

	architectural drawings.	
DIM DIAMETER	<p>Dimensioning sub-command:</p> <p>Draws a dimension through the center of a circle or arc, calculating the diameter, with one of the arrow heads located at the point on the circle or arc which is picked.</p>	
DIM EXIT	<p>Dimensioning sub-command:</p> <p>Exits the dimensioning program and returns from the Dim: prompt to the normal Command: prompt</p>	
DIM HOMETEXT	<p>Dimensioning sub-command:</p> <p>Restores the text of an associative dimension to its default (name) location if you have moved it.</p>	
DIM HORIZONTAL	<p>Dimensioning sub-command:</p> <p>Draws a horizontal linear dimension line</p>	
DIM LEADER	<p>Dimensioning sub-command:</p> <p>Draws an a line or series of lines with an arrow head (commonly called a "leader") to point to an object to notate it. This command will also prompt you for the note at the end of the leader line, but it will allow only one line of text. The most useful method of using this command is to simply draw leaders between the object to be notated and text that you create with the DTEXT command.</p>	
DIM	Dimensioning sub-command:	

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	screen systems (most of them) from text-screen to graphics-screen, and vice-versa.	
GRID	Displays a rectangular grid of white dots on the screen at a specified X- and Y- spacing	<p>can be transparent</p> <p>ON Turns grid display on</p> <p>OFF Turns grid display off</p> <p>S Locks grid spacing to SNAP resolution</p> <p>A Sets grid aspect (different X- and Y- spacings)</p> <p><number> Sets grid spacing for both X- and Y- coordinates</p> <p><number X> Sets grid spacing to multiple "X" of snap spacing</p>
HANDLES	Assigns a unique, permanent number to each entity of the drawing	<p>ON Enables Handles</p> <p>DESTROY Discards all entity Handles</p>
HATCH	Allows drawing of cross-hatching and pattern filling	<p><pattern-name> uses hatch pattern name from library file to fill designated area with a pseudo-block hatch entity -- can be reduced to individual lines and points by EXPLODEing it.</p> <p><*pattern-name> uses hatch pattern name from library file to fill designated area with individual lines and points, not a block</p> <p>U "User-defined" hatch pattern drawn of parallel lines with a specified distance between, at a specified angle, and either single-hatching or double (cross)-hatching</p> <p>? Lists names of available hatch patterns</p> <p><pattern-name> or U can be followed by a comma and the</p>

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		<p>following sub-commands:</p> <p>I Ignores any boundaries inside the outermost boundary</p> <p>N Normal style of selecting boundaries with alternating hatched and unhatched nested areas</p> <p>O Hatches outermost boundary area only</p>
HELP or ?	Displays a list of all valid commands and data entry options, or obtains help for a specific command or prompt	<p>can be transparent</p> <p>if invoked while another command is in process, it will assume that you want help on that command</p>
HIDE	Regenerates a 3d visual image of the drawing with hidden lines removed	
ID	Displays the X,Y, and Z coordinates of a point selected	can be transparent
IGESIN	Loads an IGES interchange file	
IGESOUT	Writes an IGES interchange file	
INSERT	Inserts a previously created block or drawing file into the current drawing	<p><filename> Inserts a filename from the default directory into the current drawing, assuming that there is no block by that name in the current drawing</p> <p><blockname>=<filename> Creates a block in the current drawing with the same name as the file</p> <p><*name> Inserts a block in its constituent entities rather than as a block -- also called a "Star Block" or Pre-exploded block</p> <p>C Reply to X scale prompt -- allows</p>

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		a list of layers to be turned off, * can be used as a wildcard)
LAYER or LA (Continued)		S Sets named layer as the current layer T Thaws named layers which are frozen (comma separates a list of layers to be frozen, * can be used as a wildcard) U Unlocks named layer ? Gives information about named layers, * can be used as a wildcard
LIMITS	Changes the imaginary boundaries of the drawing, and controls whether drawing can be made outside of the boundaries. If Limit-checking is ON, drawing cannot be done outside of limits.	can be transparent <2 points> Sets lower-left and upper-right drawing limits ON Enables limit-checking OFF Disables limit-checking
LINE or L	Draws straight lines	<RET> In reply to From Point: prompt, line begins at end of previous line or arc C In reply to To point: prompt, closes the polygon back to first "From Point" U In reply to To point: prompt, undoes last line segment
LINETYPE	A linetype is a series of lines and spaces -- dots and dashes -- Sets the current linetype to be used for all subsequent entities to be drawn, allows creation of new linetype definitions, and allows loading of previously created linetypes from DOS files	can be transparent ? Lists a linetype library, or named linetypes which are loaded C Creates a linetype definition L Loads a previously created linetype definition S Set current linetype -- note that the current linetype should always be set to the logical linetype "BYLAYER"
LIST	Lists all information about selected	

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selection

PER PERpendicular point to line, arc or circle -- when used with an arc or circle it will draw a line to the surface of the arc or circle heading toward the center point

QUA QUAdrant point of arc or circle (top, bottom, right or left side)

QUI QUIck mode -- this is a modifier to one of the other OSNAP options -- it will find the first point that meets the requirements, not necessarily the closest point to the aperture.

TAN TANgent point to arc or circle

PAN

Moves the display window without changing the magnification factor

can be transparent

PEDIT

Allows editing of polylines which are already drawn

C Closes an open polyline

D Decurves, or returns a Spline curve to its control frame or series of connected straight lines

E Edit vertices

F Fits curve to a polyline -- makes a series of straight lines into a curve which will pass through the vertices

J Joins a line or arc or another polyline to an open polyline

L Toggles linetype generation to be either a continuous pattern of dashes passing through the vertices, or a pattern which starts and ends at each vertex

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		R Resets user elapsed timer
TRACE	Draws solid filled lines of specified width. Has mostly been superseded by the PLINE command.	
TREESTAT	Displays information on the drawing's current spatial index, such as the number and depth of nodes in the drawing database.	
TRIM	Erases a portion of selected entities that cross a specified "cutting edge"	U Undoes last trim operation
U	Reverses the effect of the previous command	
UCS	Defines or modifies the current User Coordinate System	<p>D ("Delete") Deletes one or more saved coordinate systems</p> <p>E ("Entity") Sets a UCS with the same extrusion direction as that of the selected entity</p> <p>O ("Origin") Shifts the origin of the current coordinate system</p> <p>P ("Previous") Restores the Previous UCS</p> <p>R ("Restore") Restores a previously saved UCS</p> <p>S ("Save") Saves the current UCS</p> <p>V ("View") Establishes a new UCS whose Z-axis is parallel to the current viewing direction</p> <p>W ("World") Sets the current UCS to the World Coordinate System</p> <p>X Rotates the current UCS around the X-axis</p> <p>Y Rotates the current UCS around the Y-axis</p>

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