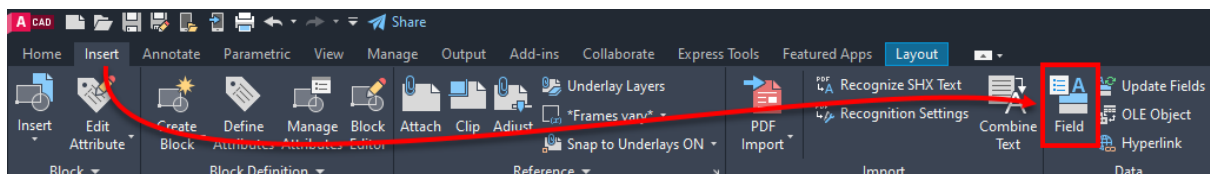
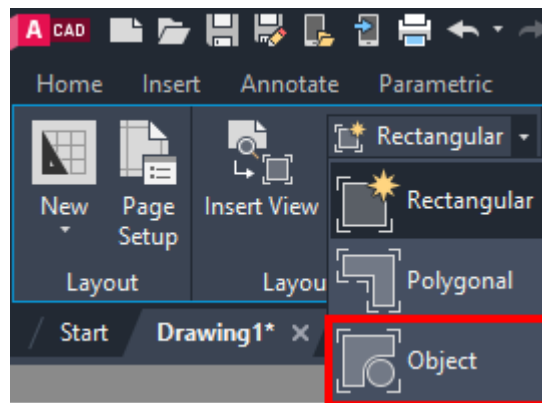
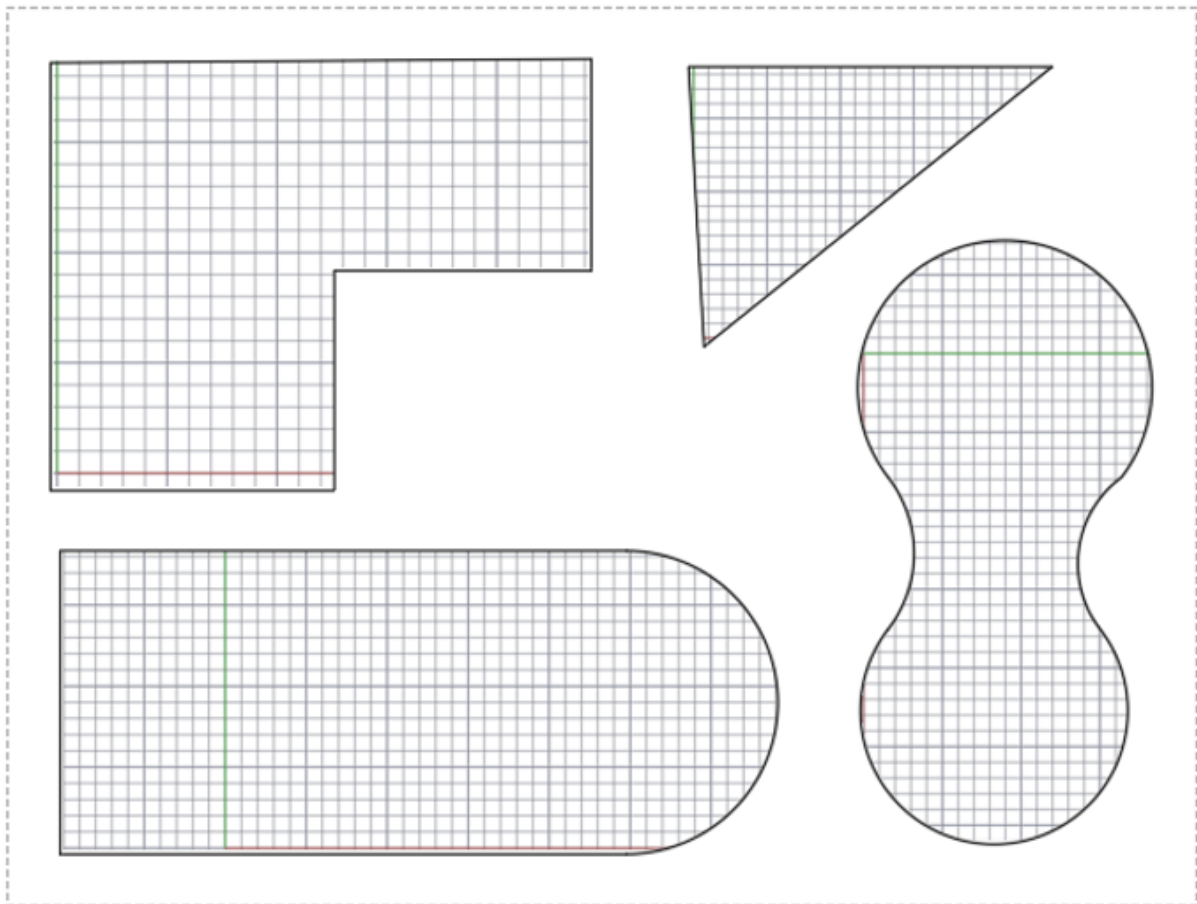
The color, line type, and line weight will apply to the frame of the viewport

View and edit the center-point coordinates, length, and width of the viewport

Active or deactivate the Viewport

Select a standard scaling factor from the preset list or enter a custom one





Field category:

Other

Field names:

DieselExpression
LispVariable
SystemVariable

System variable:

cursorstype
cviewdetailstyle
cviewsectionstyle
cvport
datalinknotify
date
dbldkedit
dbmod
dctcust
dctmain
defaultgizmo
defaultindex
defaultlighting
defaultlightingtype
defplstyle
defplstyle
delobj
demandload
dgnframe
dgnimportmax
dgnimportmode
dgnimportunitconversion
dgnmappingpath
dgnosnap
diastat
diatizer

Date format:

%#x

Examples:

2022-07-27
27-Jul-22
7.27.2022
Jul. 27, 22
27 July 2022
27.07.2022
27/07/2022
2022/07/27
2022-7-27
July 22
Jul-22
7/27/2022 2:02 PM
7/27/2022 2:02:58 PM
2:02 PM
2:02:58 PM
14:02
14:02:58
27 July 2022 (Regional long date)
27 July 2022 14:02:58 (Regional
27-07-2022 (Regional short date)
27-07-2022 14:02:58 (Regional s
14:02:58 (Regional time)

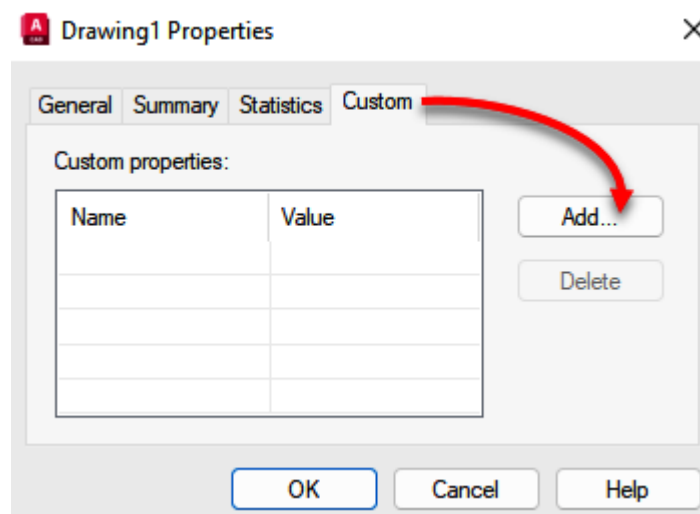
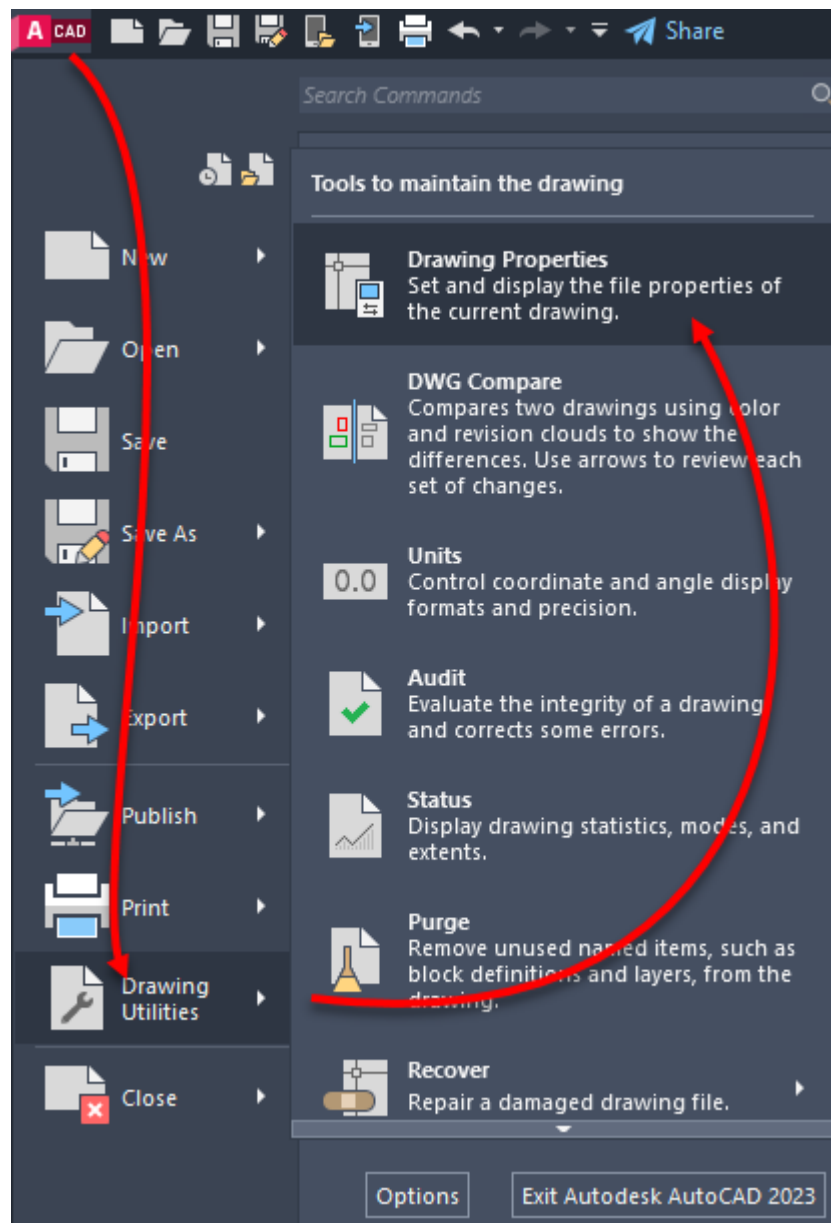
Field expression:

%<\AcVar date \f "%#x">%

OK

Cancel

Help



Field ✕

Field category:
Document

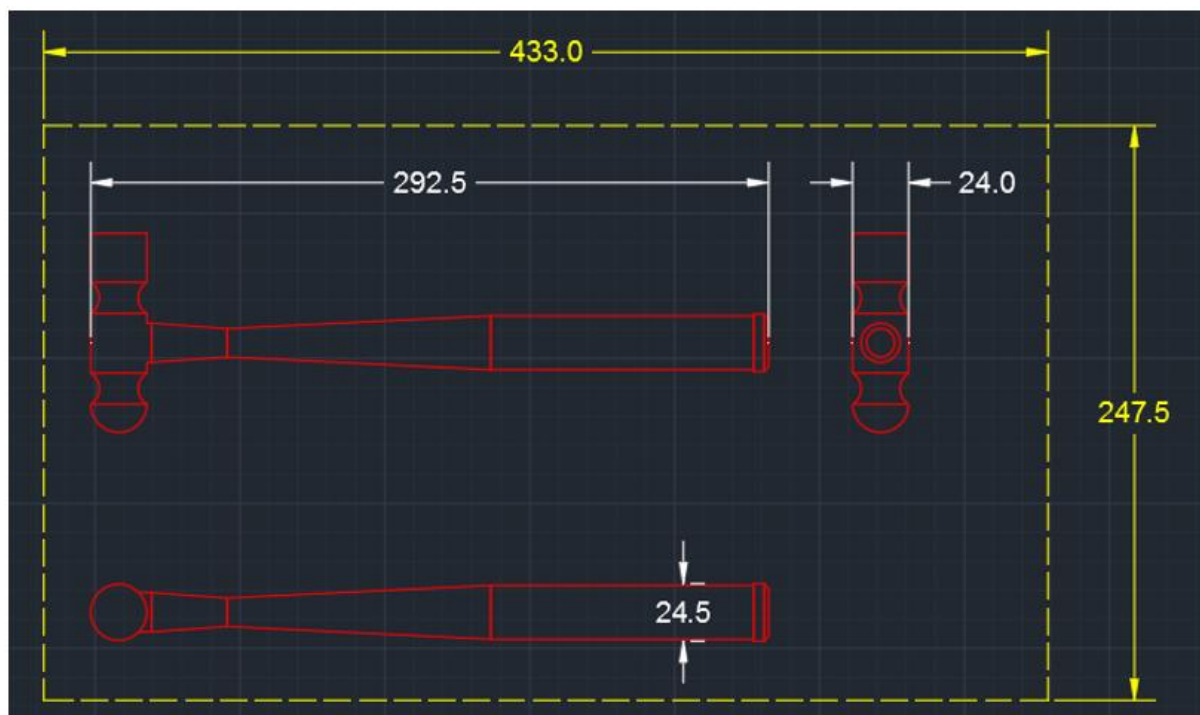
Field names:
Author
Comments
Filename
Filesize
HyperlinkBase
Keywords
LastSavedBy
Project Name
Subject
Title

Author:

Format:
(none)
Uppercase
Lowercase
First capital
Title case

Field expression:
%<\AcVar Author>%

OK Cancel Help



Page Setup - Layout1

Name: <None>

Printer/plotter

Name: AutoCAD PDF (High Quality Print).pc3

Plotter: DWG To PDF - PDF ePlot - by Autodesk

Where: File

Description:

PDF Options...

Plot style table (pen assignments)

None

Display plot styles

Shaded viewport options

Shade plot: As displayed

Quality: Normal

DPI: 100

Paper size

ISO A4 (297.00 x 210.00 MM)

Plot area

What to plot: Layout

Plot offset (origin set to printable area)

X: 0.00 mm

Y: 0.00 mm

Center the plot

Plot scale

Fit to paper

Scale: 1:1

1 mm = 1 unit

Scale lineweights

Plot options

Plot object lineweights

Plot transparency

Plot with plot styles

Plot paperspace last

Hide paperspace objects

Drawing orientation

Portrait

Landscape

Plot upside-down

Preview... OK Cancel Help

Custom

1:1

1:2

1:4

1:5

1:8

1:10

1:16

1:20

1:30

1:40

1:50

1:100

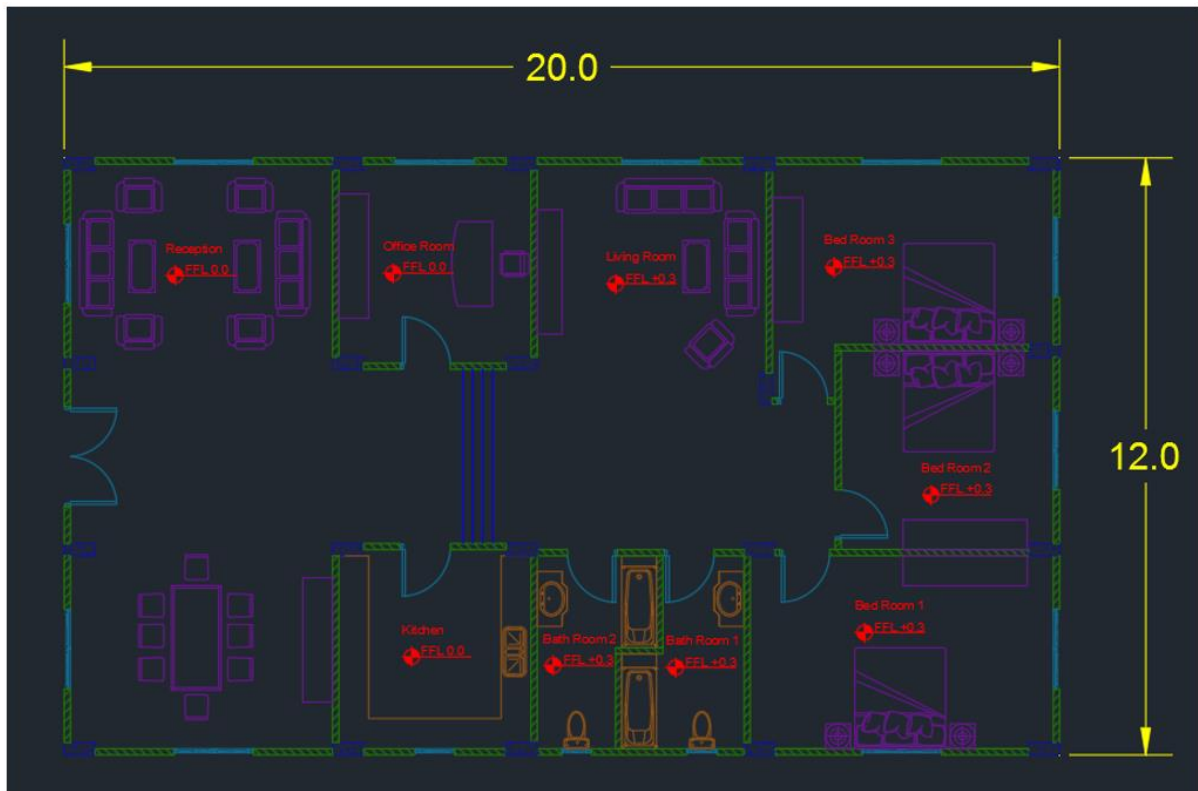
2:1

4:1

8:1

10:1

100:1



Page Setup - Layout1

Name: <None>

Printer/plotter

Name: AutoCAD PDF (High Quality Print).pc3

Plotter: DWG To PDF - PDF ePlot - by Autodesk

Where: File

Description:

Plot style table (pen assignments)

None

Display plot styles

Shaded viewport options

Shade plot: As displayed

Quality: Normal

DPI: 100

Paper size

ISO A1 (841.00 x 594.00 MM)

Plot area

What to plot: Layout

Plot offset (origin set to printable area)

X: 0.00 mm

Y: 0.00 mm

Center the plot

Plot scale

Fit to paper

Scale: Custom

1000 mm

1 unit

Scale lineweights

Plot options

Plot object lineweights

Plot transparency

Plot with plot styles

Plot paperspace last

Hide paperspace objects

Drawing orientation

Portrait

Landscape

Plot upside-down

Preview...

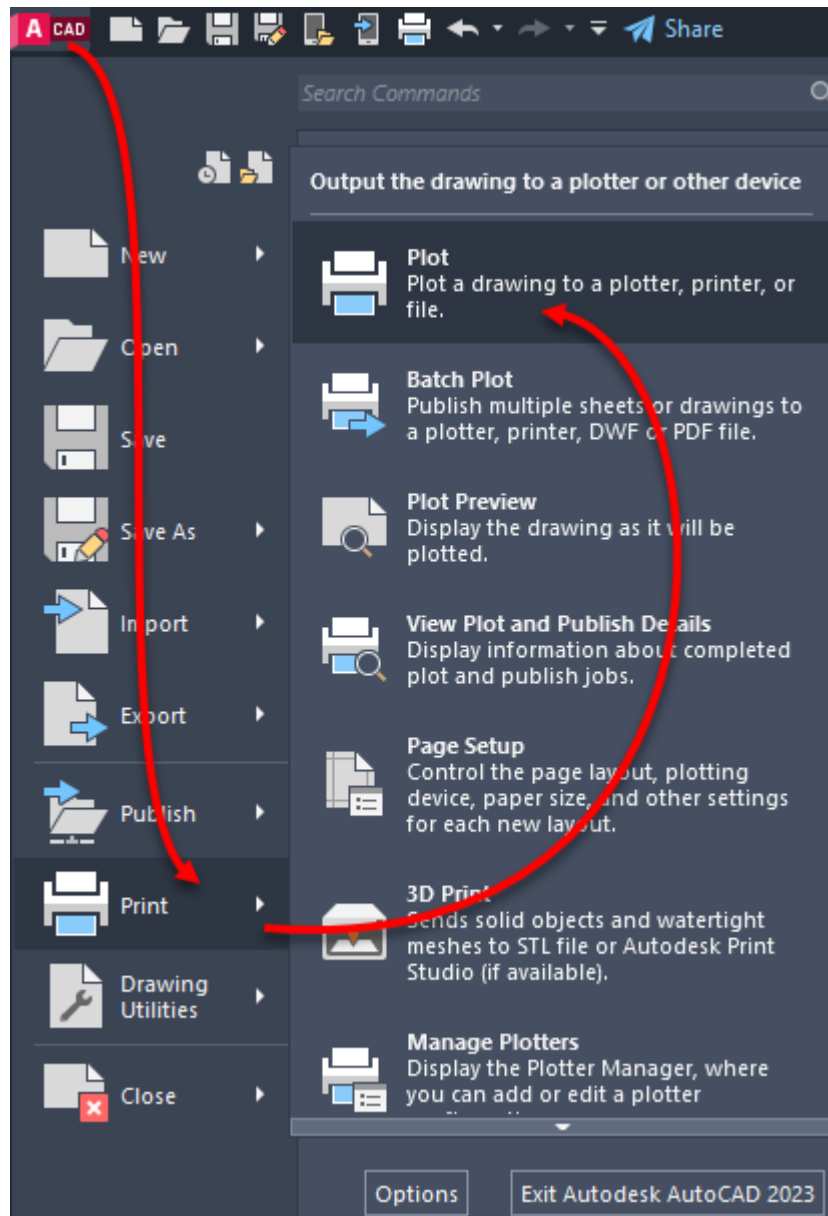
OK

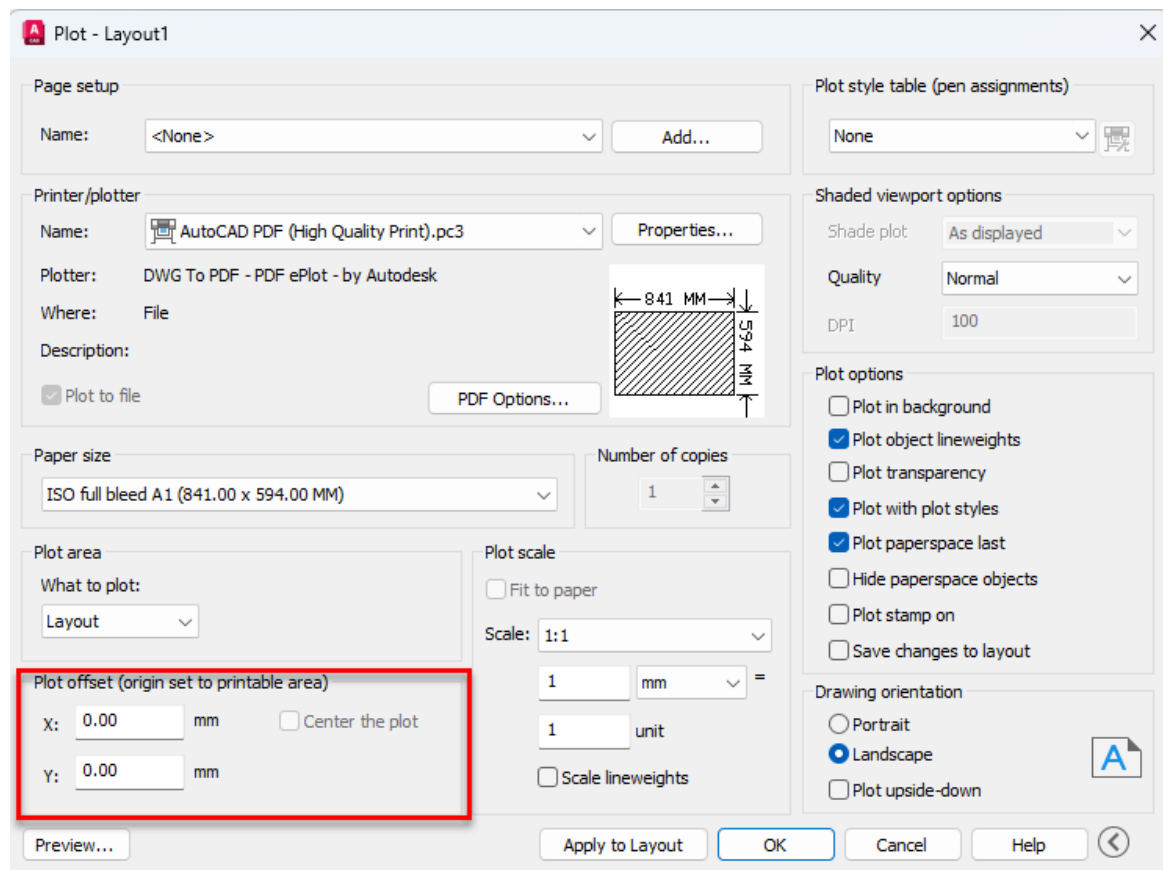
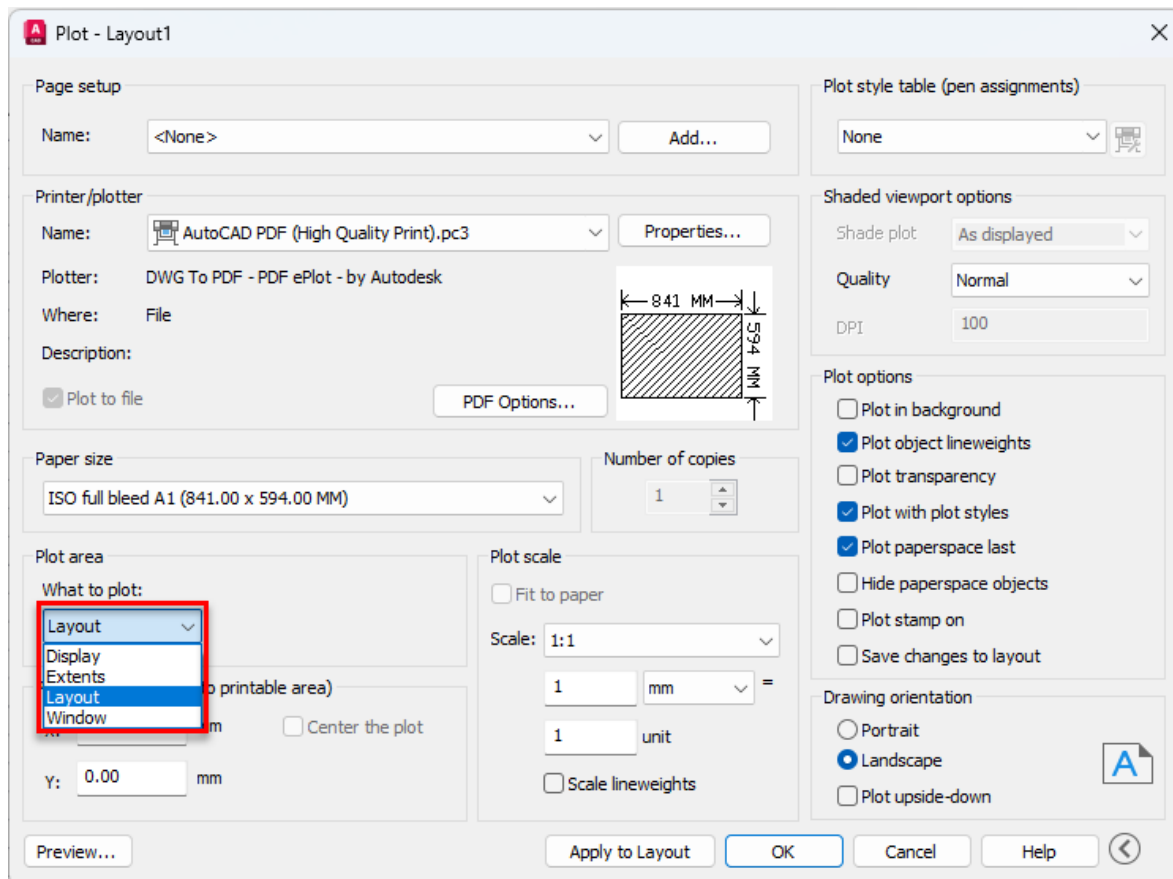
Cancel

Help

	Project Title
	Drawing Title
	Scale 1:2

✓ Custom
1:1
1:2
1:4
1:5
1:8
1:10
1:16
1:20
1:30
1:40
1:50
1:100
2:1
4:1
8:1
10:1
100:1





Plot - Layout1

Page setup
Name: <None> Add...

Printer/plotter
Name: AutoCAD PDF (High Quality Print).pc3 Properties...
Plotter: DWG To PDF - PDF ePlot - by Autodesk
Where: File
Description:
☒ Plot to file PDF Options...

Paper size
ISO full bleed A1 (841.00 x 594.00 MM)
Number of copies
1

Plot area
What to plot:
Layout

Plot offset (origin set to printable area)
X: 0.00 mm ☐ Center the plot
Y: 0.00 mm

Plot scale
☐ Fit to paper
Scale: 1:1
1 mm = 1 unit
☐ Scale lineweights

Plot style table (pen assignments)
None
None
acad.ctb
DWF Virtual Pens.ctb
Fill Patterns.ctb
Grayscale.ctb
monochrome.ctb
Screening 100%.ctb
Screening 25%.ctb
Screening 50%.ctb
Screening 75%.ctb
New...
☐ Plot transparency
☒ Plot with plot styles
☒ Plot paperspace last
☐ Hide paperspace objects
☐ Plot stamp on
☐ Save changes to layout

Drawing orientation
☐ Portrait
☒ Landscape
☐ Plot upside-down

Preview... Apply to Layout OK Cancel Help

Add Color-Dependent Plot Style Table - Begin

Begin
Browse File
File Name
Finish

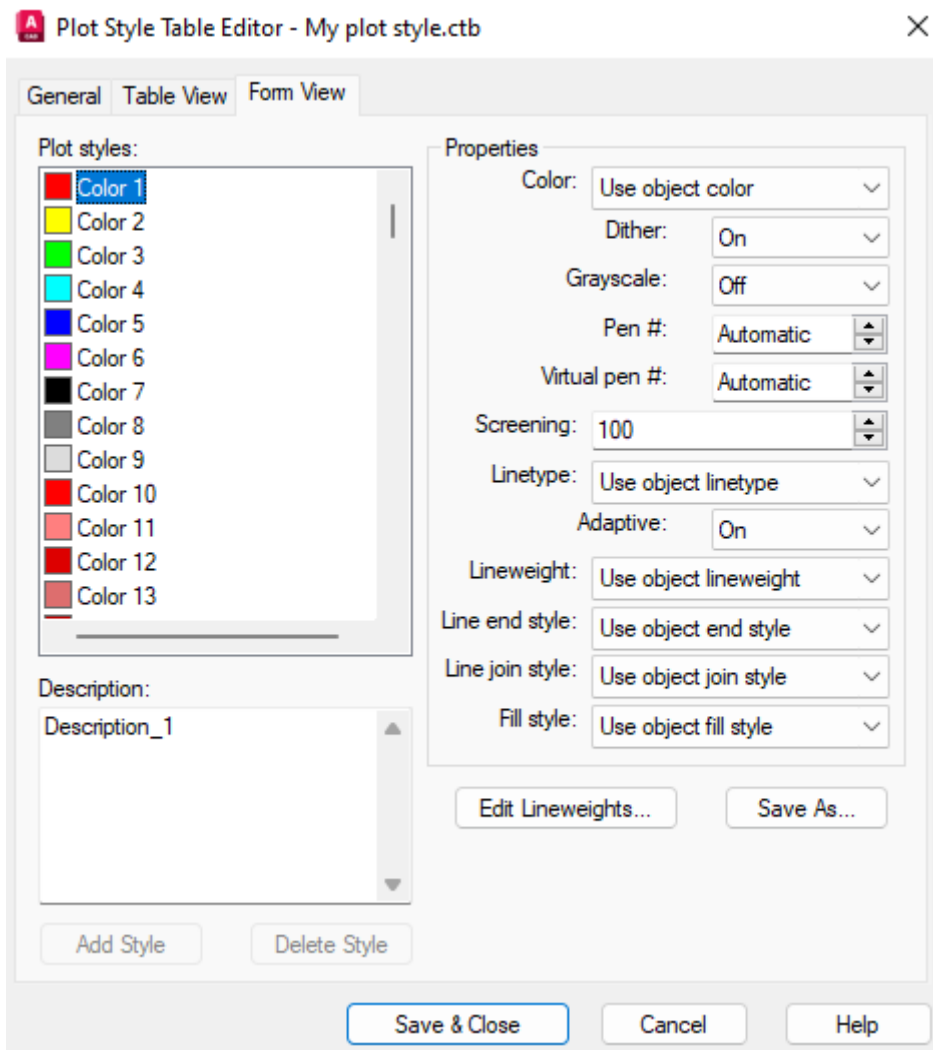
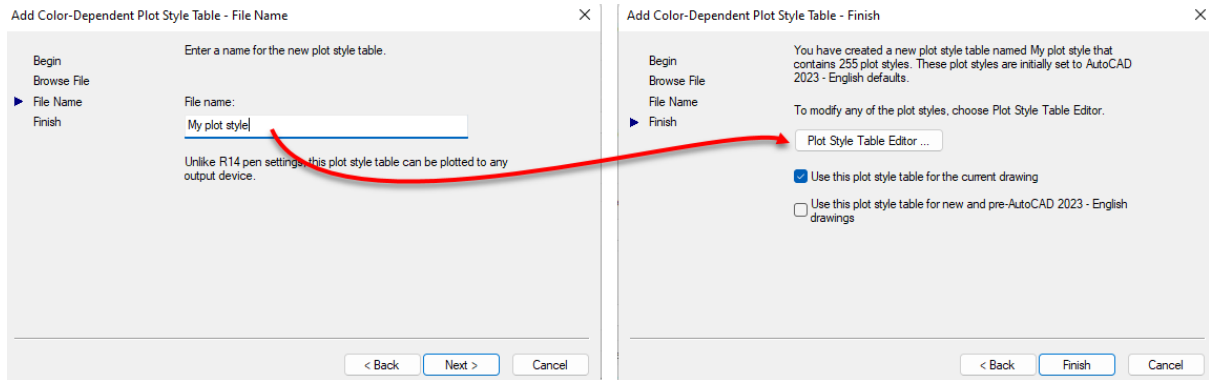
This wizard provides you with the ability to either create a color-dependent plot style table from scratch, or by importing settings from a PCP, PC2, or Release 14 CFG file. The new plot style table can be assigned to any color-dependent drawing.

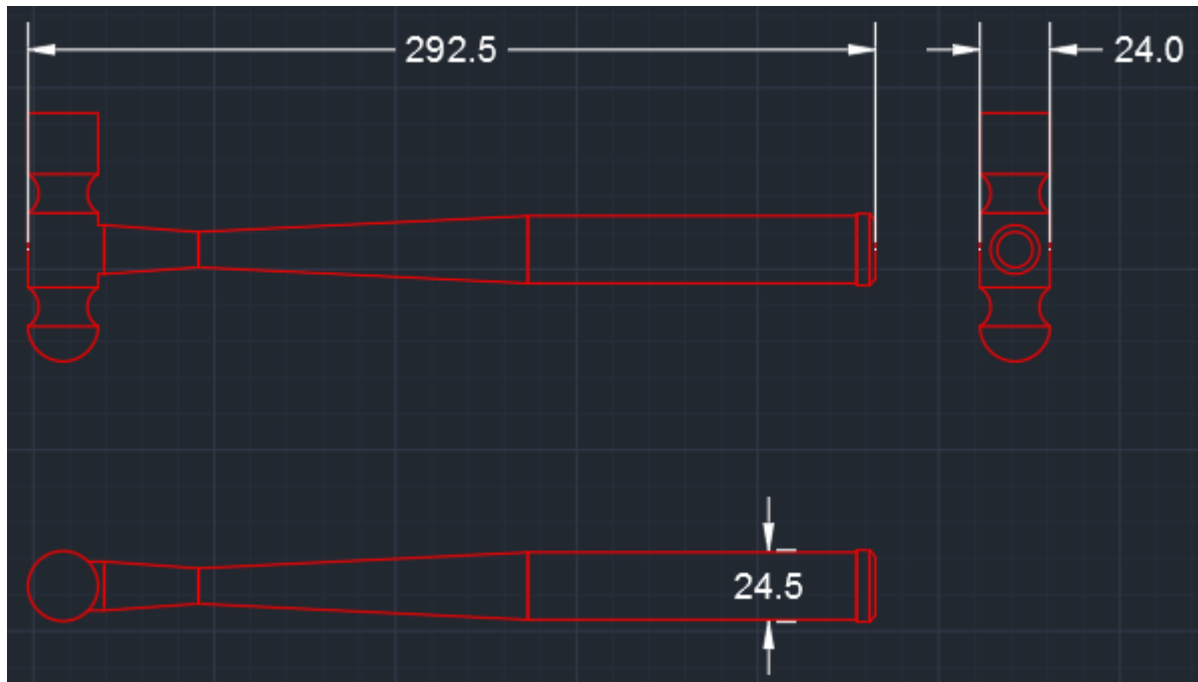
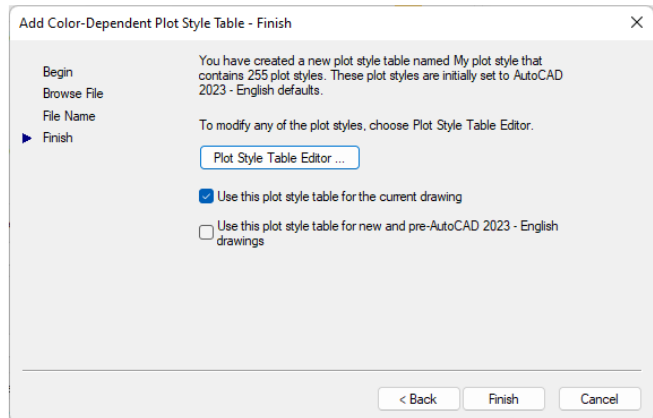
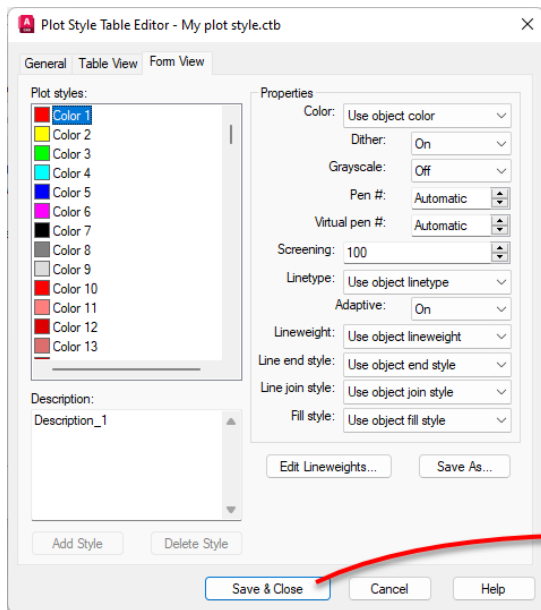
☒ Start from scratch
Create a new plot style table from scratch.

☐ Use a CFG file
Import R14 pen settings that were saved automatically to a CFG file.

☐ Use a PCP or PC2 file
Import R14 pen settings that were saved in a PCP or PC2 file.

< Back Next > Cancel





Add Color-Dependent Plot Style Table - File Name



Enter a name for the new plot style table.

Begin
Browse File
► File Name
Finish

File name:

Unlike R14 pen settings, this plot style table can be plotted to any output device.

< Back Next > Cancel

Plot Style Table Editor - My plot style.ctb



General Table View Form View

Plot styles:

- Color 243
- Color 244
- Color 245
- Color 246
- Color 247
- Color 248
- Color 249
- Color 250
- Color 251
- Color 252
- Color 253
- Color 254
- Color 255

Description:
Description_255

Add Style Delete Style

Properties

Color: ■ Red

Dither: On

Grayscale: Off

Pen #: Automatic

Virtual pen #: Automatic

Screening: 100

Linetype: Use object linetype

Adaptive: On

Lineweight: Use object lineweight

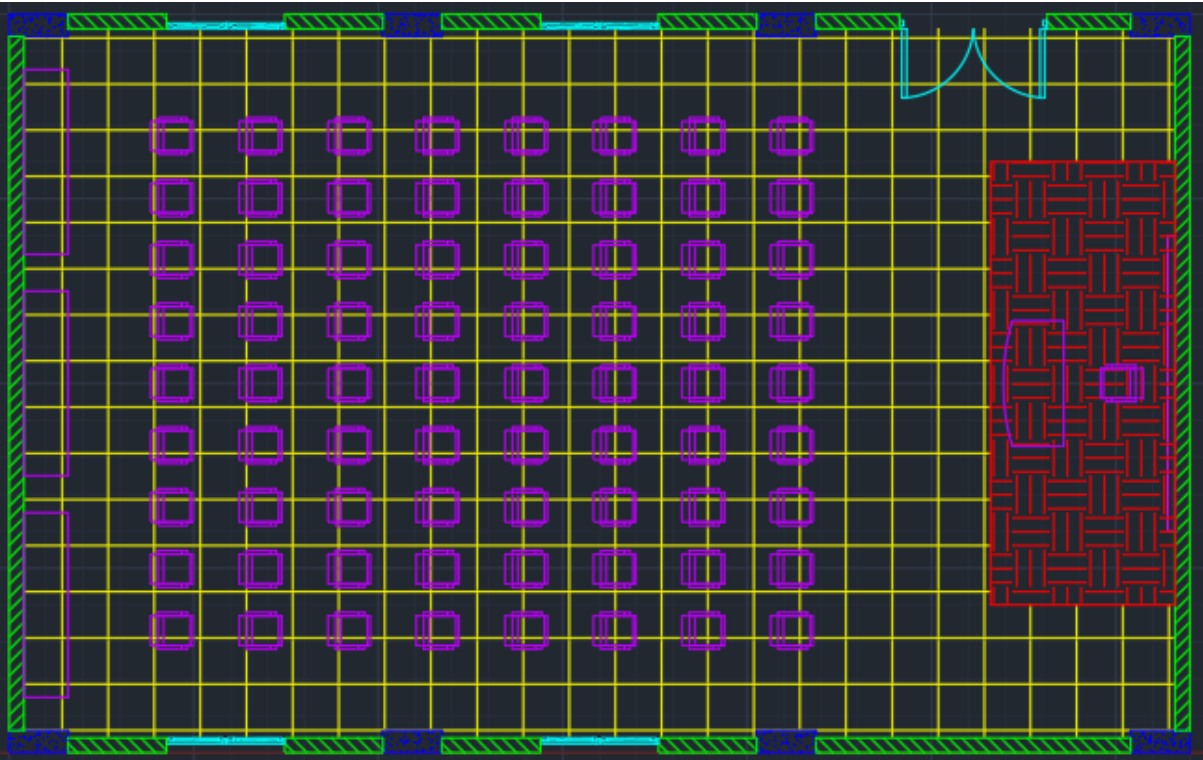
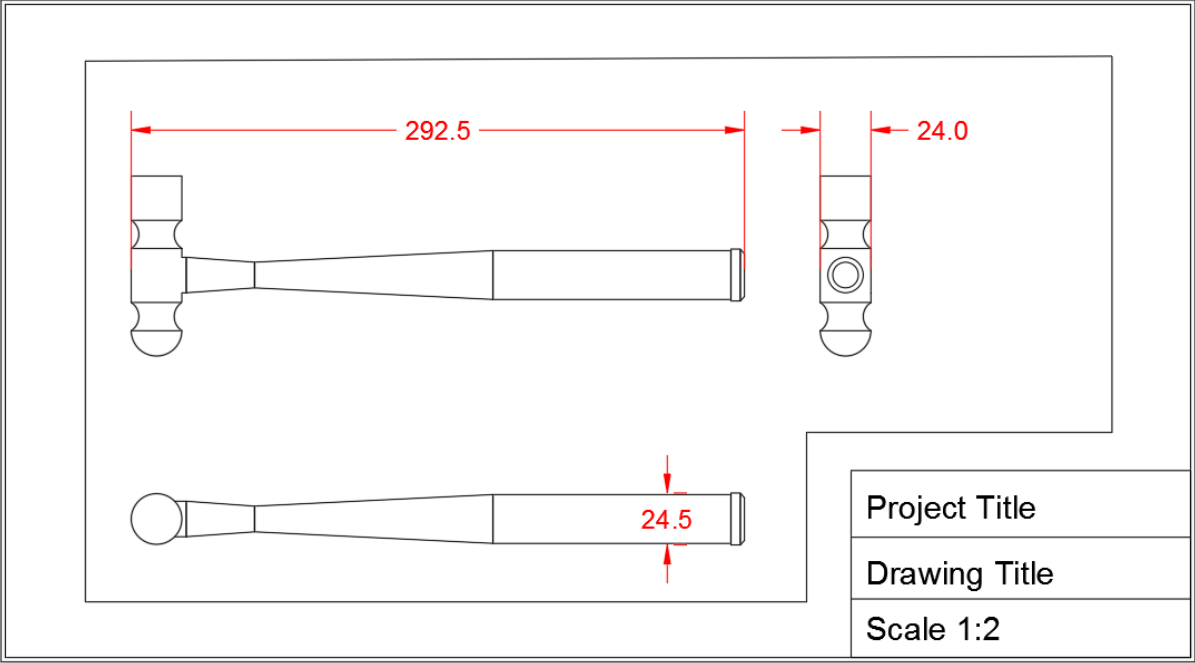
Line end style: Use object end style

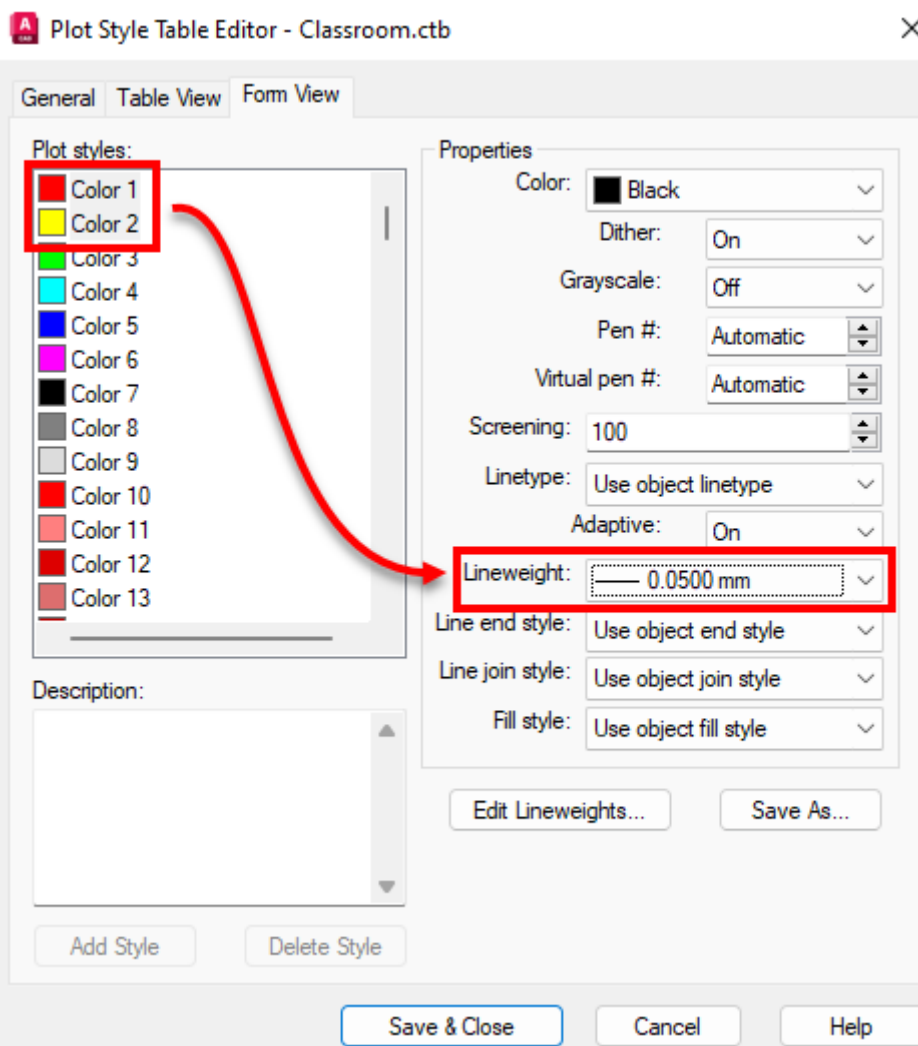
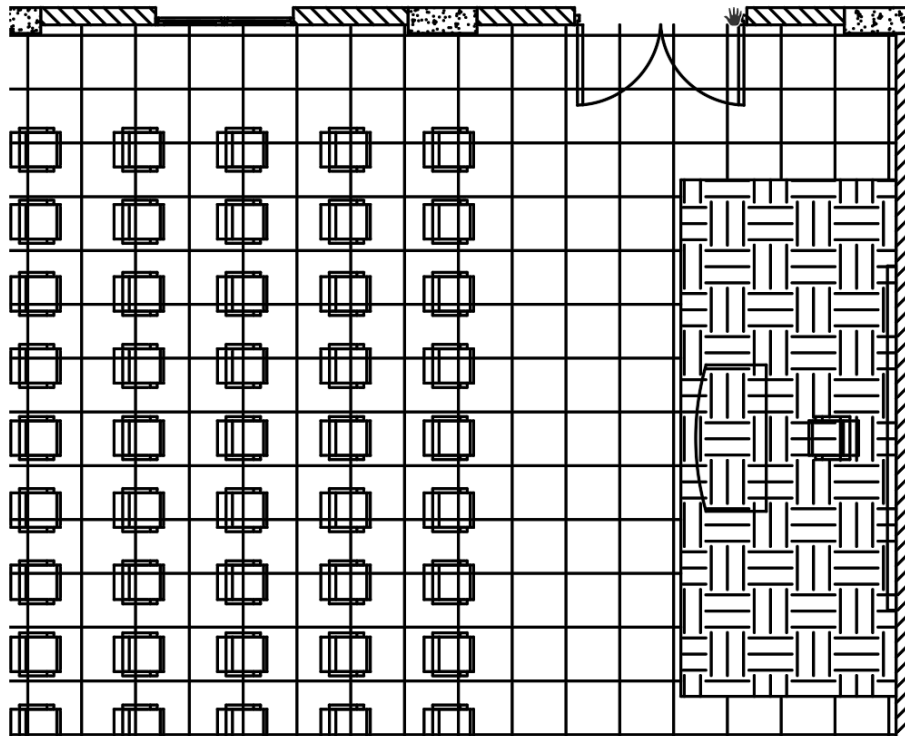
Line join style: Use object join style

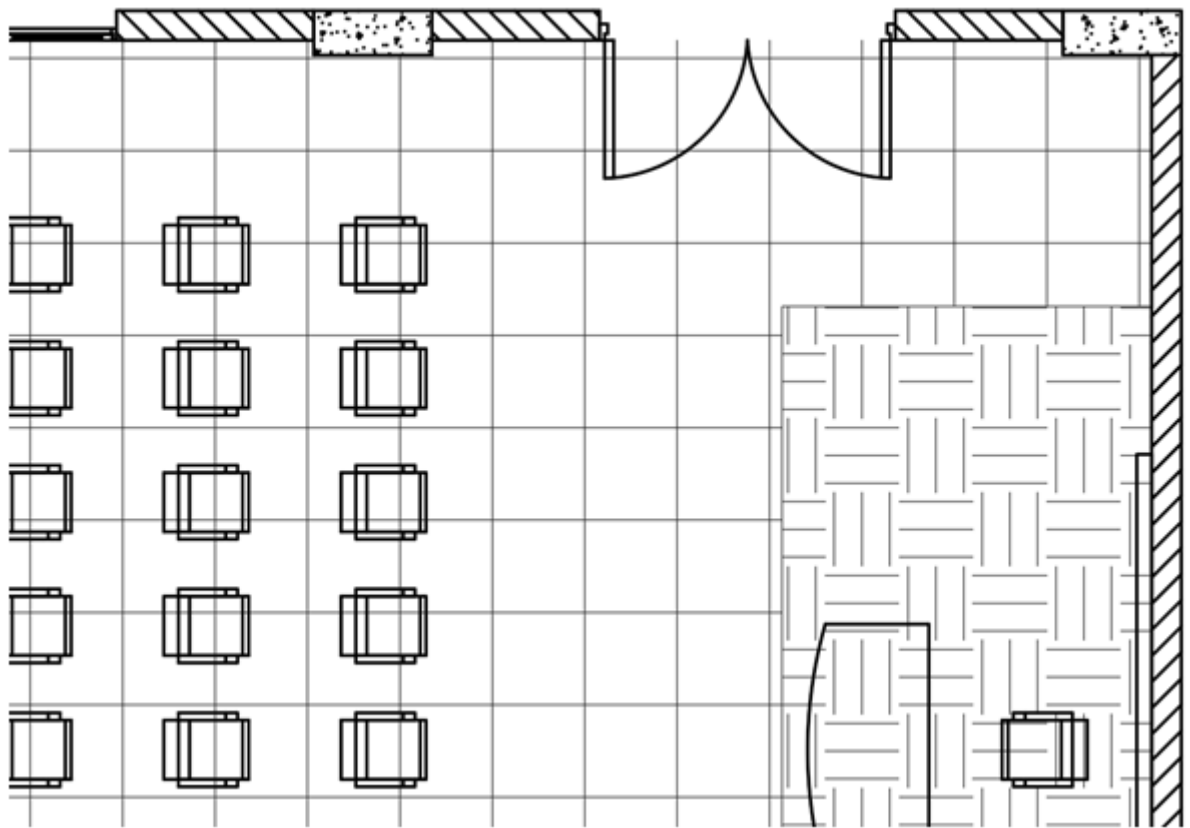
Fill style: Use object fill style

Edit Lineweights... Save As...

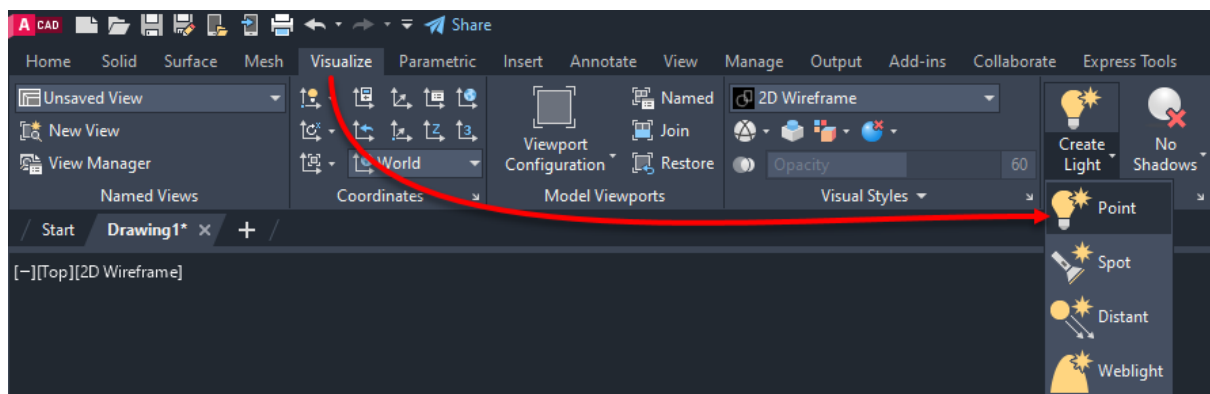
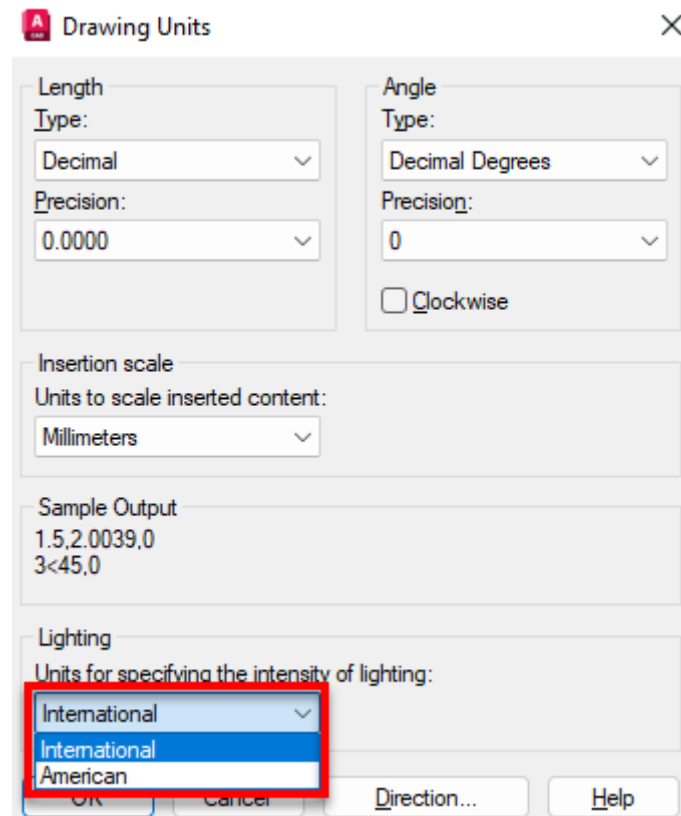
Save & Close Cancel Help

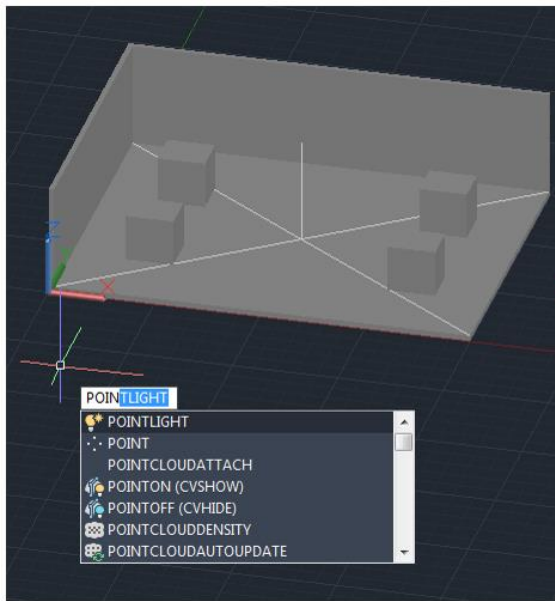




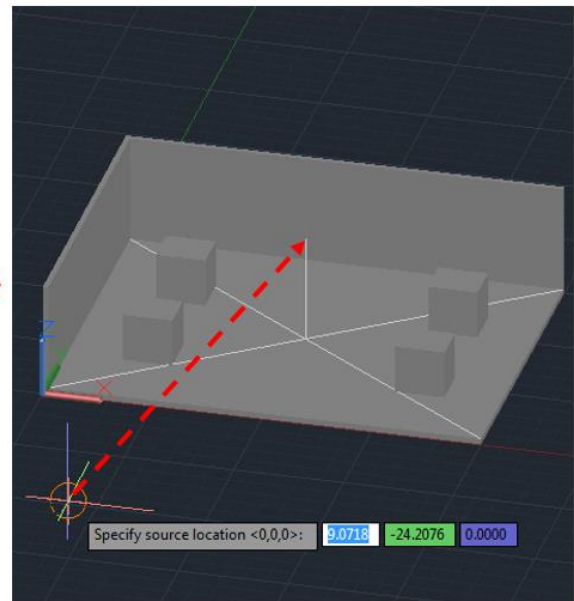


Chapter 15: Rendering and Presentation

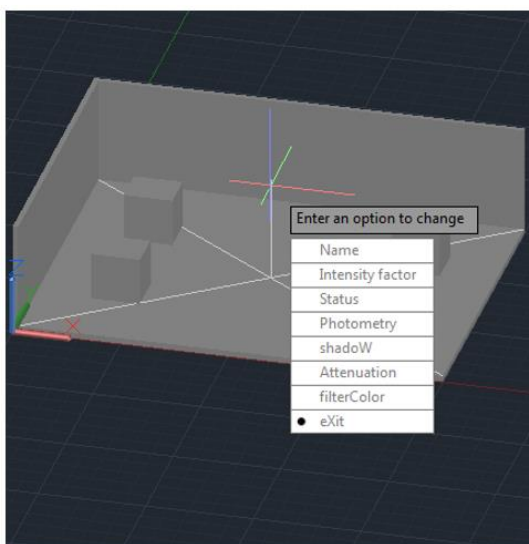




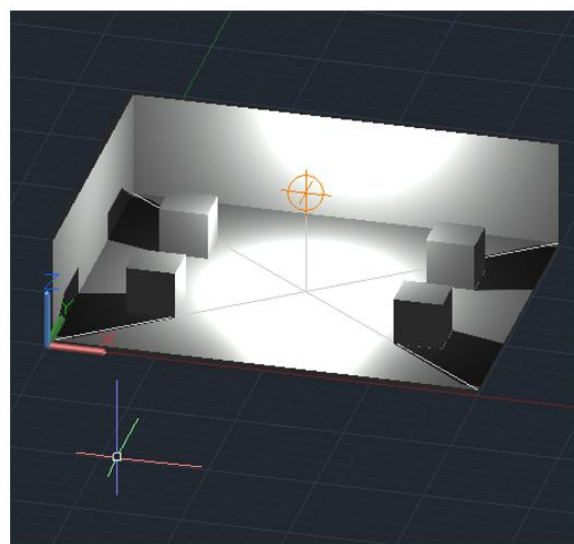
Step 1



Step 2



Step 3



Step 4

Light

General

Name	Pointlight1
Type	Point
On/Off Status	On
Intensity fac...	1
Filter color	255,255,255
Plot glyph	No
Glyph display	Auto

Photometric properties

Lamp intens...	1500.000 Cd
Resulting in...	1500.000 Cd
Lamp color	D65White
Resulting co...	255,255,255

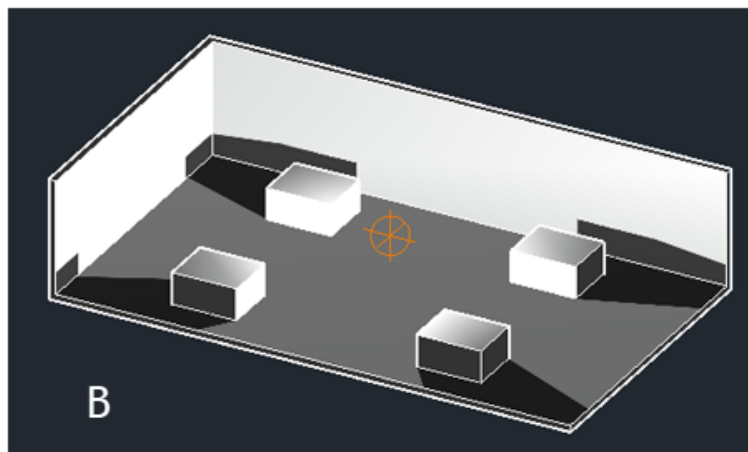
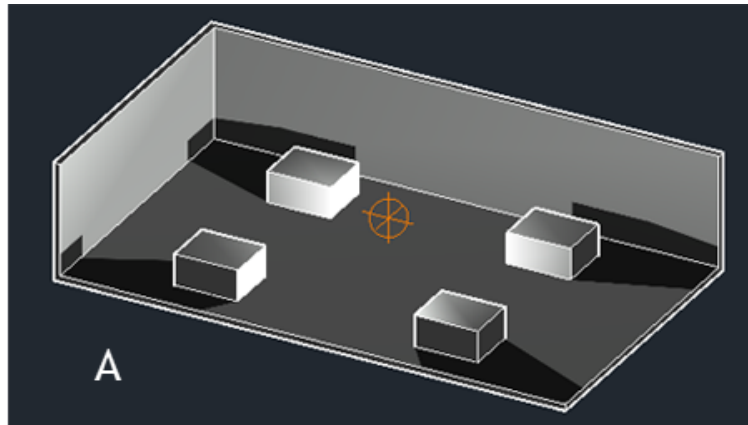
Geometry

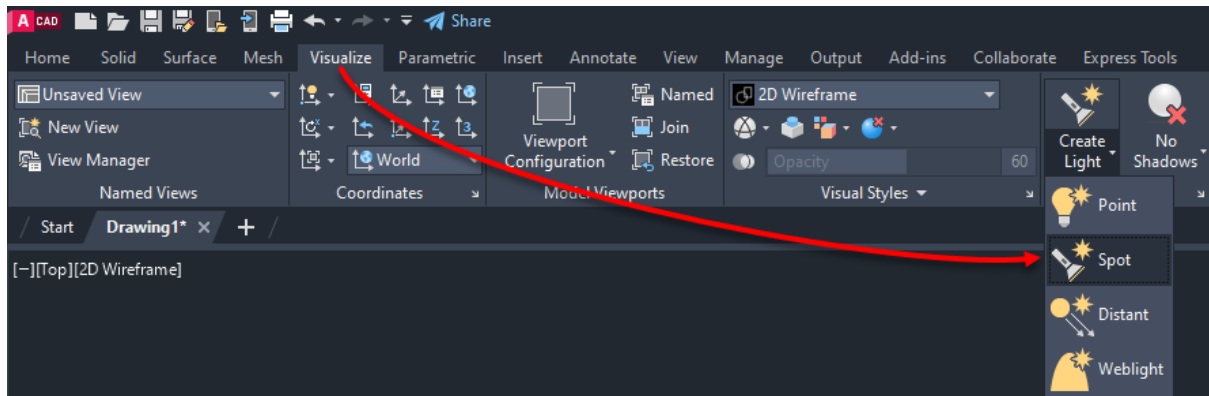
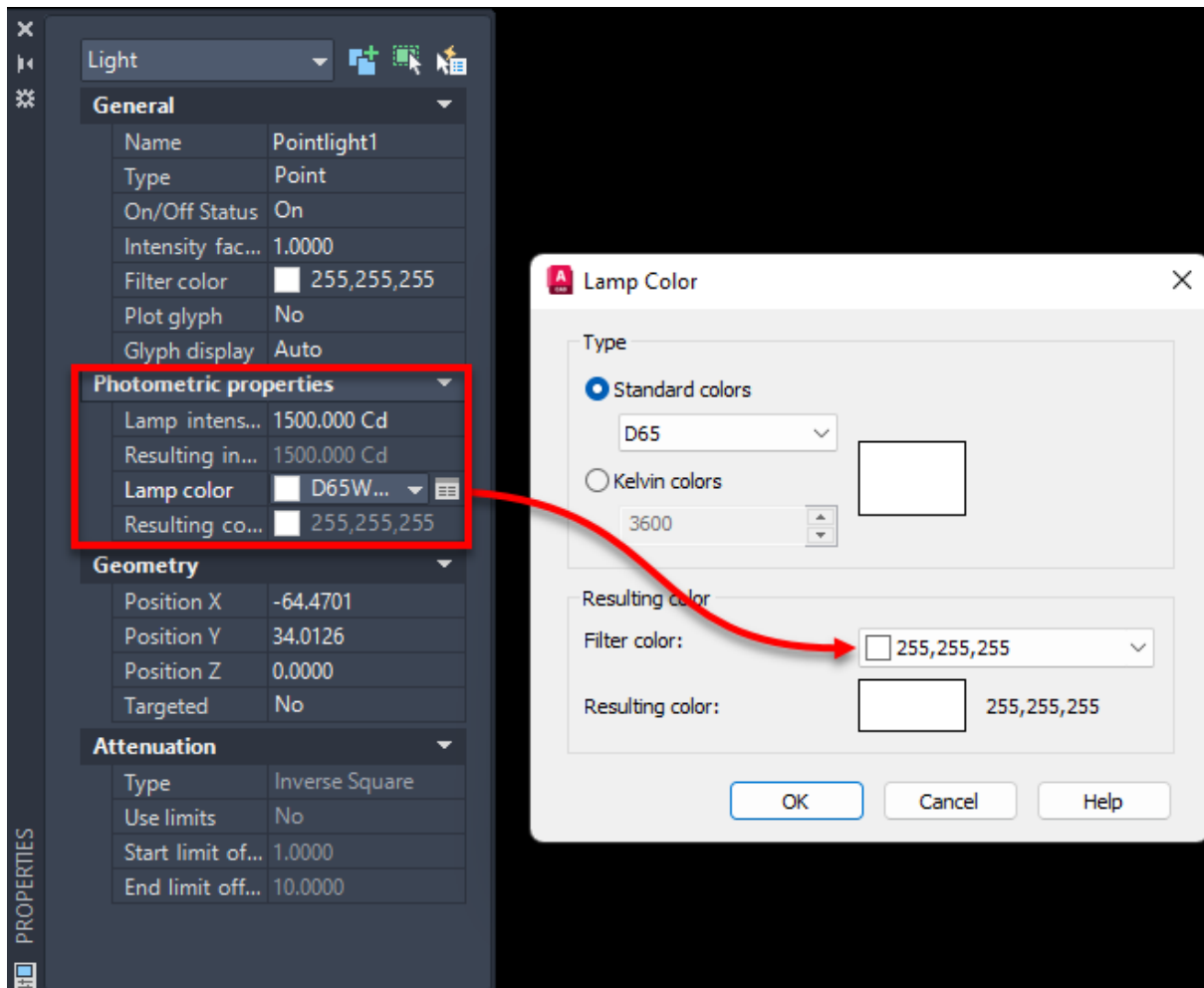
Position X	10.7916
Position Y	-1.411
Position Z	5.534
Targeted	No

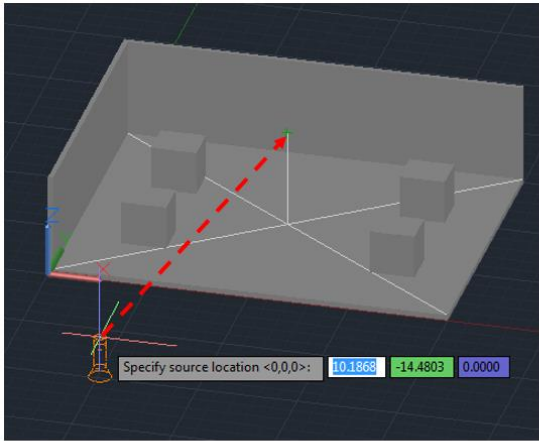
Attenuation

Type	Inverse Square
Use limits	No
Start limit of...	1
End limit off...	10

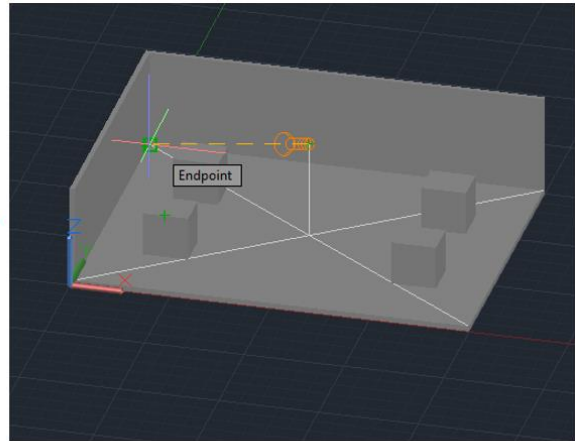
PROPERTIES



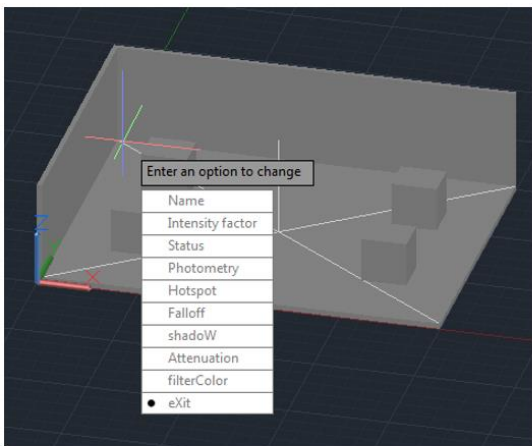




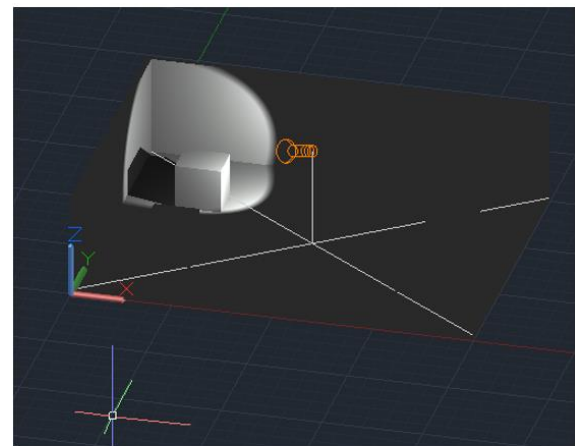
Step 1



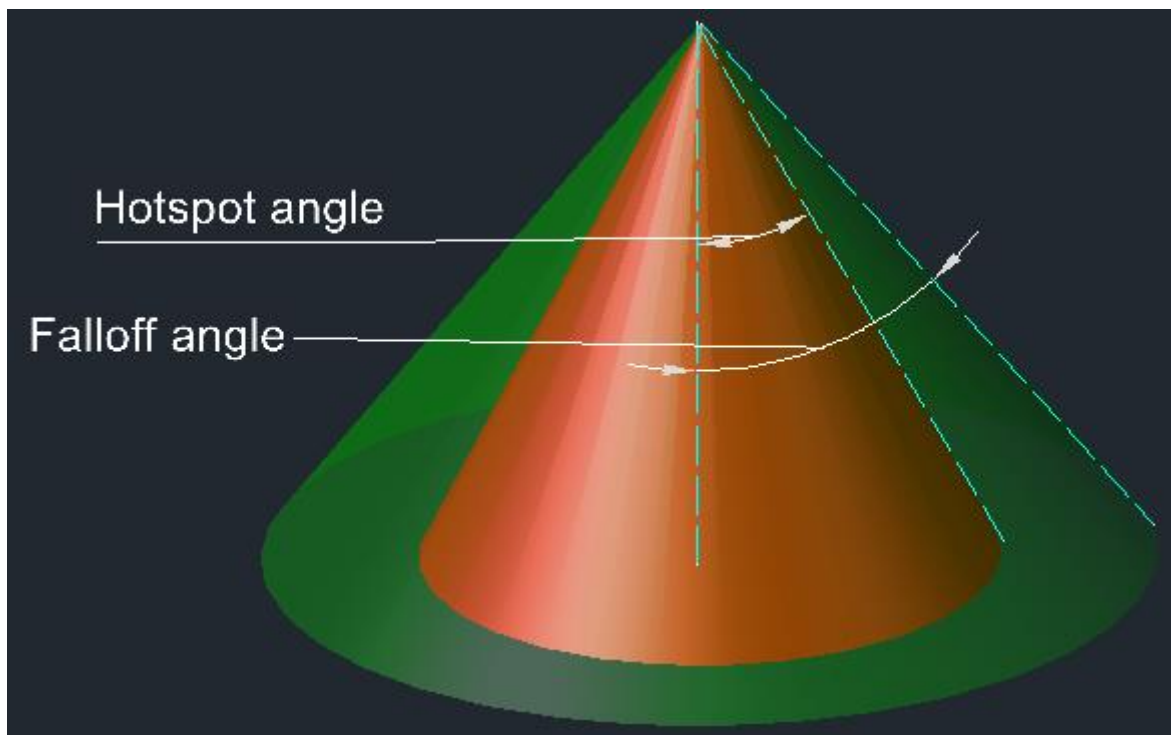
Step 2

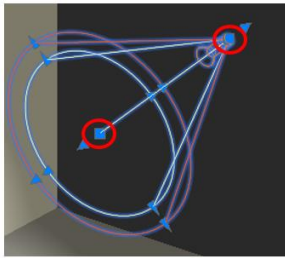


Step 3

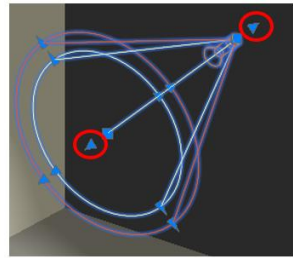


Step 4

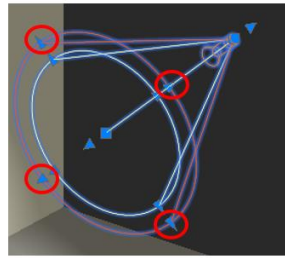




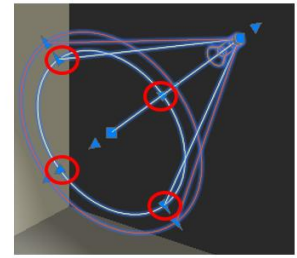
Position and target grab points



Position and target along line grab points

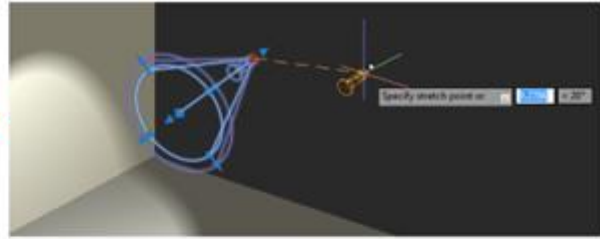
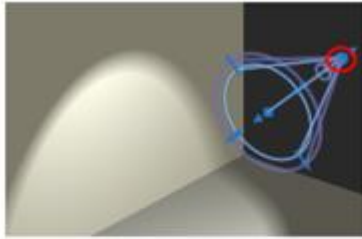


Falloff grab points

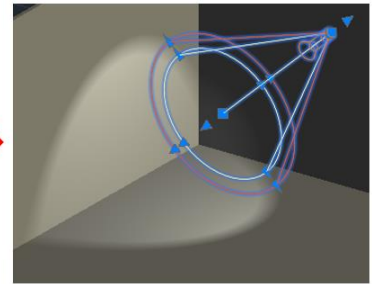
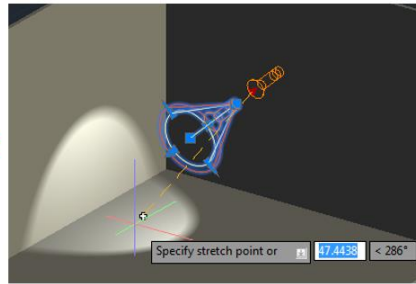
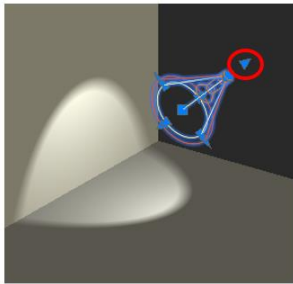
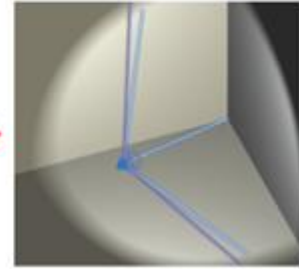
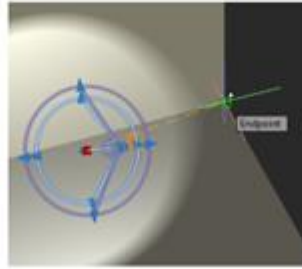
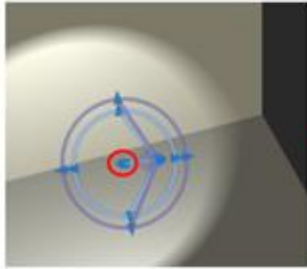


Hotspot grab points

A



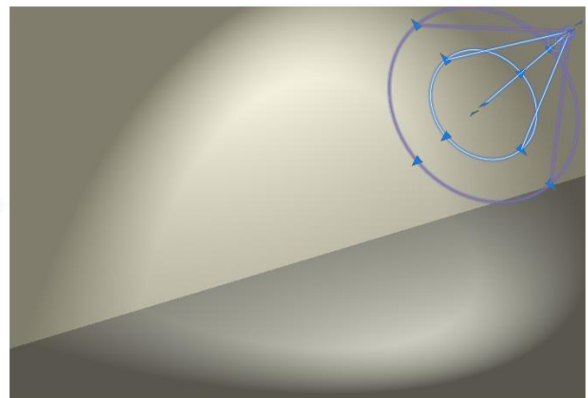
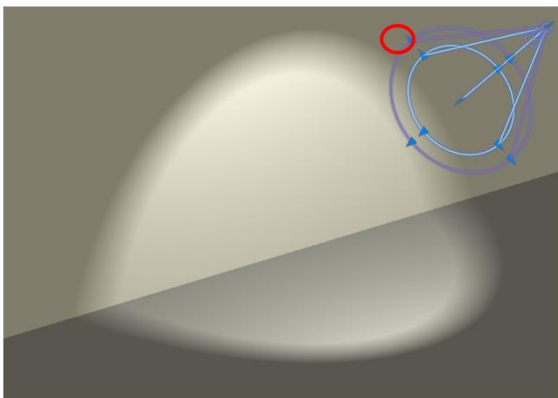
B

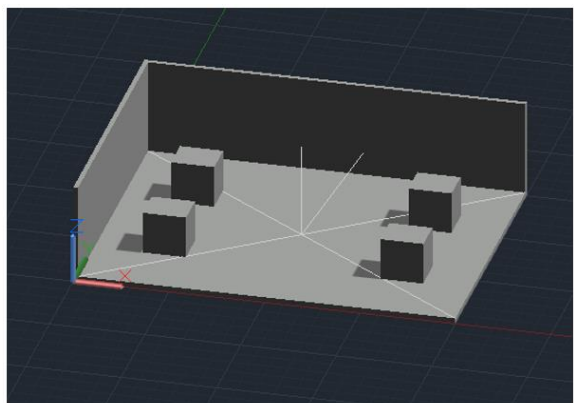
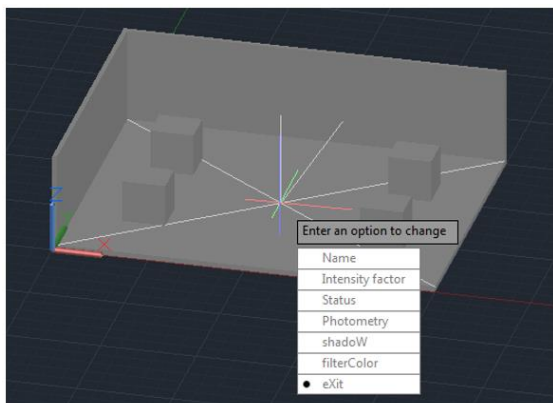
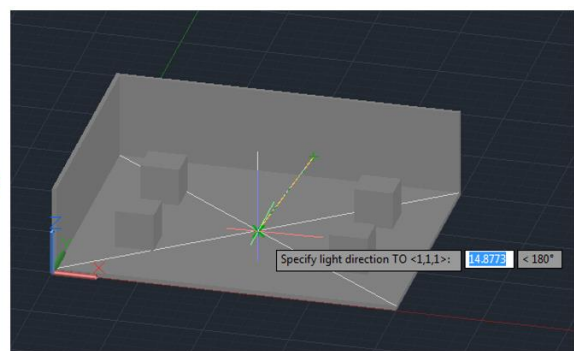
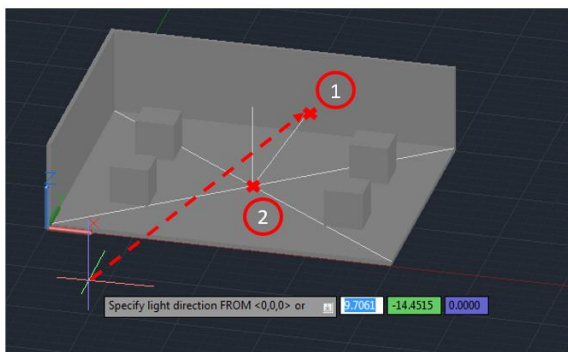
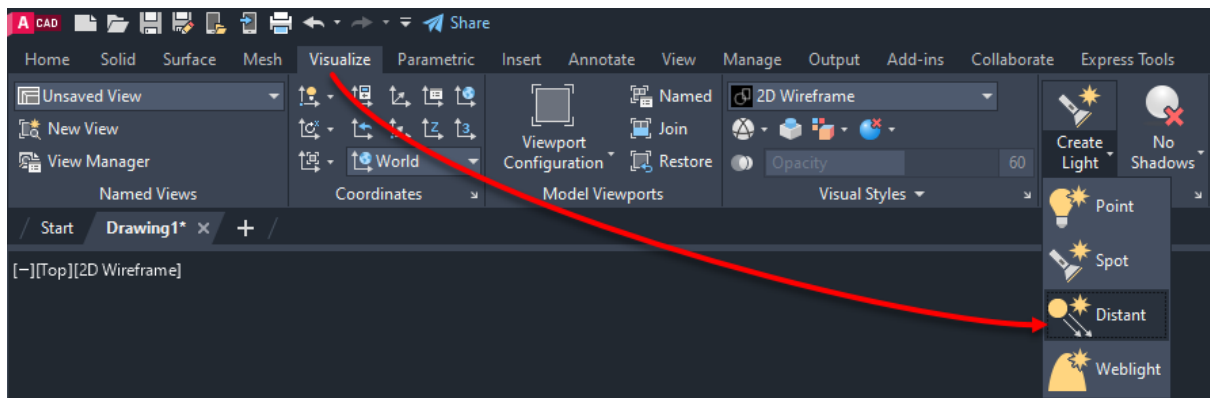
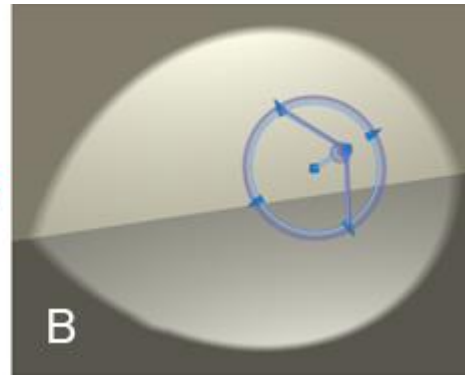
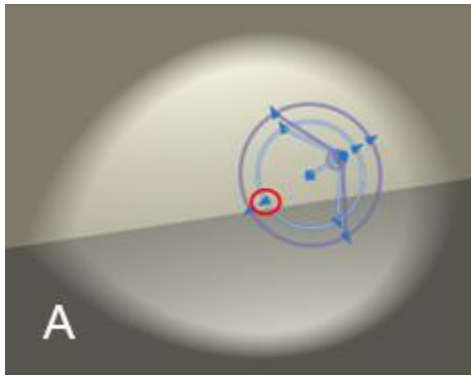


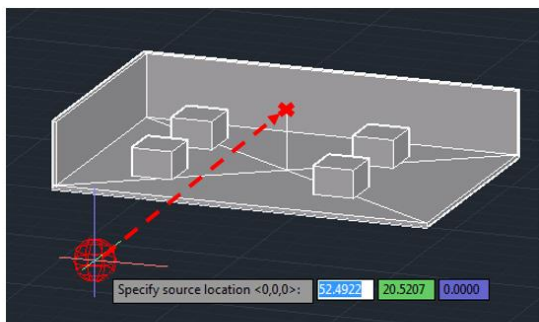
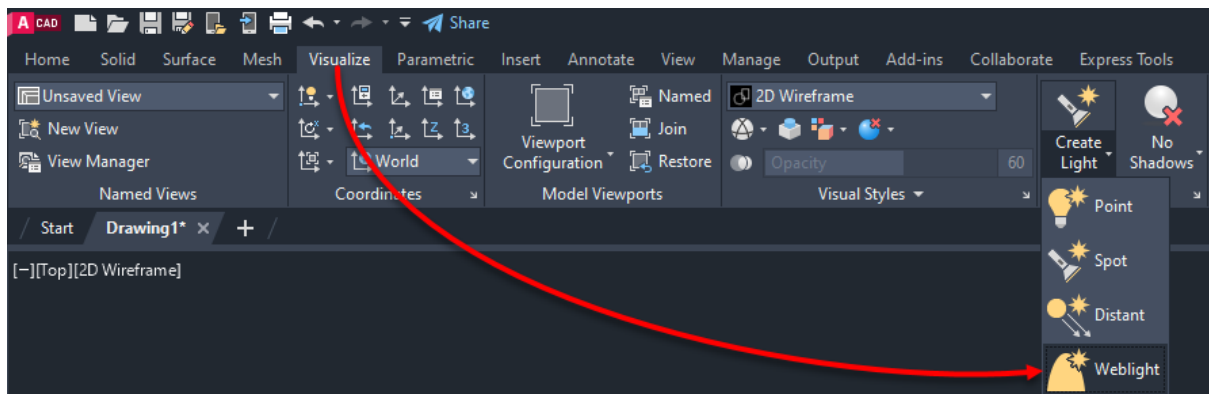
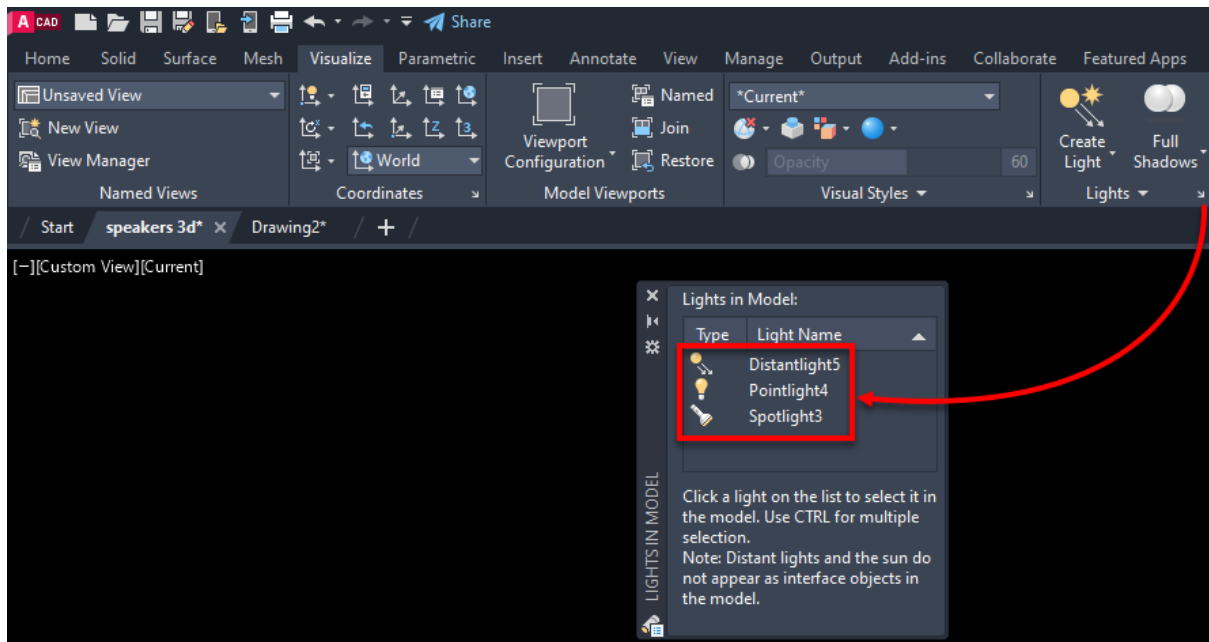
Step 1

Step 2

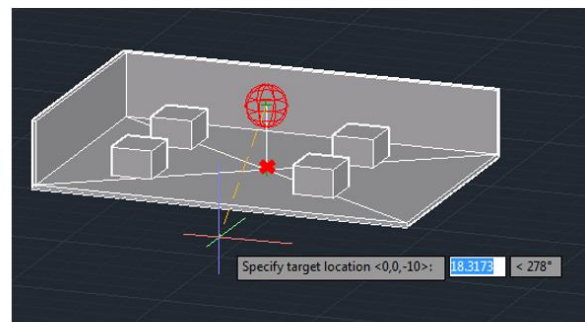
Step 3



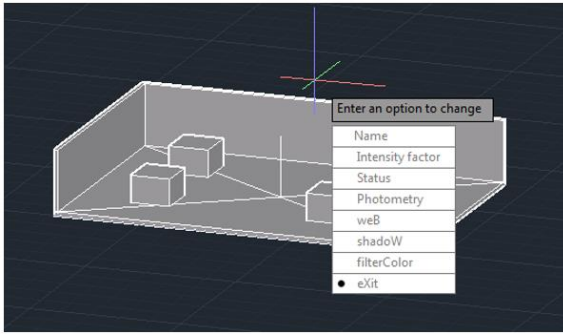




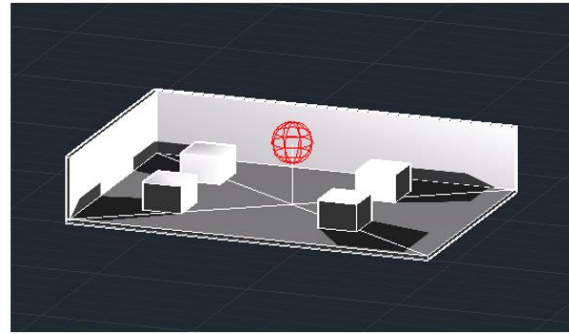
Step 1



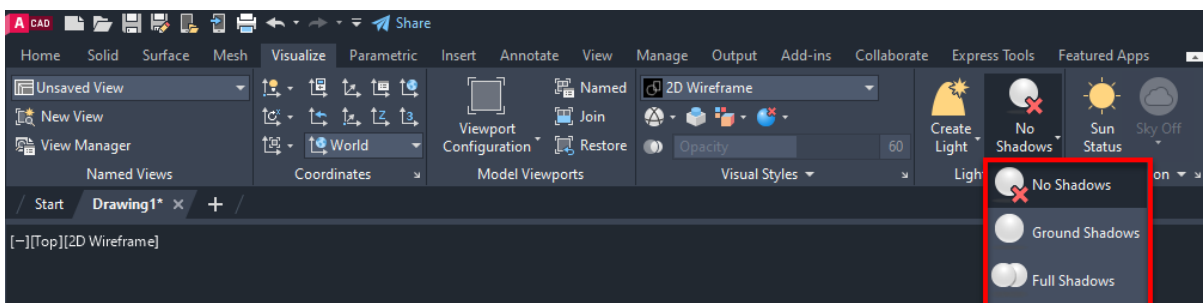
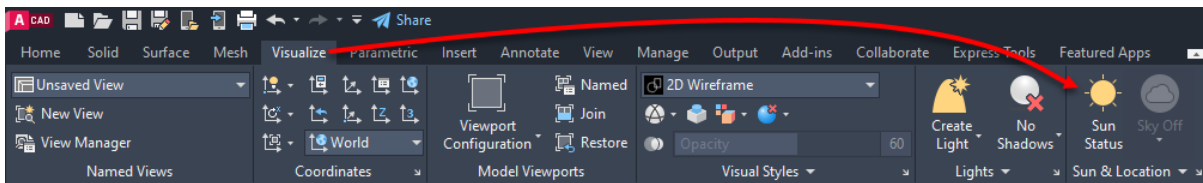
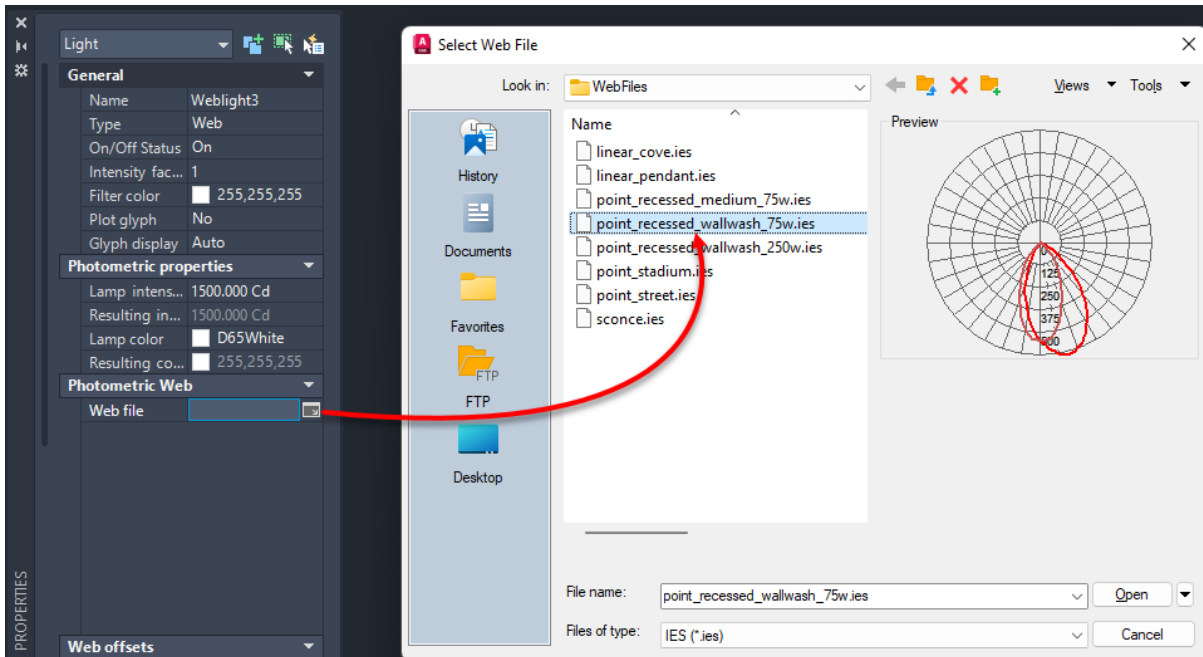
Step 2

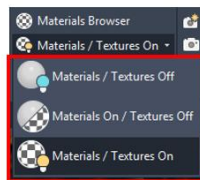
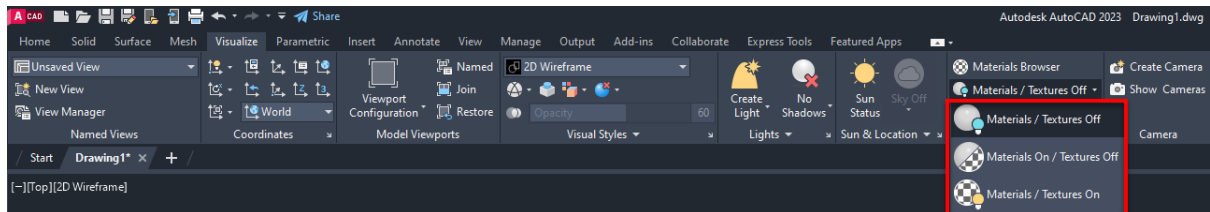
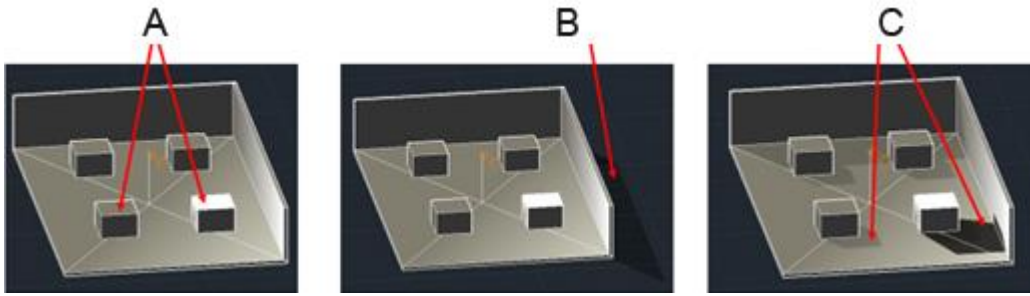


Step 3



Step 4





3 Options for Materials and Textures Display in the Materials panel



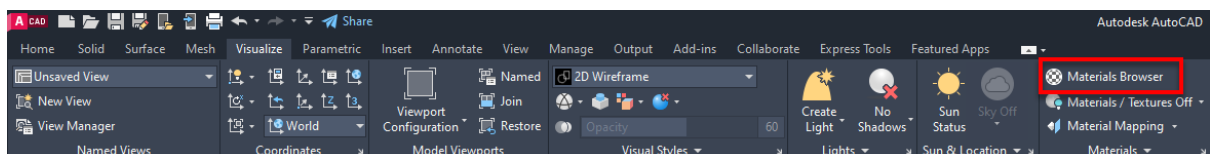
Materials On and Textures Off

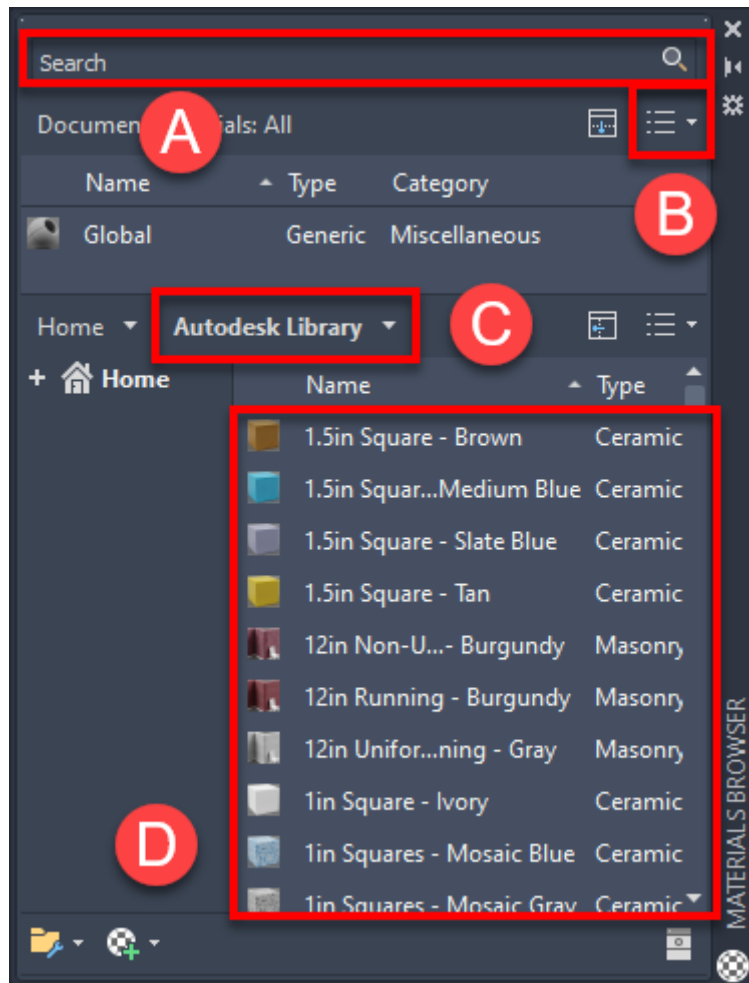


Materials and Textures Off

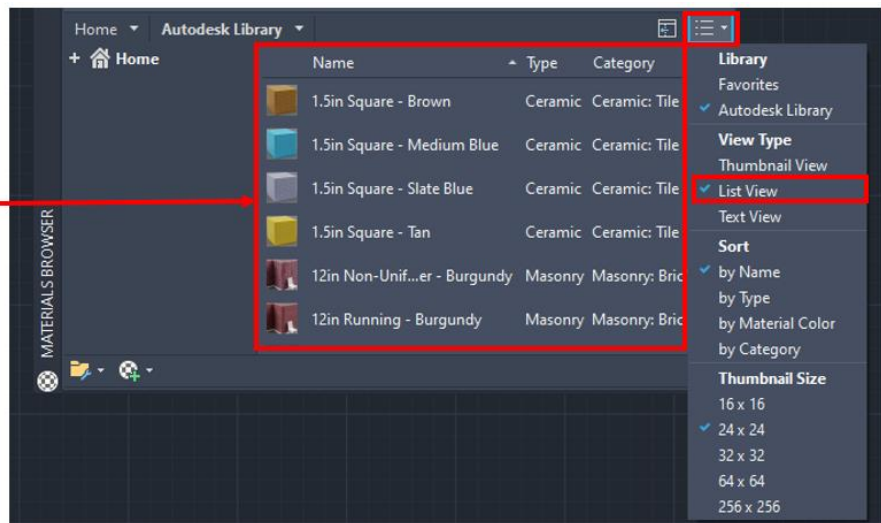


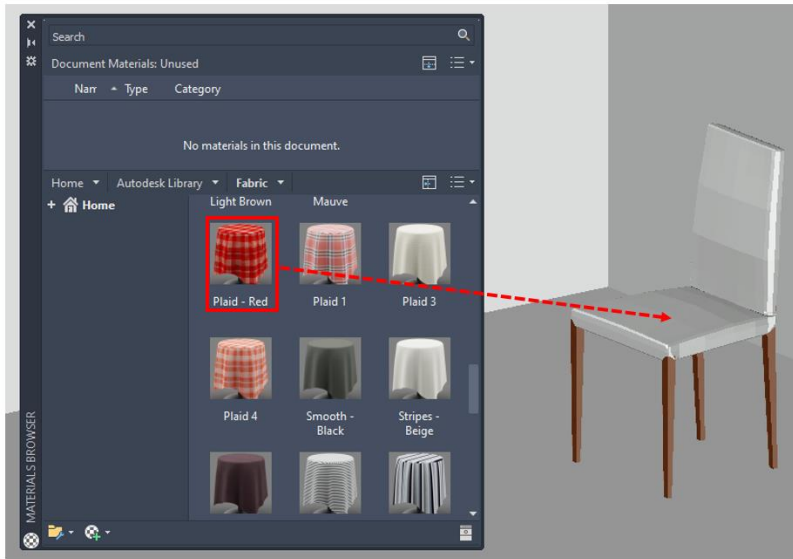
Materials and Textures On





Default List View

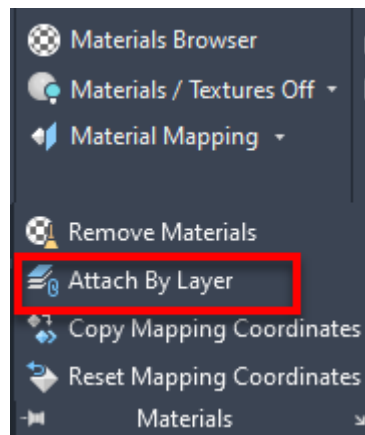


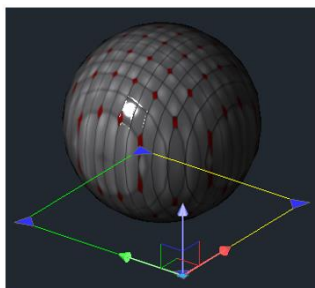
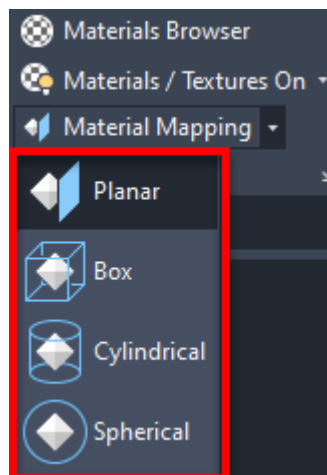
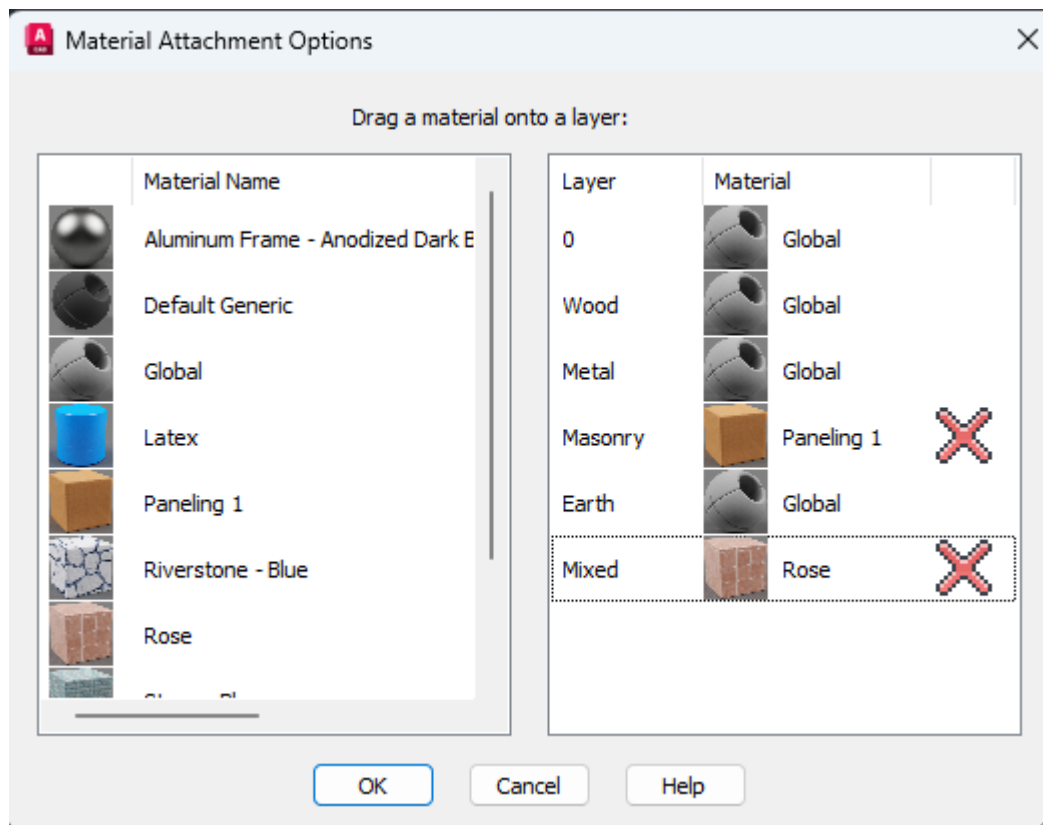


Step 1

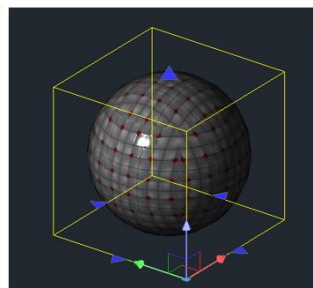


Step 2

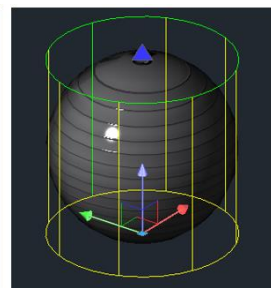




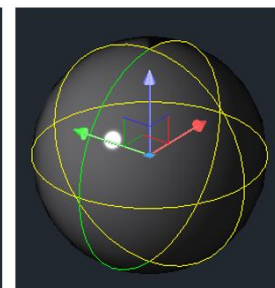
Planar Mapping



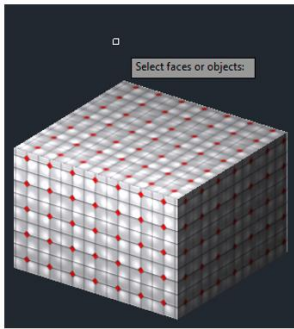
Box Mapping



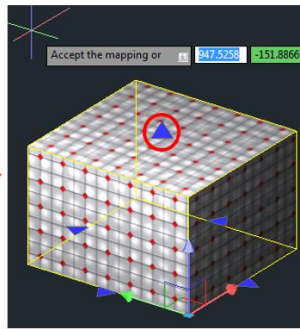
Cylindrical Mapping



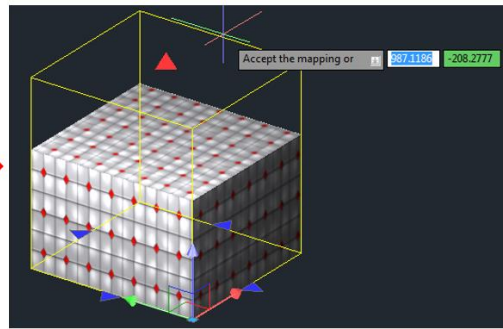
Spherical Mapping



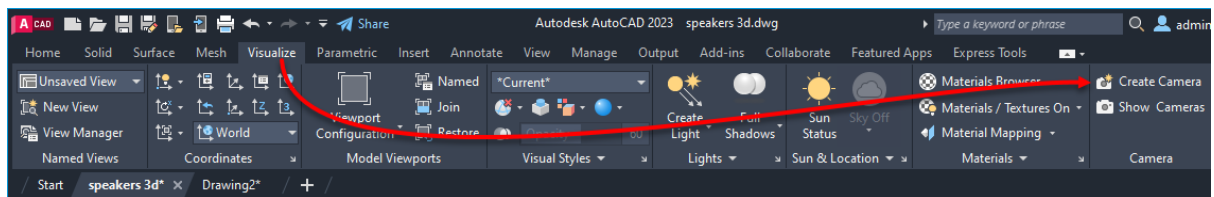
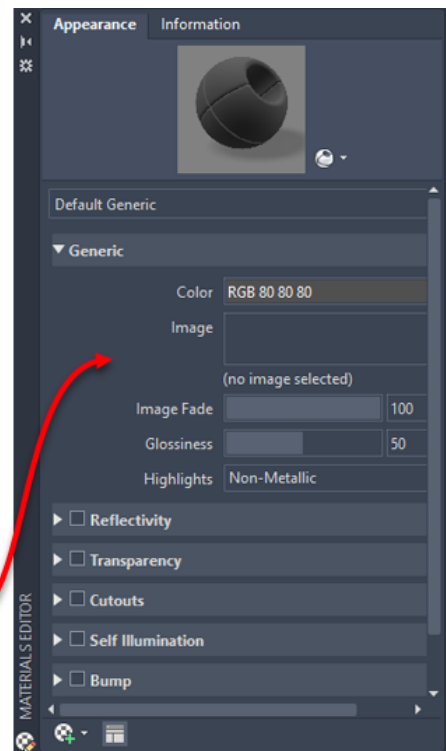
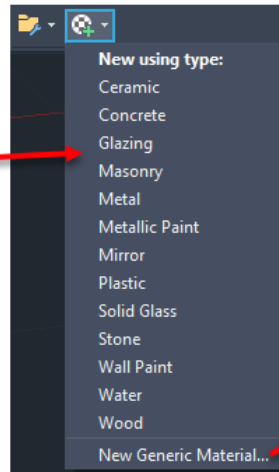
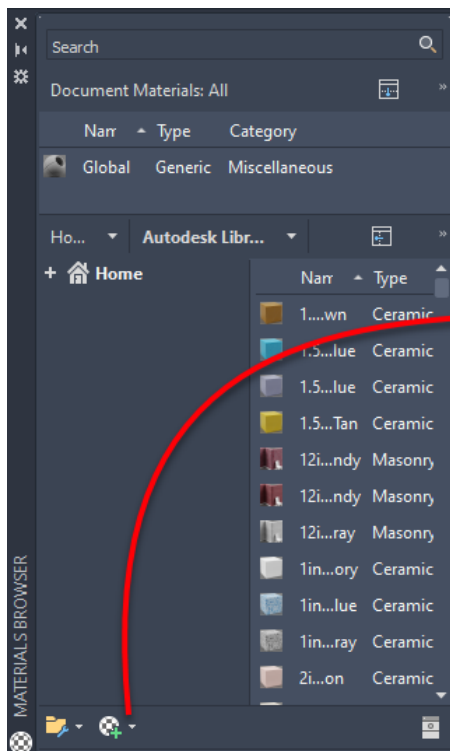
Step 1

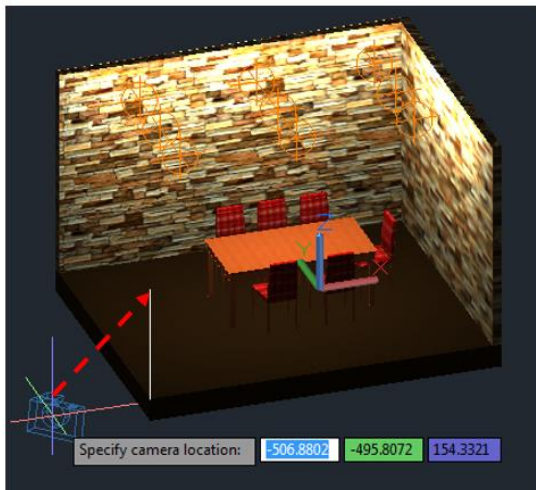


Step 2

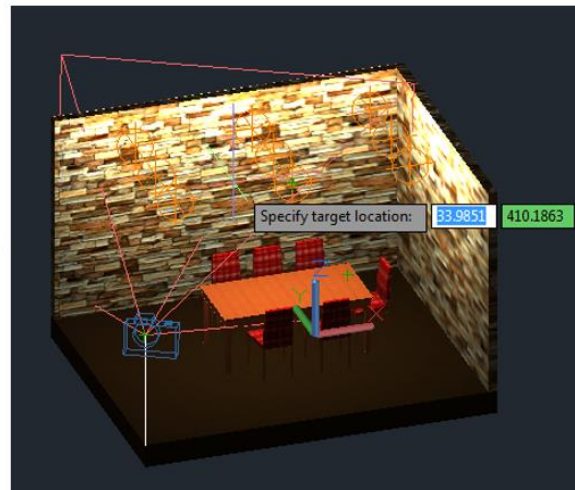


Step 3

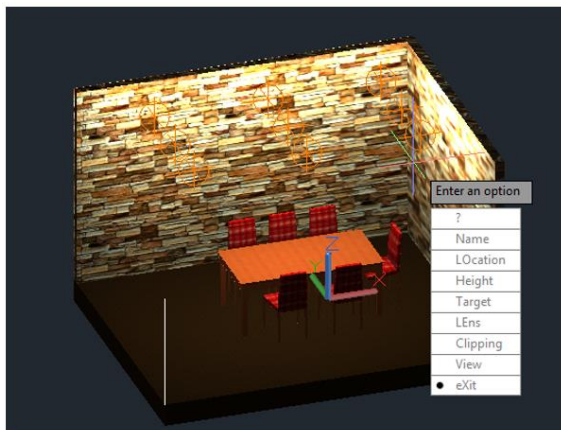




Step 1



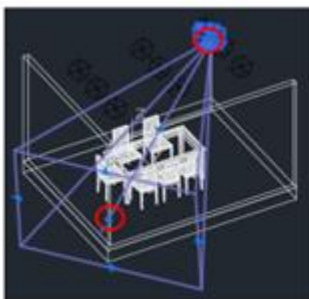
Step 2



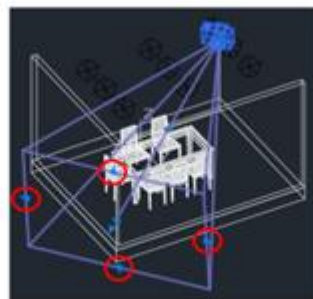
Step 3



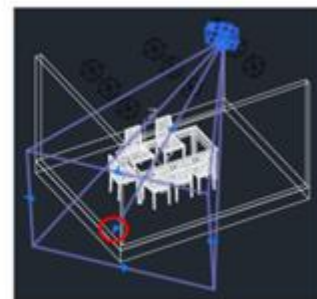
Step 4



A



B



C

