

Using IntelliCAD

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Introduction

Using IntelliCAD® is part of an integrated documentation set that includes this manual and a comprehensive collection of help resources to give you the information you need to create drawings in IntelliCAD.

This manual is organized into chapters that parallel how you work in IntelliCAD, according to the tasks you might perform. The tasks are divided and organized into the following work-focused chapters:

Introduction: Chapter 1 An overview of the key features of IntelliCAD plus basic concepts of computer-aided design (CAD) as they apply to IntelliCAD.

Getting started: Chapter 2 Installing IntelliCAD, starting and exiting IntelliCAD, working with toolbars, and selecting commands.

Working with drawings: Chapter 3 Opening an existing drawing and starting a new drawing. Using drawing settings to establish paper size, scale factors, and text height. Using drawing aids such as entity snaps and orthogonal mode to draw accurately.

Creating entities: Chapters 4–5 Working with simple entities such as lines, circles, and arcs and with complex entities such as polygons and spline curves.

Viewing your drawing: Chapter 6 Moving around in the drawing, changing its magnification, creating multiple views, and saving arrangements of windows of the drawing.

Working with coordinates: Chapter 7 Working with Cartesian coordinate systems, specifying two-dimensional and three-dimensional coordinates, and defining your own user coordinate systems.

Topics in this chapter

<i>About IntelliCAD and other CAD software</i>	2
Using AutoCAD commands with IntelliCAD	4
Comparing IntelliCAD and CAD to manual drafting	4
<i>Using advanced CAD features</i>	13
<i>Getting more information</i>	14
<i>What's new in IntelliCAD 4</i>	14

Working with the IntelliCAD Explorer: Chapter 8 Using the IntelliCAD Explorer to manage your drawings: controlling layers, linetypes, text styles, coordinate systems, views, and blocks and copying information between drawings.

Getting drawing information: Chapter 9 Working with the additional information in IntelliCAD drawings, calculating areas and distances, and displaying other drawing information.

Modifying entities: Chapter 10 Selecting, copying, rearranging, resizing, and editing entities.

Annotating and dimensioning your drawing: Chapters 11–12 Using text to annotate drawings; using dimensions to annotate the measurement of entities.

Working with blocks, attributes, and external references: Chapter 13 Using blocks and external references to combine entities and data for reuse; creating attribute information to extract for use in other programs.

Formatting and printing drawings: Chapter 14 Combining drawings into finished layouts and printing copies.

Drawing in three dimensions: Chapter 15 Creating and editing three-dimensional entities.

Working with other programs: Chapter 16 Sharing drawings and data with other users, documents, and programs.

Customizing IntelliCAD: Chapter 17 Customizing the appearance and operation of the program to suit your needs.

Understanding AutoCAD compatibility: Appendix Describes similarities and differences between IntelliCAD and AutoCAD.

About IntelliCAD and other CAD software

IntelliCAD is designed for anyone who wants a fast and efficient CAD program with all the power and versatility of standard programs such as AutoCAD by Autodesk, Inc., or MicroStation by Bentley Systems, Inc., at an affordable price. Using today's advanced technology, IntelliCAD integrates the Microsoft Windows interface with a powerful CAD engine.

IntelliCAD provides unparalleled compatibility with AutoCAD, using most of the same file formats including those for drawings (.dwg files), commands, linetypes, hatch patterns, and text styles. You can also use AutoCAD menu files and run AutoLISP by Autodesk programs. If you have written your own ADS (AutoCAD Development System by Autodesk) programs, simply recompile them to link with the IntelliCAD libraries provided on your compact disc. Many third-party ADS programs already support IntelliCAD. If you have a program that is not already supported, ask your software vendor to provide an IntelliCAD-compatible version of the program.

IntelliCAD is more compatible with the AutoCAD program than any other CAD product, delivers additional tools with advanced CAD features, and has a seamless Microsoft Windows integration. This powerful program provides a superb combination of features for CAD users like architects, engineers, and designers.

IntelliCAD incorporates all the standard features found in other CAD programs, along with features and capabilities you won't find anywhere else. Its multiple-document interface (MDI) lets you open and work with several drawings at the same time. You can easily copy drawing entities between drawings. In addition, the powerful IntelliCAD Explorer lets you manage information and settings and quickly copy layers, linetypes, and other information between drawings.

Using AutoCAD legacy drawings

IntelliCAD fully supports AutoCAD legacy drawings. IntelliCAD reads and writes DWG files in their native format without any loss of data, from AutoCAD Release 14 back to version 2.5, including AutoCAD LT. Because IntelliCAD uses DWG as its native file format, no translation is required.

IntelliCAD provides you with the appropriate tools for your experience level—whether you are a beginner, intermediate, or advanced CAD user. If you are just starting out with CAD, you may want to use the beginner level, which provides toolbars containing the basic tools such as lines, arcs, and circles. As you become more experienced, you can move to the intermediate level and then to the advanced level, which gives you access to more than 300 commands through toolbars, menus, and keyboard entries. When you install the program, the default setting is the intermediate level; you can change it to either beginner or advanced during installation, or you can change it from the Options dialog box on the Tools menu.

IntelliCAD supports three-dimensional wireframes and surfaces. Three-dimensional drawings can be displayed in wireframe, hidden-line view, and surface shading and rendering. When a drawing file contains an ACIS solid model, IntelliCAD does not display it, but the program does not harm any ACIS data in AutoCAD drawings. The program stores the ACIS data, so when you open the drawing later in AutoCAD, the solid model reappears.

When a drawing containing AutoCAD ACIS solids and proxy entities is loaded into IntelliCAD, the program displays the following message: “This drawing contains one or more entities that will not display. These entities WILL be stored and saved back into the drawing.”

The following table identifies which AutoCAD objects are not displayed in IntelliCAD.

AutoCAD objects not displayed in IntelliCAD

AutoCAD object	Description
Proxy (zombie)	Not displayed.
Images	Do not display if inside blocks and externally referenced drawings (xrefs).

It's easy to customize IntelliCAD. You can modify menus and toolbars, create custom menus, dialog boxes, command aliases, and scripts, and add custom programs written in any of several programming languages, including LISP (the program's Autodesk AutoLISP-compatible language), SDS™ (Solutions Development System™, the program's Autodesk ADS-compatible language), and Microsoft Visual Basic for Applications (VBA).

You can run existing Autodesk AutoLISP applications in IntelliCAD with little or no modification. IntelliCAD uses the *appload* command so you can easily load LISP programs. IntelliCAD reads files that contain dialog control language (DCL) statements as well, which makes IntelliCAD compatible with dialog boxes created for AutoCAD.

Using AutoCAD commands with IntelliCAD

Because IntelliCAD supports hundreds of AutoCAD Release 14 commands, you use the commands you already know. For example, to draw a circle, use the *circle* command. To copy a circle, use the *copy* command.

When you press Enter or the spacebar, you activate the command—just like in AutoCAD. IntelliCAD accepts the special characters used by AutoCAD, such as point filters (for example, .xy), relative coordinates (the @ symbol), and the apostrophe (the ' prefix) for transparent commands. IntelliCAD function keys are also similar to those used in AutoCAD.

Because you do not need to learn a new set of commands, you are immediately productive with IntelliCAD.

Comparing IntelliCAD and CAD to manual drafting

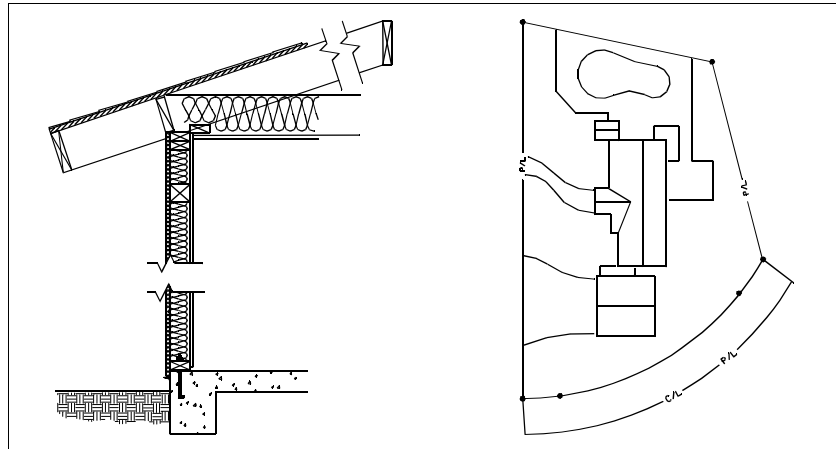
IntelliCAD greatly reduces the time and effort it takes to create and revise drawings. Not only can you produce accurate drawings faster, you can also reuse the information in your drawings. These are the primary reasons for making the transition to CAD from traditional, manual drafting on paper.

As with any tool, however, to use it effectively, you need to be familiar with some of the special features, functions, and concepts of CAD. If you are familiar with manual drafting, you'll find some conceptual similarities in CAD as well as some differences.

Drawing to scale

In traditional, manual drafting, you usually determine the scale of the drawing before you even start to draw, because you are working with a sheet of paper of a fixed size. You may have to reduce or enlarge the entity you are drawing to fit within the confines of the paper.

When you create a drawing in IntelliCAD, you draw everything full-size. You determine the type of units in which your drawing is measured. If you are drawing a building, 1 drawing unit might equal 1 inch. If you are drawing a map, 1 drawing unit might equal 1 mile. Your drawing environment and the CAD drawing file itself are not limited to the size of a particular sheet of paper.



As you draw, you can use commands such as Pan and Zoom to work on different portions of the drawing and to magnify the display of the drawing to view small details. These commands have no effect on the actual size of the entities in your drawing; they affect only the way the drawing is displayed on your screen. Only when you print or plot your drawing do you need to set the scale so that the printed drawing fits within a specific paper size.

Using tools

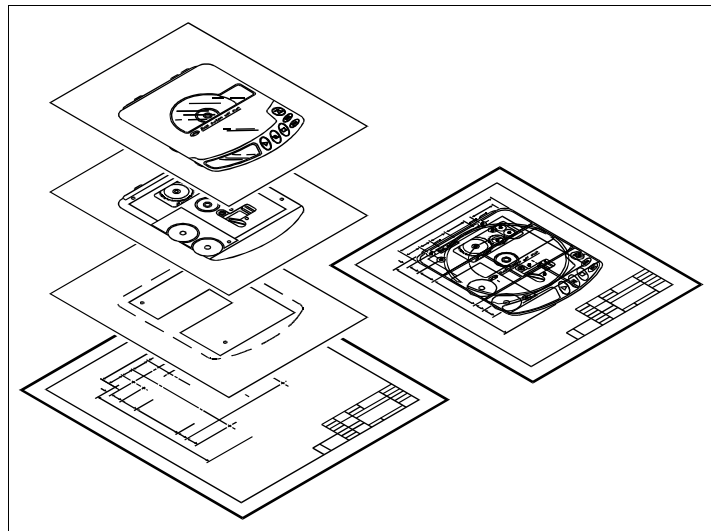
In manual drafting, you use tools such as pencils, rulers, T-squares, templates, erasers, and so on. When you create a drawing in IntelliCAD, you use a mouse instead of a pencil, and you use the mouse to select other tools—commands you select from a menu or a toolbar.

You use some tools to create basic entities, such as lines, circles, and arcs, and other tools to modify existing entities (for example, to copy or move them or to change properties such as color and linetype).

Organizing information

In traditional drafting, you often separate elements such as walls, dimensions, structural steel members, and electrical plans onto separate, translucent overlays. When you want to print the working drawings, you can create several different drawings by combining different overlays.

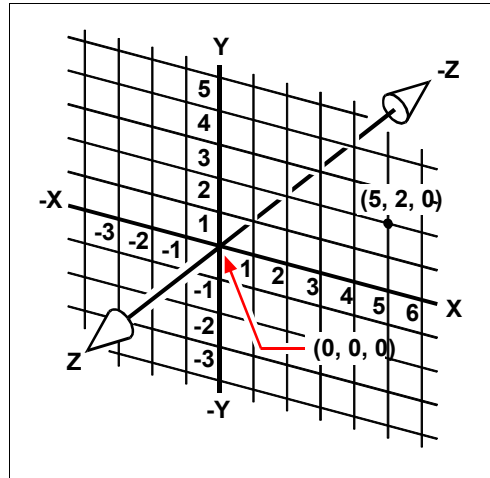
When you create a drawing in IntelliCAD, you use layers to organize elements in a similar manner. However, the layers feature in CAD offers numerous advantages over physical transparencies. The number of overlays you can combine to print a manually drafted drawing is limited by the printing process. There is no such limitation in CAD. With IntelliCAD, you can define an unlimited number of layers, any of which can be visible or invisible at any time. You can name each layer and assign each its own color and linetype. You can also lock individual layers to ensure that information on those layers isn't altered accidentally.



Use layers to organize drawing information.

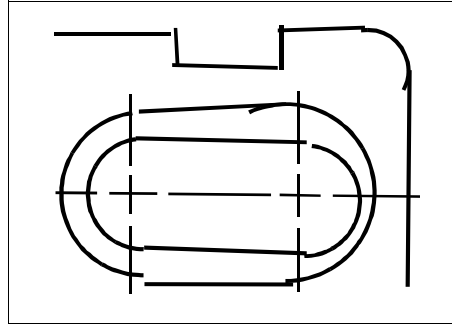
Drawing accurately

When you create a manual drawing, ensuring accuracy typically requires a lot of measuring and rechecking. By contrast, IntelliCAD offers a number of drawing aids that ensure accuracy from the start. For example, you create and modify entities based on an underlying Cartesian coordinate system. Every location in the drawing has its own x,y,z-coordinates. You can also display a grid as a visual reference to your coordinate system.

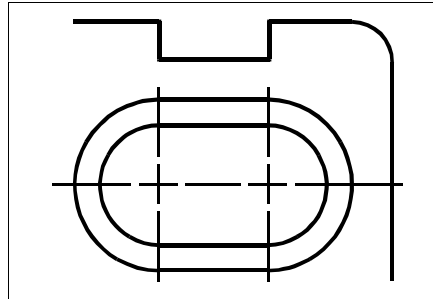


Every location in the drawing has its own x,y,z-coordinates within the underlying Cartesian coordinate system. Point 5,2,0 is 5 units to the right (along the x-axis), 2 units up (along the y-axis), and 0 units (along the z-axis) from the origin (the 0,0,0 point).

Settings such as snap and entity snap allow you to draw accurately without specifying coordinates. The snap setting forces the selected points to adhere to the grid increment or to any other increment you set. Entity snaps let you snap to precise geometric points on existing entities—for example, the endpoint of a line or the center of a circle. Another setting, orthogonal, constrains lines so that they are drawn parallel to the vertical and horizontal axes.



Paper-based drawings lack the high degree of accuracy possible when using CAD. Lines often overlap or fail to meet adjacent lines.



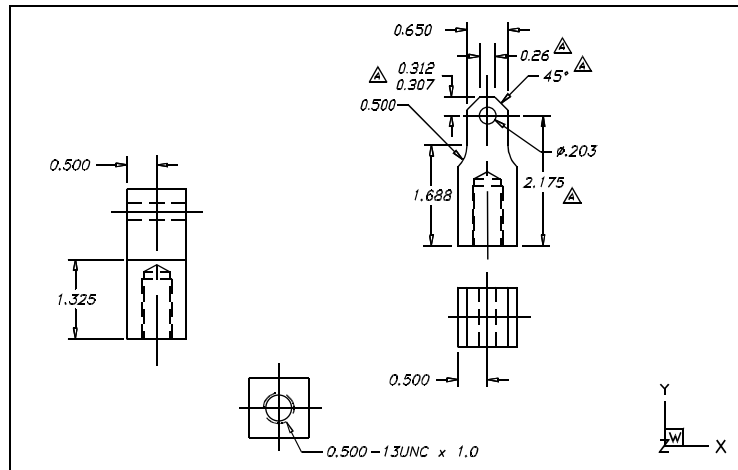
Snap and entity snap force the cursor to adhere to a specified increment or attach to key geometric points on existing entities. You can also constrain lines to vertical and horizontal axes.

Drawing efficiently

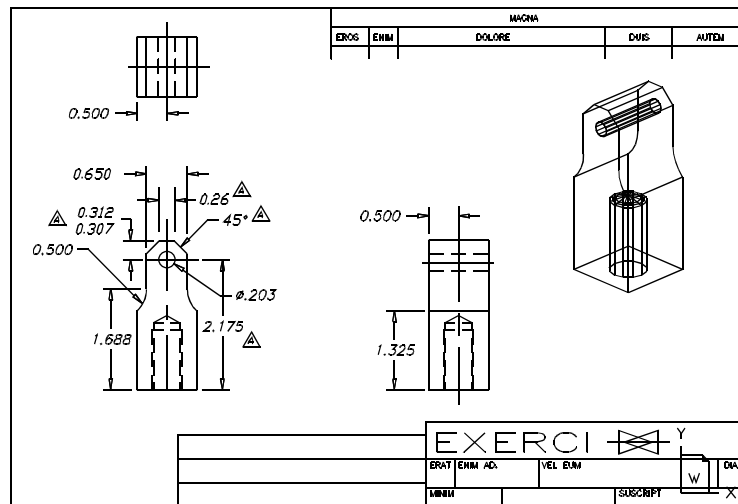
In paper-based, manual drafting, you often have to redraw the same entity several times at different scales or from different vantage points. You may also need to redraw the border and title block on each new sheet.

One of the most powerful features of IntelliCAD is that when you create a drawing, you can reuse individual entities, borders, and title blocks as often as you want. You need draw an entity only once; the final printed drawing can show the entity at several different scales and viewpoints.

IntelliCAD provides two drawing environments, or workspaces: model space and paper space. You usually begin working in model space, creating the drawing (a floor plan, a map, or a three-dimensional part) without regard to the final layout on paper. When you are ready to print your drawing, you have the option to switch to paper space, where you lay out the drawing as you want it to appear on a sheet of paper. For example, you can insert a drawing file that contains the standard border and title block that you created. You can define and arrange multiple views of the drawing at appropriate scales and with specific portions visible or invisible—again, without having to redraw the border and title block for each view.



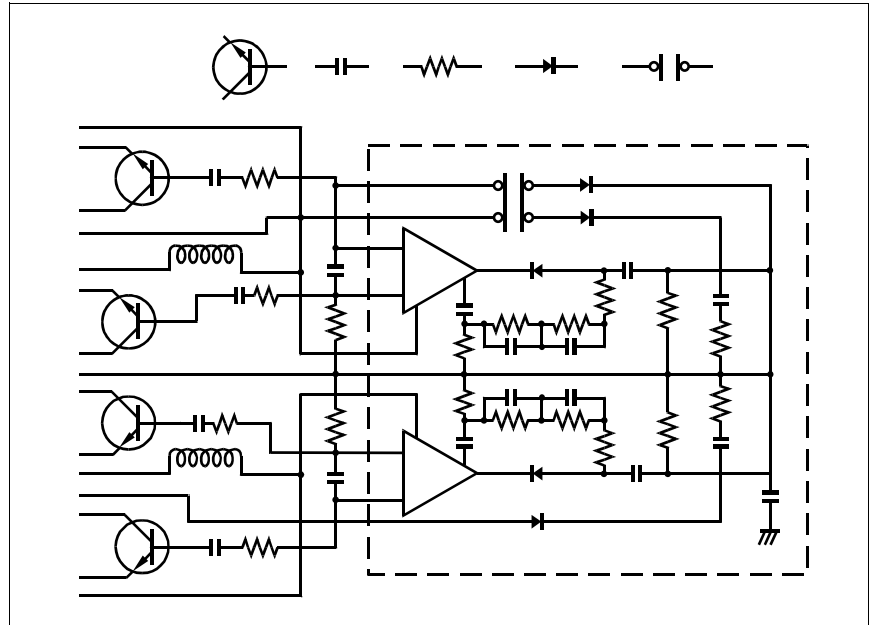
You create the basic drawing in model space.



When you're ready to print or plot your drawing, you can switch to paper space, where you arrange the drawing as you want it to appear on a sheet of paper.

Reusing CAD drawings and entities

When you create a paper drawing manually, you can draw repetitive symbols by tracing a plastic template. After you draw a symbol in IntelliCAD, you can reuse that symbol without having to redraw it. You simply save the symbol as a block. You can then insert copies of that block anywhere in your drawing. You can also save the symbol as a separate drawing for use in other drawings.

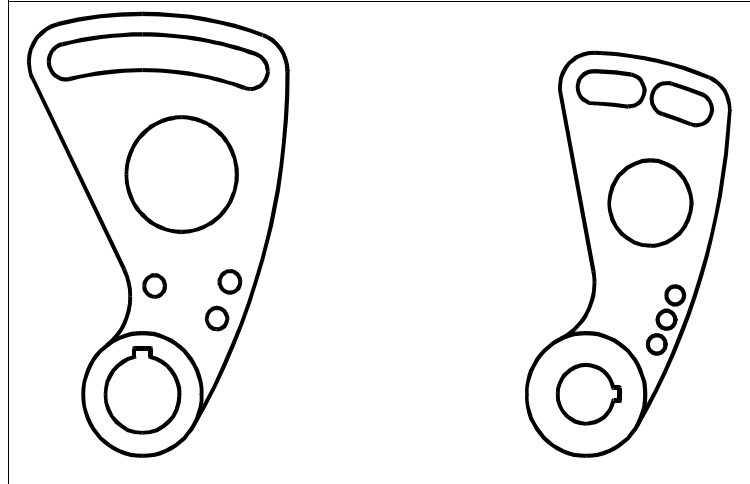


You can draw a symbol one time, save it as a block, and then insert multiple copies of that symbol anywhere in your drawing.

In addition, you can reuse entire drawings and insert individual drawings into other drawings. You can also use an external reference, which acts as a pointer to another drawing rather than a copy of the entire drawing. Using an external reference has an added advantage: when you update the externally referenced drawing, each drawing that references it can be automatically updated.

Making changes

To make changes to a paper drawing, you erase and then redraw. With IntelliCAD, you use commands to modify entities in the drawing. You can move, rotate, stretch, or change the scale of entities. When you want to remove an entity, you can delete it with a single click of the mouse. If you make a mistake while creating or modifying your drawing, you can easily reverse your actions.



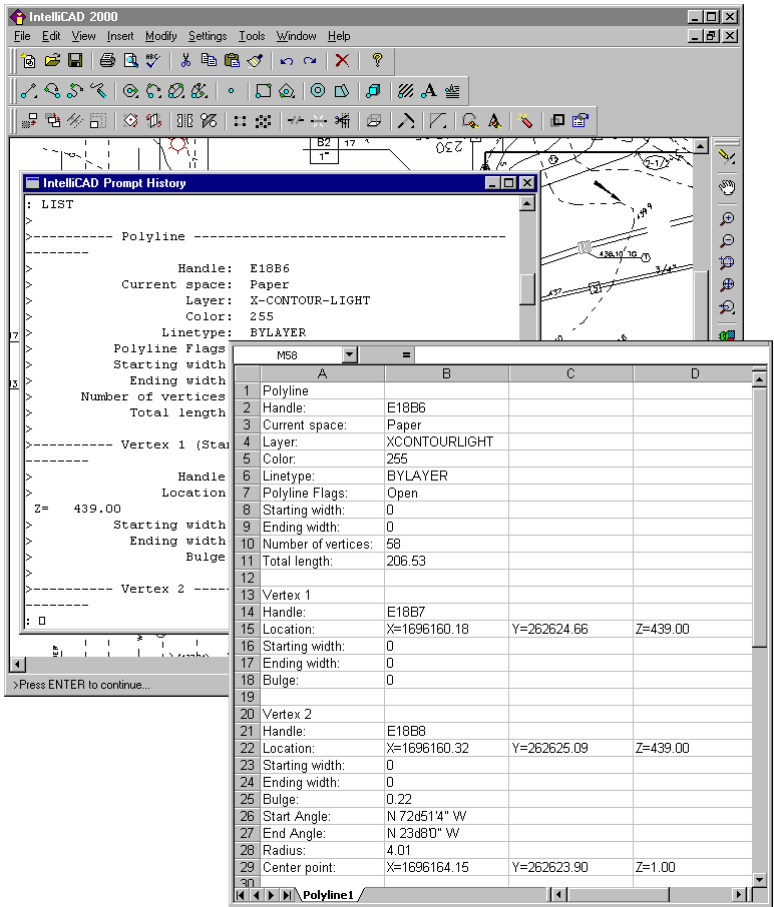
You can easily change an entity using commands such as move, rotate, stretch, and scale instead of redrawing the entity.

Working with other data and programs

Traditional paper drawings serve only as a means of communicating information between the person who created the drawing and the person viewing the drawing. The drawings contain no more information than what is visually imparted by the creator and seen by the viewer.

IntelliCAD offers rich possibilities for analyzing drawings and attaching additional data to them. For instance, although it may be impractical to count entities in a complex paper drawing, this task is simple in CAD. IntelliCAD can calculate the number of entities in a drawing and compute area and distance.

CAD drawings can also contain information in addition to visible entities. You can attach invisible database information to visible drawing entities and extract the information for analysis in a database or spreadsheet. (Working with information in a database requires a program from a third-party vendor, or you can create your own means of exporting the data in LISP, SDS, or VBA.)



You can extract information stored in the drawing as visible or invisible attributes... ..and use that data for analysis in a database or spreadsheet.

IntelliCAD provides in-place editing of Microsoft objects, such as those created in Microsoft Word and Microsoft Excel software programs. In-place editing makes it easy to share data with other users and programs. For example, you can include IntelliCAD drawings in files created using Microsoft Word, and you can insert files created using Microsoft Word into your IntelliCAD drawings.

Using advanced CAD features

In addition to being compatible with AutoCAD, IntelliCAD goes several steps further by providing you with innovative features to increase your productivity.

Using the IntelliCAD Explorer

The IntelliCAD Explorer has an interface similar to the Windows Explorer, allowing you to view and manage the elements of multiple, open drawings, such as layers, blocks, linetypes, views, user coordinate systems, and text styles.

Editing multiple documents simultaneously

With IntelliCAD, you can open and edit multiple drawings simultaneously. You can also copy and paste elements between open drawings.

Editing multiple entities

IntelliCAD allows you to change most of the properties of all selected entities using a single, tabbed dialog box.

Using the Customize dialog box

IntelliCAD has a single, tabbed dialog box for changing toolbars, menus, keyboard shortcuts, and command aliases. You can also use the drag-and-drop method to customize toolbars, including flyouts. The simple, point-and-click action lets you easily create new menu items and keyboard shortcuts—no programming or manual text editing required.

Performing unlimited undo and redo

IntelliCAD increases your power with unlimited undo and redo of editing actions.

Getting more information

In addition to this user's guide, much of the assistance you need as you use IntelliCAD is specific to the commands you work with on the screen. To obtain immediate information as you work, use these additional sources of information:

ToolTips To find out what a specific tool on a toolbar does, pause the cursor over it for a moment. A ToolTip appears on the screen.

Status bar To find out more detailed information about a tool when you pause the cursor over it, look on the status bar at the bottom of the screen.

Online help IntelliCAD online help is available on the screen when you press F1, choose a command from the Help menu, or click the question mark in a dialog box. The online help also presents information that does not appear in this manual, including a programming reference that describes how to program in LISP and SDS.

What's new in IntelliCAD 4

Multiple layouts

In paper space, you can use multiple layouts for different paper sizes and settings.

Unicode characters

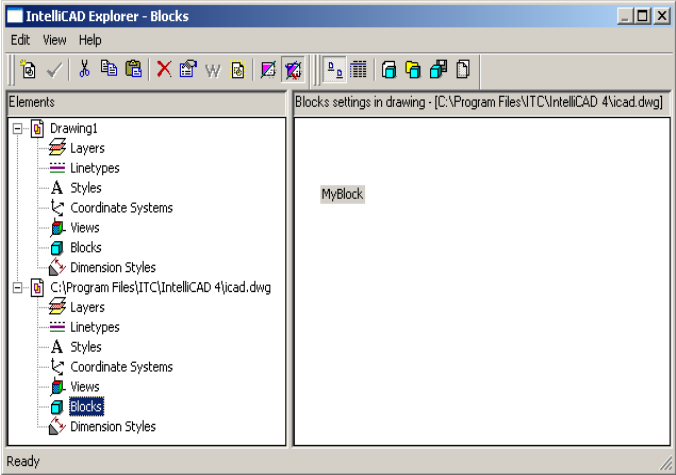
IntelliCAD now supports the Unicode character encoding standard, which enables you to display and write text in different languages using different letters.

New system variables

New system variables include: DIMFRAC, DIMLUNIT, DIMATFIT, DIMLDRBLK, DIMTMOVE, and MTEXTED.

Enhanced block insertion

Using IntelliCAD Explorer, you can insert blocks from any open drawing into another open drawing.



Getting started

This chapter helps you get started using IntelliCAD® software by explaining how to install it and providing basic information about how to use it.

NOTE *This user's guide assumes that you have used other Microsoft Windows-based programs and are familiar with Windows terminology and techniques.*

Topics in this chapter

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System requirements

You need the following software and hardware to install and run IntelliCAD:

- Microsoft Windows 95, Windows 98, Windows ME, Windows 2000, Windows NT 4.0, or Windows XP
- Intel Pentium (or faster) processor
- 32 megabytes (MB) of RAM (minimum); 64 MB of RAM or more (recommended)
- 60 MB of free hard disk space for a full installation, including sample files, electronic documentation, and online Help
- CD-ROM drive for installation, if installing from a CD

Installing IntelliCAD

A setup program guides you through the IntelliCAD installation process. The program transfers files from the compact disc to a folder that it creates on your hard disk. The program also creates a menu item on the Windows 95, Windows 98, or Windows NT 4.0 Start menu.

During installation, a prompt is displayed for you to select your experience level. The default is intermediate. If this is the first time you have used a CAD program, you can change the experience level to beginner, which provides basic tools. If you are an experienced CAD user, you can change the level to advanced, which provides more than 300 commands. You can also change the experience level from within the program after installation.

Installation starts automatically after you insert the IntelliCAD compact disc into your CD-ROM drive. If installation does not start, you can install IntelliCAD by using the following procedure.

Installing IntelliCAD

- 1 Insert the IntelliCAD compact disc into your CD-ROM drive.
- 2 Do one of the following:
 - Wait for the autorun feature to start.
 - Choose Start > Run and in the Open field, type *d:\setup*, where *d* is the letter assigned to your CD-ROM drive. Click OK.
- 3 Follow the instructions on your screen.

Starting IntelliCAD

To start IntelliCAD, choose Start > Programs > IntelliCAD > IntelliCAD2001.

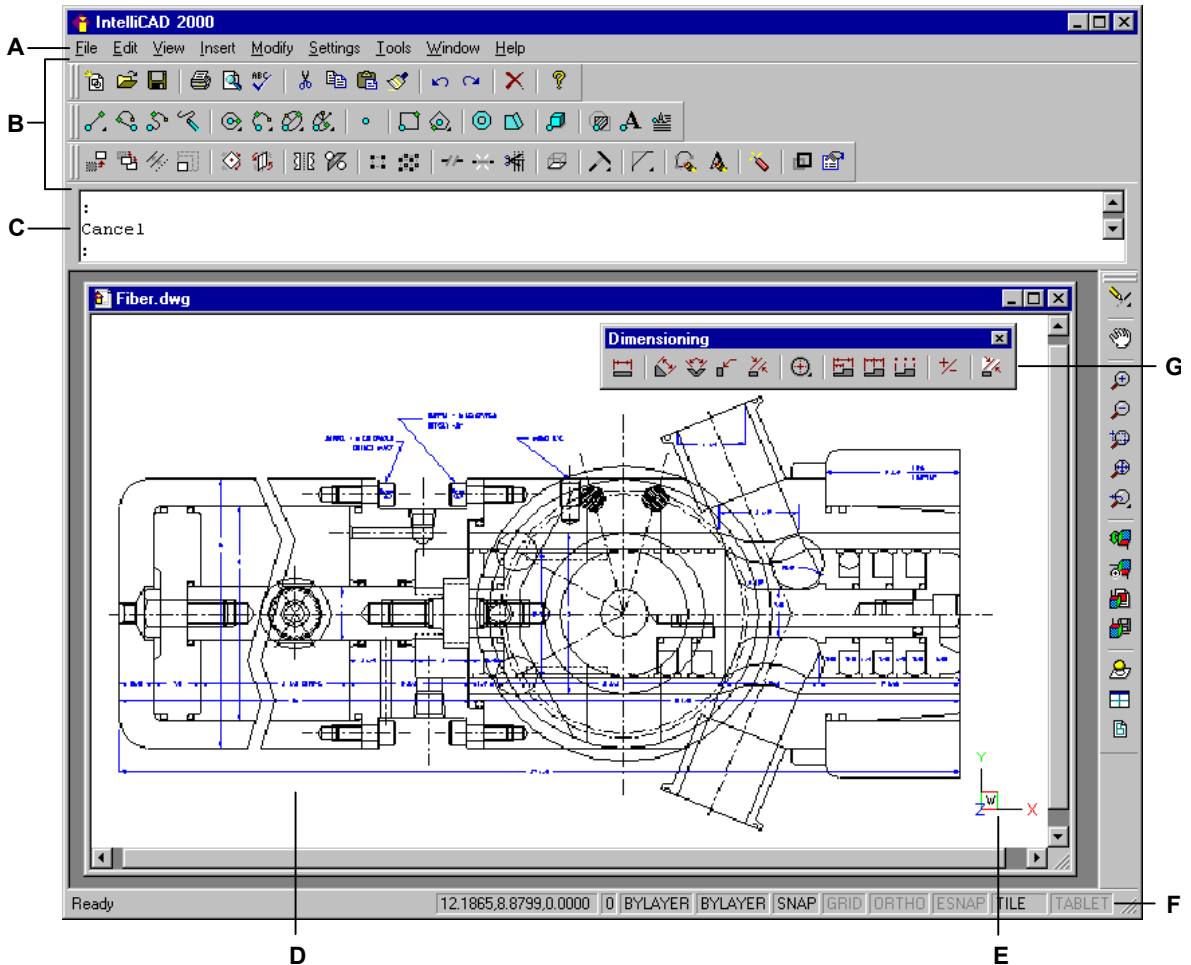
When you start IntelliCAD, the program opens a new, blank drawing based on a default template, `icad.dwg`. Using a template as the basis for a new drawing has several advantages:

- You can use predetermined units of measure, grid settings, text heights, and other settings appropriate for the type of drawing you're creating.
- You can predefine special layers.
- You can include predefined title blocks and borders.

Each time you start IntelliCAD, a Tip of the Day appears on your screen. To display the Tip of the Day dialog box at any time, choose Help > Tip of the Day. To prevent the Tip of the Day dialog box from being displayed, click the check box for Show Tips On StartUp to clear it.

Working in IntelliCAD

You can work with the IntelliCAD window and its elements in a variety of ways. For example, you can display and rearrange the toolbars, display the command bar, and enable the status bar. The toolbars and command bar can also be floated anywhere on the screen or docked to the edges of the main IntelliCAD window.



- A** You can customize the menu bar at the top of the window.
- B** You can customize the toolbars, changing the appearance and arrangement of tools and adding your own commands and macros.
- C** You can type commands in the command bar. To reposition the command bar, drag it to another location on your screen.
- D** Your drawings are displayed in the drawing window.
- E** The user coordinate system (UCS) icon indicates the orientation of the drawing in three-dimensional space.
- F** The status bar displays information such as the name or purpose of a tool, the current cursor coordinates, layer name, and mode settings.
- G** You can move and dock the toolbars to any location on your screen.

Displaying commands on a shortcut menu

Shortcut menus provide quick access to specific commands. A shortcut menu displays when you right-click an entity or a toolbar. The selections presented in the shortcut menu depend on whether you clicked a toolbar or an entity.

When you right-click a toolbar or the status bar, the program displays a shortcut menu that lets you toggle the bars on and off. If you select one or more entities and then right-click, the program displays a shortcut menu from which you can choose a command to modify the selected entities. To display a shortcut menu from which you can choose an entity snap, press and hold down the Shift key, and then right-click anywhere within the drawing window.

Displaying and hiding toolbars

When you start IntelliCAD the first time, the Standard, Draw 2D, and Modify toolbars are displayed. IntelliCAD provides about a dozen toolbars, which you can customize by adding and deleting tools. You can also move and resize toolbars, and you can create new toolbars. You can use a shortcut menu to display or hide toolbars.

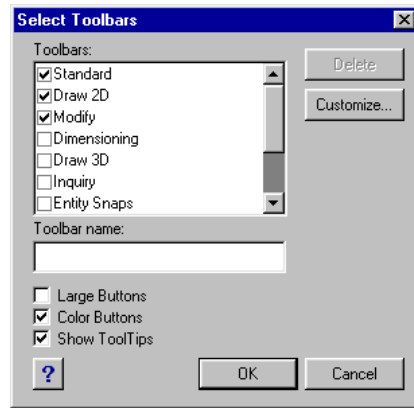
You can also choose whether toolbars are displayed large or small and in color. You can choose to display or hide ToolTips, which provide descriptions of tools that display when you pause the cursor over them. Go to View > Toolbars to make these selections.

Toolbars are either docked or floating. A floating toolbar has a title bar and a Close box, can be located anywhere on the screen, and can be resized. A docked toolbar does not display a title or Close box, cannot be resized, and is attached along one of the edges of the drawing window.

- To dock a toolbar, drag it to the perimeter of your drawing; to undock it, drag it away from the perimeter.
- To position a toolbar in a docking area without docking it, press Ctrl while you drag it.
- To move a toolbar, drag it to a new location.
- To resize a toolbar, move your cursor to the edge until it changes to a resize arrow, and then drag.

To choose which toolbars to display

- 1 Right-click anywhere on a docked toolbar or the status bar to display the toolbar shortcut menu.
- 2 Select the toolbars you want displayed.
- 3 If the toolbar does not appear in the shortcut menu, choose Toolbars.
- 4 In the Select Toolbars dialog box, choose the toolbars you want displayed, and then click OK.



Select the check boxes for the toolbars you want to display.

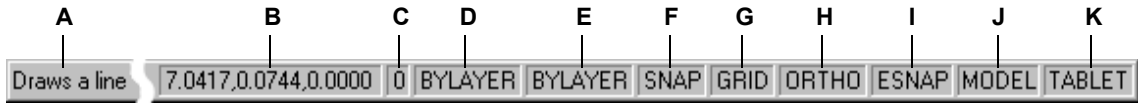
Using the command bar

The command bar is a dockable window in which you type IntelliCAD commands and view prompts and other program messages. To display the command bar, choose View > Command Bar, or press F3. When initially displayed, the command bar is docked between the toolbars and the drawing. It displays the three most recent lines of prompts. You can move the command bar by dragging it.

When the command bar is floating, you can drag the top or bottom of the window to change the number of lines of text it displays. You can dock the command bar at the top or bottom of the drawing.

Using the status bar

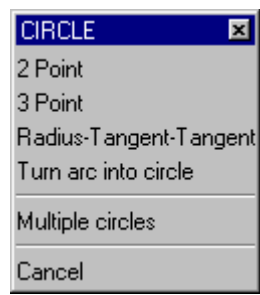
If you elect not to use the command bar, the status bar displays information about the selected command or tool. It also displays the current cursor coordinates, the name of the current layer, mode settings, and other information about current settings.



- | | |
|--|---|
| <p>A Information about the current command.</p> <p>B Cursor coordinates (x,y,z).</p> <p>C Layer name. Double-click to change layers.</p> <p>D Drawing color. By default, the color is BYLAYER. Double-click to change colors.</p> <p>E Linetype. By default, the linetype is BYLAYER. Double-click to change linetypes.</p> <p>F Snap setting. Double-click to toggle on or off.</p> | <p>G Grid setting. Double-click to toggle on or off.</p> <p>H Orthogonal setting. Double-click to select entity snaps.</p> <p>I Entity snap setting. Double-click to select entity snaps.</p> <p>J Space mode setting. Double-click to select tile mode, model space, or paper space.</p> <p>K Digitizer mode. Double-click to toggle on or off.</p> |
|--|---|

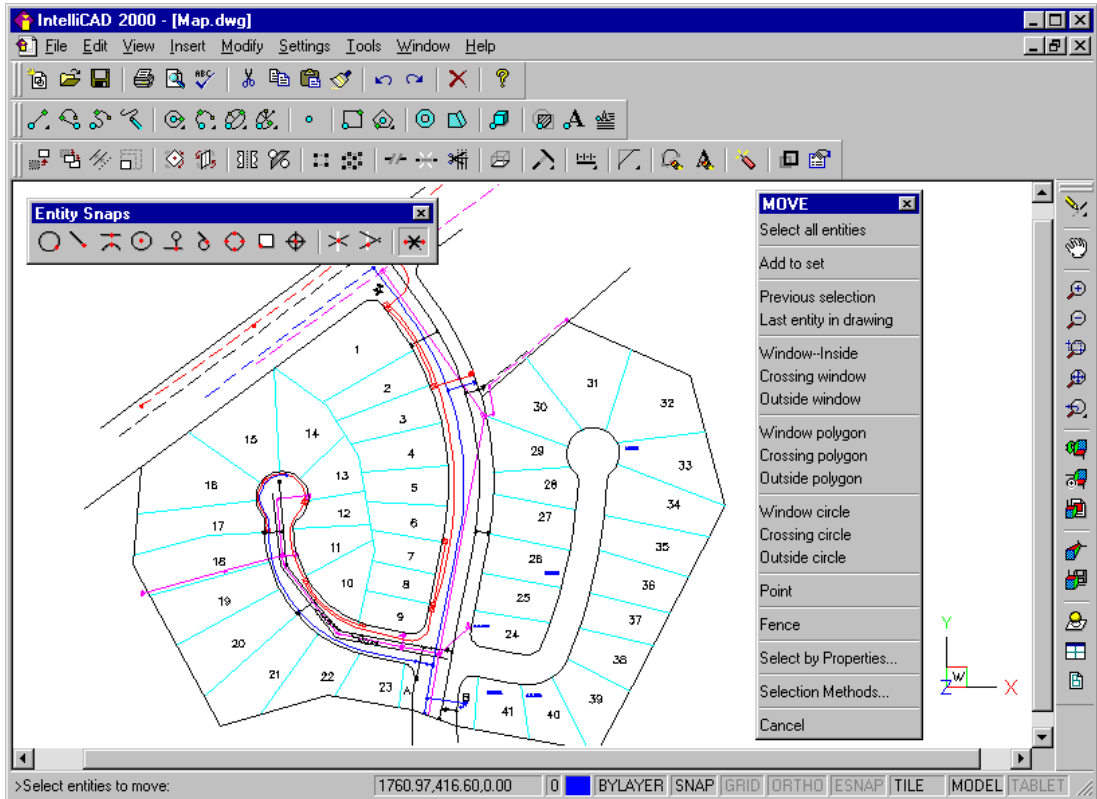
Using prompt boxes

IntelliCAD commands often provide several options. These options appear in the status bar or command bar and also in a prompt box (called a *context menu* in Autodesk AutoCAD) initially displayed in the upper right corner of the screen. You can move the prompt box by dragging it; future prompt boxes will appear where you last placed it. The options appear as menu selections. Choose the appropriate option by selecting it in the prompt box. To close a prompt box, click the Close box.



Command options appear in a prompt box.

The prompt box is displayed by default. To turn off the display of prompt boxes, choose Tools > Options, click the Display tab, and then click the Display Prompt Boxes check box to clear it.



The IntelliCAD user interface.

Selecting commands

Select commands using any of these methods:

- Choose a command from a menu.
- Click a tool in a toolbar.
- Type the command in the command bar.

Some commands remain active until you end them, so you can repeat an action without having to select a command repeatedly. You can end a command by clicking Done in the prompt box or by pressing Esc.

Using commands

You can use most commands while another command is active. For example, while drawing a line, you may want to use the Pan command to move the drawing across the screen to select the endpoint of the line. You can also change the settings of drawing aids such as snap or grid while other commands are active.

Starting commands using toolbars

To start a command from a toolbar, click a tool and respond to the prompts.

NOTE *The available toolbars depend on the experience level that is set. When you install IntelliCAD, you choose the experience level you want. The intermediate experience level is the default. Toolbar selections shown in this guide are based on the intermediate experience level unless otherwise noted. To change the current experience level, choose Tools > Options, and then click the General tab.*

Some tools, such as Line or Arc, contain flyouts, which are options either for using the basic tool with different methods or that contain other, related tools. Flyouts are indicated by a small triangle in the lower right corner of a tool. To display a flyout, click the tool and hold down the mouse button. To select a tool from a flyout, point to the tool you want and then release the mouse button. The tool you select on the flyout becomes the default tool on the toolbar.

Starting commands using menus

To start a command from a menu, choose it from the list of menu options available.

The available menu options depend on the experience level that is set. When you install IntelliCAD, you choose the experience level you want. The intermediate experience level is the default. Menu selections shown in this guide are based on the intermediate experience level unless otherwise noted. To change the current experience level, choose Tools > Options, and then click the General tab.

Starting commands using the command bar

Type a command, and then press Enter. If the command bar is displayed, the command you typed appears there. If the command bar is not displayed, the command you typed appears in the status bar.

Repeating a command

You can repeat the command you just used without having to reselect it by pressing either the spacebar or Enter or by clicking the right mouse button.

TIP *If you are using the command bar to type commands, you can type multiple before starting some commands (Circle, Arc, and Rectangle, for example) to repeat a command indefinitely. When you are done with a command, press Esc.*

Nesting a command

If you are working in the command bar, you can use another command from within a command, called *nesting*. To use a command inside an active command, type an apostrophe before you type the command, such as 'circle, 'line, or 'pyramid. You can nest commands indefinitely in IntelliCAD. Many menu and toolbar macros work this way by default; for example, select color, reference grid, zoom, and snap. When you have finished with the nested command, the original command resumes.

Using the Prompt History window

The Prompt History window displays a history of the commands and prompts issued since you started the current session of IntelliCAD. By default, the program tracks up to 256 command lines. There is no limit to the number of command lines you can track, but program performance may be degraded if you choose to track an excessively high number of lines.

To change the number of command lines to track

- 1 Do one of the following:
 - Choose Tools > Options > Display.
 - Type *options* and then press Enter. Click the Display tab.
- 2 In the Command Lines To Track field, type the number of command lines you want to display, and then click OK.

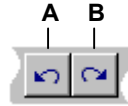
TIP *To display the Prompt History window, press F2. To close the window, press F2 again.*

Using scripts

The IntelliCAD Script Recorder captures and saves many of your actions so you can play them back. After you enable the Script Recorder, all commands and options that you type in the command bar are recorded until you type a command to stop recording. When you run the script, the program carries out the recorded commands in succession.

Correcting mistakes

IntelliCAD tracks the commands you use and the changes you make. If you change your mind or make a mistake, you can undo, or reverse, the last action or several previous actions. You can also redo any actions that you reversed.



- A** Click the Undo tool to reverse the last action.
- B** Click the Redo tool to reverse the previous undos.

You can undo multiple actions by typing *undo* and specifying the number of actions to undo.

Customizing IntelliCAD

You can tailor many aspects of IntelliCAD to better suit your needs. For example, you can easily create and modify toolbars by simply dragging and dropping icons. If you want to restore any area of the user interface back to its default state, click Reset. IntelliCAD stores your customized settings in the Windows registry rather than in a separate file.


IntelliCAD supports the most important AutoCAD customization files, including linetypes, hatch patterns, text fonts, the unit conversion file, menus, toolbars, and aliases. In addition, IntelliCAD unifies four AutoCAD customization functions with a single *customize* command: command aliases, keyboard shortcuts, menus, and toolbars.

You can also add custom programs written in any of several programming languages, including LISP (the program's Autodesk AutoLISP-compatible language), SDS (the program's Autodesk ADS-compatible language), and Microsoft Visual Basic for Applications (VBA).

Getting online Help

IntelliCAD includes online Help. It contains some information that does not appear in this book, including a programming language reference.


You can display online Help in any of these ways:

- On the Standard toolbar, click Help (.
- Press F1.
- Choose a command from the Help menu.
- Click the question mark in a dialog box.
- Type *help* in the command bar.

Saving your drawing

You can save your drawing at any time.

To save a drawing, use one of the following methods:

- On the Standard toolbar, click Save (.
- Choose File > Save.
- Type *save* and then press Enter.

TIP When you save a drawing the first time, the program displays the *Save Drawing As* dialog box so that you can choose a directory and type a name for the drawing. To save the drawing later using another name, choose File > Save As and type the new name.

Exiting IntelliCAD

When you have finished working in IntelliCAD, choose File > Exit.

Working with drawings

CAD drawings help you organize information for greater efficiency. With IntelliCAD®, you can draw entities representing different types of information on various layers and use those layers to control color, linetype, and visibility. IntelliCAD also includes drawing aids that help you draw accurately.

This chapter explains setting up drawings and using built-in drawing aids, including how to:

- Create new drawings, open existing drawings, and save changes to drawings.
- Use aids such as the grid, snap, and orthogonal settings to draw accurately.

Topics in this chapter

<i>Creating a new drawing</i>	30
<i>Opening an existing drawing</i>	30
<i>Setting up a drawing</i>	32
<i>Setting and changing the grid and snap alignment</i>	43
<i>Using the Draw Orthogonal option</i>	48
<i>Using entity snaps</i>	49
<i>Saving your drawing</i>	58

Creating a new drawing

When you start IntelliCAD, the program automatically creates a new drawing based on a template drawing, `icad.dwg`. This template includes predefined settings such as drawing units, text size, and drawing area. You can either use these settings or change them according to your needs. There is nothing unique about a template drawing. You can use any drawing as a template for future drawings.

You can save many steps by basing a new drawing on an existing template. By doing this, a new drawing will contain all the settings and entities you need. When you open a new drawing from your custom template, you can modify existing settings and delete any entities that you don't need.


To create a new drawing based on a template

- 1 Do one of the following:
 - Choose File > New.
 - Type *newwiz* and then press Enter.
- 2 Click Use A Template Drawing, and then click Next.
- 3 To display the Open Template dialog box, click Browse.
- 4 Select the drawing you want to use as the template, and then click Open.
- 5 Click Finish.

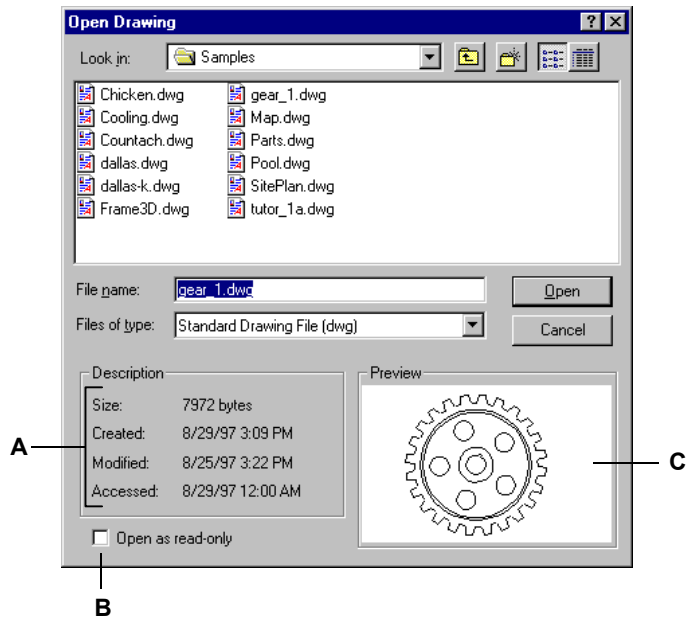
Opening an existing drawing

You can open and use one of the sample drawings included in the program.

To open an existing drawing

- 1 Use one of the following methods:
 - Choose File > Open.
 - On the Standard toolbar, click the Open tool ().
 - Type *open* and then press Enter.
- 2 Choose the directory containing the drawing.
- 3 Choose the drawing you want to open.
- 4 Click Open.

TIP To quickly open a drawing file from the Open Drawing dialog box, double-click the drawing name.



- A** Read a description of the file size, creation date, and other information about the drawing.
- B** Open the drawing as read-only to prevent making changes to the file.
- C** Preview an image of the drawing before you open it.

TIP To quickly open a drawing file that you recently used, choose **File** > <file name>. The program tracks the last four drawings.


Setting up a drawing

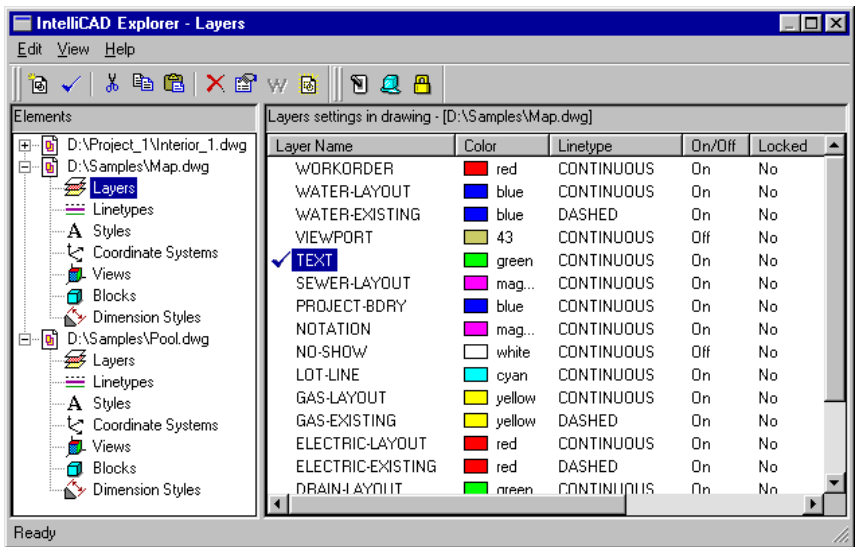
You can specify individual settings when you create a new drawing or when you modify settings in a drawing created from a template.

Setting the current layer

Layers are like the overlays that you use in manual drafting. You use layers to organize different types of drawing information. Every drawing has at least one layer, the default layer, named “0.” Your drawing can also contain an unlimited number of additional layers. When you create an entity, it is created on the current layer.

To set the current layer

- 1 Do one of the following:
 - Choose Settings > Explore Layers.
 - On the Settings toolbar, click the Explore Layers tool ().
 - Type *explayers* and then press Enter.
 - Type *la* and then press Enter.
 - On the status bar, right-click on the current layer, and from the list, select the layer you want to make current.
- 2 Double-click the layer name that you want to make current.
- 3 Close the IntelliCAD Explorer window.



Double-click the layer name that you want to make current.

Setting the current entity color


An entity's color determines how it is displayed and, if you are using a color printer, how it prints. Entities are created in the current color. There are 255 standard colors and two additional color properties that are often referred to as colors.

You can use seven of the 255 standard colors by name: red, yellow, green, cyan, blue, magenta, and white. (Numbers eight and nine are not named.) Each color has a unique number from 1 to 255. The two additional color properties are BYLAYER and BYBLOCK. These color properties cause an entity to adopt the color either of the layer or of the block into which it is inserted. BYLAYER is color number 256, and BYBLOCK is color number 0. In all commands for which you would use a color, you can indicate BYLAYER and BYBLOCK as well as by numbers 256 and 0, respectively.

You can choose colors by selecting them from the Color dialog box. In the command bar or in some dialog boxes, you specify a color either by name or by number.

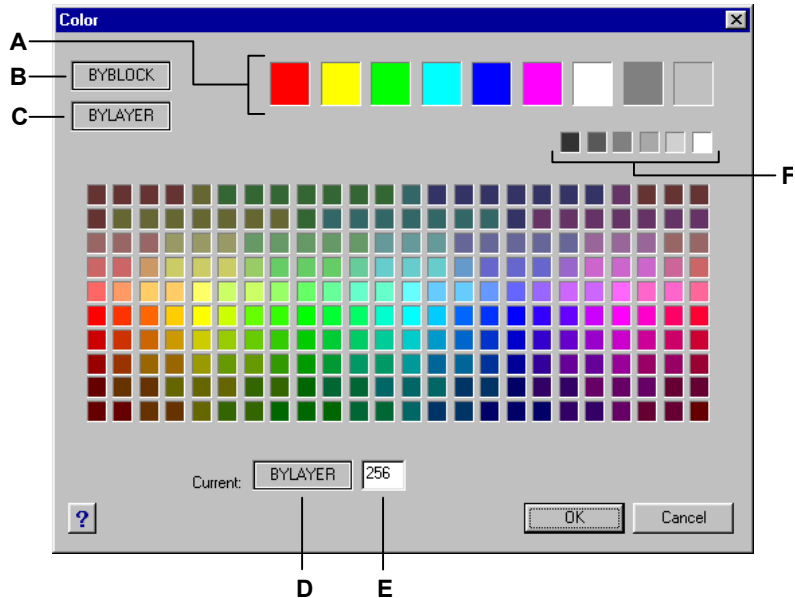
When you open a new drawing, entities are created in the color BYLAYER, which adopts the color of the current layer. Initially, layer 0 is both the only layer and the current layer. Its default color is white, so your entities appear as white.

To set the current entity color

- 1 Do one of the following:
 - Choose Settings > Drawing Settings.
 - On the Settings toolbar, click the Drawing Settings tool () .
 - Type *settings* and then press Enter.
- 2 Click the Entity Creation tab.
- 3 Click Select Color.
- 4 In the Color dialog box, click BYBLOCK, BYLAYER, or the color of your choice, or type the color number in the edit field.
- 5 Click OK.
- 6 Click OK again.

TIP *On the status bar, right-click on the word BYLAYER next to the current layer, click Properties, and then select a color for the current entity.*

- A Click to set the color to one of the standard colors.
- B Click to set the current color BYBLOCK.
- C Click to set the current color BYLAYER.
- D Indicates the current color.
- E Displays the color number.
- F Click to set the color to one of the gray shades.



Setting the current linetype


Linetypes help convey information. You use different linetypes to differentiate the purpose of one line from another. A linetype consists of a repeating pattern of dots, dashes, or blank spaces. Linetypes determine the appearance of entities both on the screen and when printed. By default, every drawing has at least three linetypes: CONTINUOUS, BYLAYER, and BYBLOCK. Your drawing may also contain an unlimited number of additional linetypes.

When you create an entity, it is created using the current linetype. By default, the current linetype is BYLAYER. IntelliCAD indicates that the entity linetype is determined by the current layer linetype by assigning the BYLAYER property as the default linetype setting. When you assign BYLAYER, changing the layer linetype changes the linetype of all the entities created on that layer if they were created using the linetype BYLAYER.

You can also select a specific linetype as the current linetype, which overrides the layer's linetype setting. Entities are then created using that linetype, and changing the layer linetype has no effect on them.

As a third option, you can use the linetype BYBLOCK property, in which case new entities are drawn using the CONTINUOUS linetype until you group them into a block. The entities then inherit the current linetype setting when you insert the block into a drawing.

To set the current linetype

- 1 Do one of the following:
 - Choose Settings > Drawing Settings.
 - On the Settings toolbar, click the Drawing Settings tool (.
 - Type *settings* and then press Enter.
- 2 Click the Entity Creation tab.
- 3 In the Entity Linetype list, choose the linetype that you want to make current.
- 4 Click OK.

TIP On the status bar, right-click on the word *BYLAYER* next to the word *SNAP*, click *Properties*, and then choose the linetype that you want to make current.


Setting the linetype scale

You can specify the linetype scale. The smaller the scale, the more repetitions of the linetype pattern are generated per drawing unit. For example, a linetype pattern is defined as a sequence of dashed lines and open spaces, each 0.25 units long. The linetype scale uses the drawing scale factor to determine the length. A scale factor of 0.5 would reduce the length of each line and space to 0.125 units; a scale factor of 2 would increase the length of each to 0.5 units.


NOTE Setting the linetype scale too large or too small may result in a line pattern looking like a solid line, depending on what the scale view is or at what scale the drawing is plotted.

You can control a new entity's individual linetype scale factor as well as the overall or global scale factor applied to all the entities in the drawing.

To set the current individual linetype scale

- 1 Do one of the following:
 - Choose Settings > Drawing Settings.
 - On the Settings toolbar, click the Drawing Settings tool (.
 - Type *settings* and then press Enter.
- 2 Click the Entity Creation tab.
- 3 In the Linetype Scale field, type or choose the linetype scale that you want to make current.
- 4 Click OK.

To change the global linetype scale


- 1 Do one of the following:
 - Choose Settings > Drawing Settings.
 - On the Settings toolbar, click the Drawing Settings tool () .
 - Type *settings* and then press Enter.
- 2 Click the Entity Creation tab.
- 3 In the Global Linetype Scale field, type or choose the global linetype scale that you want to change.
- 4 Click OK.

Setting drawing units

With IntelliCAD, you typically draw at full-size (1:1 scale), and then set a scale factor when you print or plot your drawing. Before you begin drawing, however, you need to determine the relationship between drawing units and real-world units.

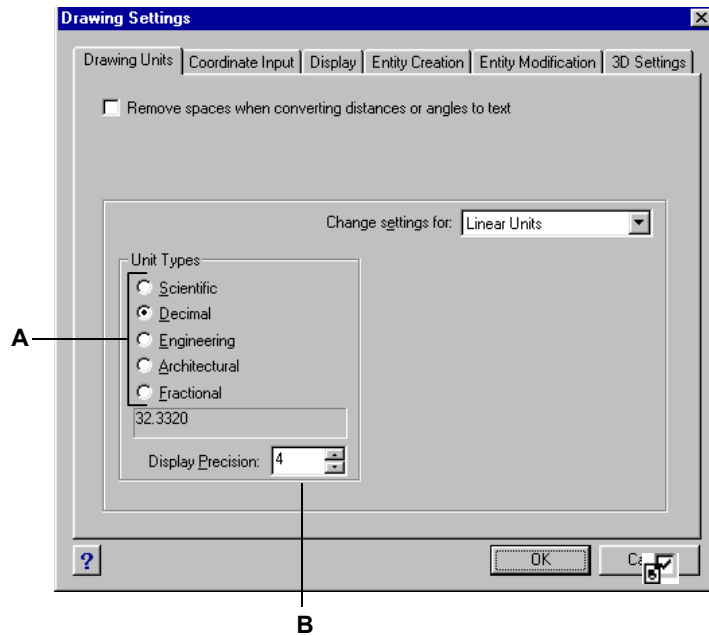
For example, you can decide whether one linear drawing unit represents an inch, a foot, a meter, or a mile. In addition, you can specify the way the program measures angles. For both linear and angular units, you can also set the degree of display precision, such as the number of decimal places or smallest denominator used when displaying fractions. The precision settings affect only the *display* of distances, angles, and coordinates. IntelliCAD always stores distances, angles, and coordinates using floating-point accuracy.

To set the linear drawing units

- 1 Do one of the following:
 - Choose Settings > Drawing Settings.
 - On the Settings toolbar, click the Drawing Settings tool () .
 - Type *settings* and then press Enter.
- 2 Click the Drawing Units tab.
- 3 Under Change Settings For, choose Linear Units.
- 4 Under Unit Types, select a unit type.
- 5 Under Display Precision, type the display precision according to the number of decimal places you want, or click the arrows to select it.

The field above this setting shows an example of the linear unit type at the current precision.
- 6 Click OK.

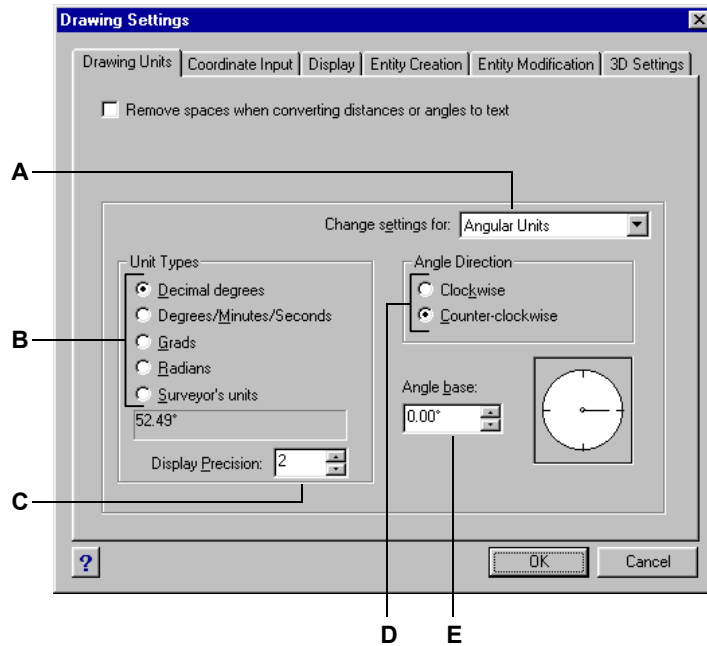
- A Select the type of linear units.
- B Choose the display precision for linear units.



To set the angular drawing units

- 1 Click the Drawing Units tab.
- 2 Under Change Settings For, choose Angular Units.
- 3 Under Unit Types, select a unit type.
- 4 Under Display Precision, type the display precision according to the number of decimal places you want, or click the arrows to select it.
The field above this setting shows an example of the angular unit type at the current precision.
- 5 Under Angle Direction, select the direction in which angles increase when you specify a positive angle value.
- 6 Under Angle Base, specify the compass location for the zero angle.
For example, by default, angle 0 is at the “three o’clock” or “east” position.
The adjacent icon shows the current location of the angle base.
- 7 Click OK.

- A Determines the type of units you are controlling.
- B Select the type of angular units.
- C Choose the display precision for angular units.
- D Select the direction in which angles increase.
- E Select the angle base, the direction of the zero angle.



Understanding scale factors

Instead of drawing to a particular scale, you draw everything in the program full-size. Although it's a good idea to keep your scale factor in mind when setting up a drawing, you don't need to set the scale until you print it. For example, when you draw a mechanical part 40 inches in length with IntelliCAD, you actually draw it as 40 inches, rather than applying a scale factor as you draw. When you print your drawing, you can assign the scale at which the drawing is to print.

Scale, however, does affect the way a few elements such as text, arrows, or linetypes print or plot in your drawing. For these, you can make adjustments when you first set up your drawing so that they print or plot at the correct size. For example, when you draw text, you need to determine the text size so that when you plot it later at a particular scale, the text height is correct.

After you determine the eventual scale of your finished drawing, you can calculate the scale factor for the drawing as a ratio of one drawing unit to the actual scale unit represented by each drawing unit. For example, if you plan to print your drawing at $1/8'' = 1'-0''$, your scale factor ratio is 1:96 ($1/8'' = 12''$ is the same as $1 = 96$). If you want your printed scale to be 1 inch = 100 feet, your scale factor ratio is 1:1200.

The following table shows some standard architectural and engineering scale ratios and equivalent text heights required to create text that measures 1/8-inch high when you plot the drawing at the specified scale.

Standard scale ratios and equivalent text heights

Scale	Scale factor	Text height
1/16" = 1'-0"	192	24"
1/8" = 1'-0"	96	12"
3/16" = 1'-0"	64	8"
1/4" = 1'-0"	48	6"
3/8" = 1'-0"	32	4"
1/2" = 1'-0"	24	3"
3/4" = 1'-0"	16	2"
1" = 1'-0"	12	1.5"
1 1/2" = 1'-0"	8	1"
3" = 1'-0"	4	0.5"
1" = 10'	120	15"
1" = 20'	240	30"
1" = 30'	360	45"
1" = 40'	480	60"
1" = 50'	600	75"
1" = 60'	720	90"
1" = 100'	1200	150"

You can use these scale factors to predetermine the size of your drawing to make sure that it fits on a specific size paper when you print it. You control the size of your drawing by the drawing limits. To calculate the drawing limits to match the size of your paper, multiply the dimensions of your paper size by your scale factor.

For example, if the paper you use to print measures 36 inches x 24 inches and you plot your drawing at 1/8" = 1'-0" (in other words, using a scale factor of 96), the size of your drawing measured in drawing units is 36 x 96 (or 3,456 units) wide and 24 x 96 (or 2,304 units) high.


Keep in mind that you can print the finished drawing at any scale, regardless of the scale factor you calculate. You can also print on paper of a different size and use the IntelliCAD paper space feature to create different views of your drawing and to position and scale those views differently. The scaling factor is not related to the size of the entities you draw; it simply provides a preliminary guide to help you establish the text height and drawing limits when you begin your drawing. You can change the text height and drawing limits at any time.

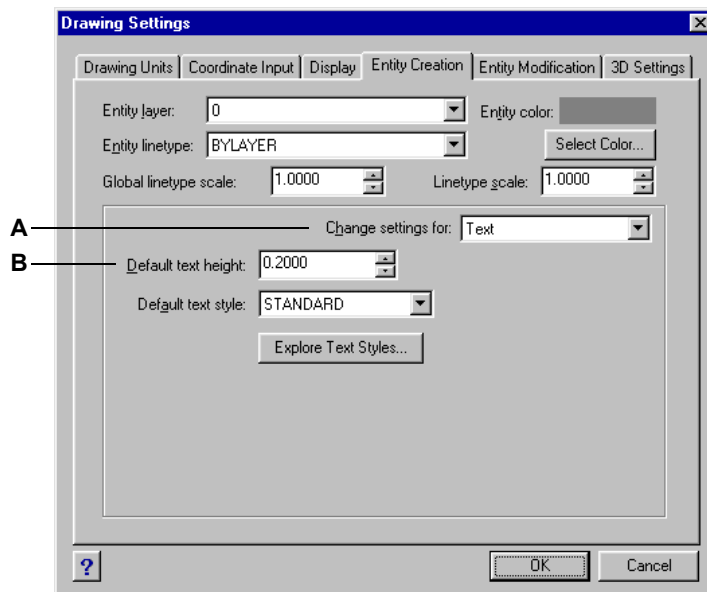
Setting the text height

The text height setting controls the height of text, measured in drawing units. Set this value initially so that text used for your most common annotations, when scaled to the size at which you will print a drawing, measures 1/8-inch high on the printed drawing.

For example, if you plan to print your drawing at $1/8'' = 1'-0''$ and you want your text to be 1/8-inch high in the final drawing, create that text 1 foot high (in your real-world drawing units) so that when you print it, it appears 1/8-inch high on the paper. You must create text 4 feet high that you want to print 1/2-inch high.

To set the text height

- 1 Do one of the following:
 - Choose Settings > Drawing Settings.
 - On the Settings toolbar, click the Drawing Settings tool ()
 - Type *settings* and then press Enter.
- 2 Click the Entity Creation tab.
- 3 Under Change Settings For, choose Text.
- 4 In the Default Text Height field, select the text height or type the text height value that you want.
- 5 Click OK.



A Choose Text.

B Specify the text height in drawing units.


NOTE *The default text height applies only if the current text style height is 0.0. Otherwise, the text height for the current style takes precedence.*

Setting the drawing limits

You can specify the drawing limits that form an invisible boundary around your drawing. You can use the drawing limits to make sure that you do not create a drawing larger than can fit on a specific sheet of paper when printed at a specific scale.

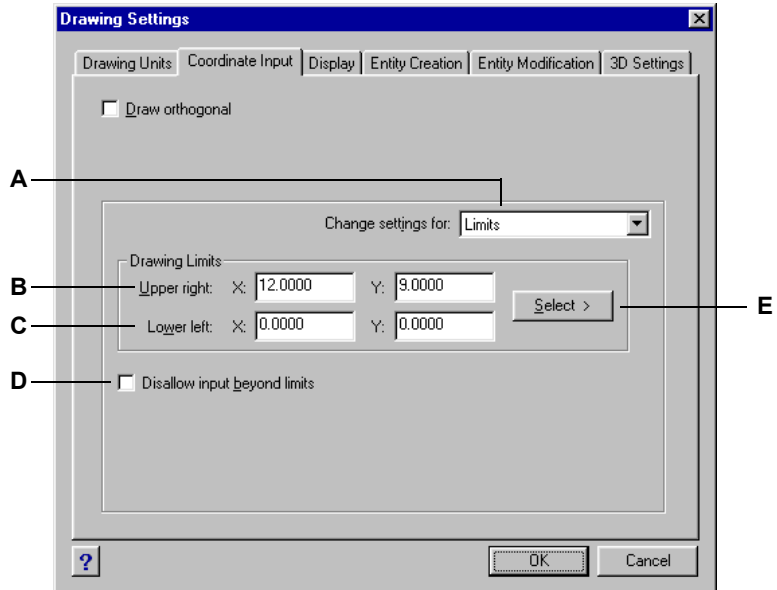
For example, if you plan to print your drawing at 1/8" = 1'-0" (in other words, using a scale factor of 96) on a sheet of paper measuring 36 inches x 24 inches, you can set drawing limits to 3,264 units wide (that is, 34 x 96) and 2,112 units high (22 x 96), which allows a 1-inch margin around the edges of the printed image.

To set the drawing limits

- 1 Do one of the following:
 - Choose Settings > Drawing Settings.
 - On the Settings toolbar, click the Drawing Settings tool ().
 - Type *settings* and then press Enter.
- 2 Click either the Coordinate Input tab or the Display tab.
- 3 Under Change Settings For, choose Limits.
- 4 Specify the x-coordinate and y-coordinate of the upper right drawing limit and the lower left drawing limit.

You can also click Select to specify the drawing limits by selecting points in the drawing.
- 5 To constrain your drawing to these drawing limits, click the Disallow Input Beyond Limits check box.
- 6 Click OK.

- A Choose limits.
- B Specify the x-coordinate and y-coordinate of the upper right drawing limit.
- C Specify the x-coordinate and y-coordinate of the lower left drawing limit.
- D When you click this check box, the program prevents you from drawing outside the drawing limits.
- E Specify the drawing limits by selecting points in the drawing.



Setting and changing the grid and snap alignment


Grid and snap settings are effective tools to use in your drawing to ensure accuracy. Although many users find it convenient to match grid points to snap settings, they are independent of each other and should not be confused. Grid points are for visual reference only; they do not affect your drawing and they do not print. Snap points are, by themselves, not visible; however, when set, they constrain the creation of new entities.


Setting a reference grid

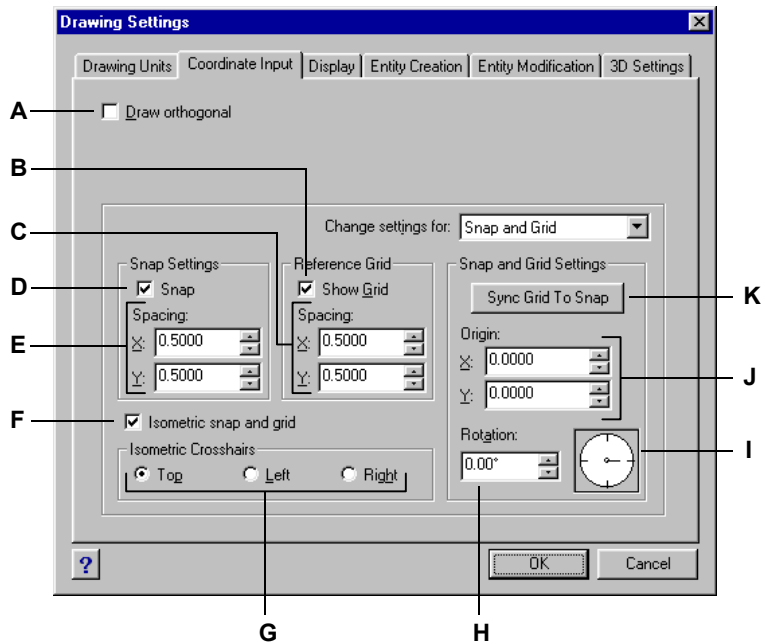
A reference grid displays as a pattern of regularly spaced dots. You can turn the display on and off, and you can specify how far apart the dots are spaced.

The reference grid extends only to the limits of the drawing, helping you to visualize the boundary of your drawing and to align entities and visualize distances between entities. You can turn the grid on and off as needed. You can also change the spacing of the grid at any time.

To turn the grid on and set the grid spacing

- 1 Do one of the following:
 - Choose Settings > Drawing Settings.
 - On the Settings toolbar, click the Drawing Settings tool () .
 - Type *settings* and then press Enter.
- 2 Click the Coordinate Input tab.
- 3 Under Change Settings For, choose Snap And Grid.
- 4 Under Reference Grid, click the Show Grid check box.
- 5 Under Reference Grid Spacing, in the X field, choose the horizontal grid spacing.
- 6 Under Reference Grid Spacing, in the Y field, choose the vertical grid spacing.
- 7 Click OK.

TIP To toggle the grid display on and off at any time, double-click the GRID setting on the status bar, click the Reference Grid tool () on the Settings toolbar, or press F7.





- | | |
|---|---|
| A Click the check box to enable orthogonal mode. | G Click the current isometric plane. |
| B Click the check box to display the reference grid. | H Specify the grid rotation angle. |
| C Specify the x and y grid spacing. | I Indicates the current grid rotation angle. |
| D Click the check box to enable snap mode. | J Specify the x- and y-coordinates of the snap origin. |
| E Specify the x and y snap spacing. | K Click to match the grid spacing to the snap spacing. |
| F Click the check box to use an isometric snap and grid. | |

Setting snap spacing

Another way to ensure drawing accuracy is to turn on and set snap spacing. When snap is turned on, the program restricts the selection points to predetermined snap intervals. Although it is often helpful to match the grid spacing to the snap spacing or another related setting, the settings do not have to match.

To turn snap settings on and set snap spacing

- 1 Do one of the following:
 - Choose Settings > Drawing Settings.
 - On the Settings toolbar, click the Drawing Settings tool (.
 - Type *settings* and then press Enter.
- 2 Click the Coordinate Input tab.
- 3 Under Change Settings For, choose Snap And Grid.
- 4 Under Snap Settings, click the Snap check box to turn Snap on.
- 5 Under Snap Settings Spacing, in the X field, choose the horizontal snap spacing.
- 6 Under Snap Settings Spacing, in the Y field, choose the vertical snap spacing.
- 7 Click OK.

TIP To toggle snap settings on and off at any time, double-click the *SNAP* setting on the status bar, click the Snap tool () on the Settings toolbar, or press F9.

In addition to setting the snap spacing, you can change the snap and grid orientation. You can also rotate the alignment of the grid or set it to create isometric drawings.


Using entity snaps

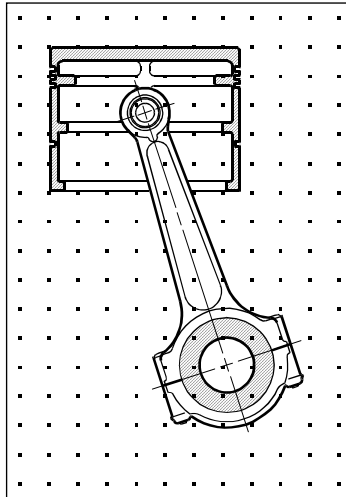
One difference between IntelliCAD and AutoCAD (if you're familiar with that program) is that with IntelliCAD, you can type an entity snap directly, instead of having to precede it with the *osnap* command. For example, to turn on center snap, you type *center* instead of *osnap center*. IntelliCAD uses all the same snap settings as AutoCAD, plus one more: a plan view intersection snap. The *planviewint* command snaps to the point where entities would intersect if they were at the current elevation.

Changing the snap and grid angle and base point

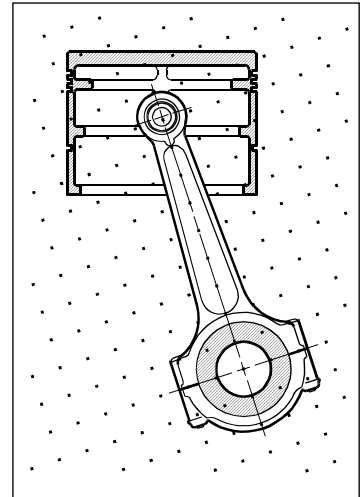
The snap and grid are both normally based on the drawing origin, the 0,0 coordinate in the World Coordinate System (WCS). You can relocate the snap and grid origin, however, to help you draw entities in relation to a different location. You can also rotate the grid to a different angle to realign the crosshairs to the new grid angle. If the grid is on, and the grid spacing is 0,0, then the grid defaults to the snap spacing.

To change the snap angle and base point

- 1 Do one of the following:
 - Click Settings > Drawing Settings.
 - On the Settings toolbar, click the Drawing Settings tool ().
 - Type *settings* and then press Enter.
- 2 Click the Coordinate Input tab.
- 3 Under Change Settings For, select Snap And Grid.
- 4 Under Snap Settings, click the Snap check box to turn Snap on.
- 5 Under Reference Grid, click the Show Grid check box to turn Show Grid on.
- 6 Under Snap And Grid Settings, in the X Origin field, type the x-coordinate of the new snap origin.
- 7 Under Snap And Grid Settings, in the Y Origin field, type the y-coordinate of the new snap origin.
- 8 Under Snap And Grid Settings, in the Rotation field, type the grid rotation angle.
- 9 Click OK.



Default grid and snap alignment.



Rotated grid and snap alignment.

Using isometric snap and grid


You can use the Isometric Snap And Grid option to create two-dimensional isometric drawings. With the isometric option, you are simply drawing a simulated three-dimensional view on a two-dimensional plane, much the same as you might draw on a piece of paper. Do not confuse isometric drawings with three-dimensional drawings. You create three-dimensional drawings in three-dimensional space.

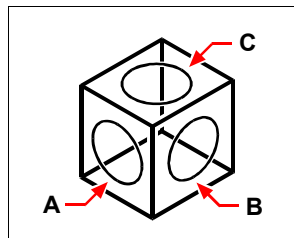
The isometric option always uses three preset planes, which are denoted as left, right, and top. You cannot alter the arrangement of these planes. If the snap angle is 0, the three isometric axes are 30 degrees, 90 degrees, and 150 degrees.

When you check the Isometric Snap And Grid option and select an isometric plane, the snap intervals, grid, and crosshairs align with the current plane. The grid is always shown as isometric and uses y-coordinates to calculate the grid spacing. If you click the Draw Orthogonal check box, the program restricts the drawing of entities to the current isometric plane.

TIP To toggle between isometric planes, press F5.

To turn the Isometric Snap And Grid option on

- 1 Do one of the following:
 - Choose Settings > Drawing Settings.
 - On the Settings toolbar, click the Drawing Settings tool ().
 - Type *settings* and then press Enter.
- 2 Click the Coordinate Input tab.
- 3 Under Change Settings For, select Snap And Grid.
- 4 Click the Isometric Snap And Grid check box.
- 5 Under Isometric Crosshairs, click the option for the isometric plane you want (Top, Left, or Right).
- 6 Click OK.




Isometric planes left (A), right (B), top (C).


Using the Draw Orthogonal option

You can restrict cursor movement to the current horizontal and vertical axes so that you can draw at right angles, or orthogonally. For example, with the default 0-degree orientation (angle 0 at the “three o’clock” or “east” position), when the Draw Orthogonal option is enabled, lines are restricted to 0 degrees, 90 degrees, 180 degrees, or 270 degrees. As you draw lines, the rubber-banding line follows either the horizontal or vertical axis, depending on which axis is farthest from the cursor. When you enable the isometric snap and grid, cursor movement is restricted to orthogonal equivalents within the current isometric plane.

NOTE *IntelliCAD ignores orthogonal drawing when you type coordinates in the command bar or when you use entity snaps.*

To enable orthogonal drawing

- 1 Do one of the following:
 - Choose Settings > Drawing Settings.
 - On the Settings toolbar, click the Drawing Settings tool ().
 - Type *settings* and then press Enter.
- 2 Click the Coordinate Input tab.
- 3 Click the Draw Orthogonal check box.
- 4 Click OK.

TIP *To toggle orthogonal drawing on and off at any time, double-click the ORTHO setting on the status bar, click the Draw Orthogonal tool () on the Settings toolbar, or press F8.*

Using entity snaps

Entity snaps enable you to quickly select exact geometric points on existing entities without having to know the exact coordinates of those points. With entity snaps, you can select the endpoint of a line or arc, the center point of a circle, the intersection of any two entities, or any other geometrically significant position. You can also use entity snaps to draw entities that are tangent or perpendicular to an existing entity.

You can use entity snaps any time the program prompts you to specify a point—for example, if you are drawing a line or other entity. You can work with entity snaps in one of two ways:


- Enable a running entity snap that remains in effect until you turn it off by choosing an entity snap when no other command is active.
- Enable a one-time entity snap for a single selection by choosing an entity snap when another command is active. You can also use a one-time entity snap to override a running entity snap.

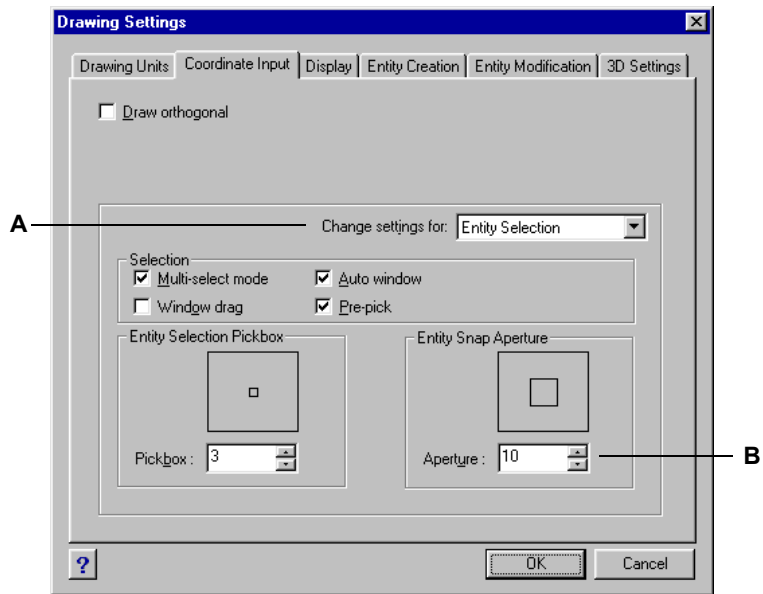
When using entity snaps, the program recognizes only visible entities or visible portions of entities. You cannot snap to entities on layers that have been turned off or to the blank portions of dashed lines.

When you specify one or more entity snaps, an entity snap target box is added to the crosshairs. In addition, an icon appears adjacent to the crosshairs indicating the active entity snap. When you select an entity, the program snaps to the snap point closest to the center of the target box.

TIP *If you type the name of the entity snap, you need to type only the first three letters.*

To change the size of the entity snap target box

- 1 Do one of the following:
 - Choose Settings > Drawing Settings.
 - On the Settings toolbar, click the Drawing Settings tool () .
 - Type *settings* and then press Enter.
- 2 Click the Coordinate Input tab.
- 3 Under Change Settings For, choose Entity Selection.
- 4 Under Entity Snap Aperture, change the value in the Aperture field.
- 5 Click OK.



A Choose Entity Selection.

B Type or select the entity snap aperture size.

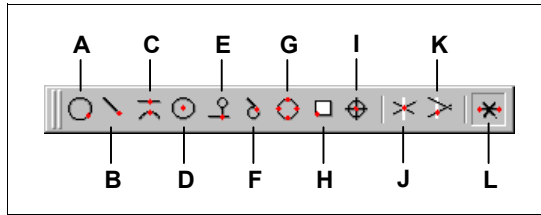
Setting entity snaps

You can set entity snaps using any of the following methods:

- Choose Settings > Entity Snap, and choose the entity snap you want to set.
- On the Entity Snaps toolbar, click one of the entity snap tools.
- In the command bar, type an entity snap command.
- In the status bar, double-click *ESNAP*.
- Press and hold down the Shift key while right-clicking anywhere within the drawing window to display the entity snap shortcut menu, and then choose the entity snap you want to set.

You can also set entity snaps using the Drawing Settings dialog box. To do this, choose Settings > Entity Snap > Entity Snap Settings. The Drawing Settings dialog box is displayed with the Coordinate Input tab active. In the Entity Snap Modes list, click the check box for each of the entity snaps that you want to set.

TIP When you select an entity snap, a check mark appears next to the entity snap in the menu, the associated tool in the Entity Snaps toolbar is active, and the corresponding box is checked in the Coordinate tab of the Drawing Settings dialog box.



- | | |
|---------------------------------------|--|
| A Sets the Nearest Snap. | G Sets the Quadrant Snap. |
| B Sets the Endpoint Snap. | H Sets the Insertion Point Snap. |
| C Sets the Midpoint Snap. | I Sets the Point Snap. |
| D Sets the Center Snap. | J Sets the Intersection Snap. |
| E Sets the Perpendicular Snap. | K Sets the Plan View Intersection Snap. |
| F Sets the Tangent Snap. | L Sets the Clear Entity Snaps. |

Nearest Snap tool

Use the Nearest Snap tool to snap to the nearest point of another entity. You can snap to the nearest point on an arc, circle, ellipse, elliptical arc, line, point, polyline segment, ray, spline, or infinite line that is visually closest to the cursor.

To set the Nearest Snap

Do one of the following:

- Choose Settings > Entity Snap > Nearest Snap.
- On the Entity Snaps toolbar, click the Set Nearest Snap tool (○).
- Type *nearest* and then press Enter.

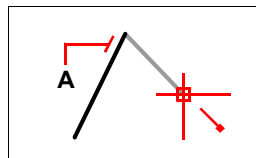
Endpoint Snap tool

Use the Endpoint Snap tool to snap to the endpoint of another entity. You can snap to the closest endpoint of an arc, line, polyline segment, ray, plane, or three-dimensional face. If an entity has thickness, the Endpoint Snap also snaps to the endpoints of the edges of the entity.

To set the Endpoint Snap

Do one of the following:

- Choose Settings > Entity Snap > Endpoint Snap.
- On the Entity Snaps toolbar, click the Set Endpoint Snap tool (↖).
- Type *endpoint* and then press Enter.




To snap to the endpoint, select anywhere on the entity near its endpoint (A).

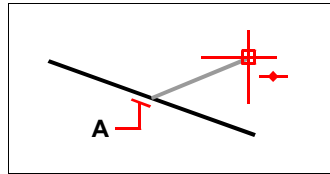
Midpoint Snap tool

Use the Midpoint Snap tool to snap to the midpoint of another entity. You can snap to the midpoint of an arc, line, polyline segment, plane, or infinite line. In the case of infinite lines, the midpoint snaps to the first defined point. If an entity has thickness, the midpoint entity snap also snaps to the midpoint of the edges of the entity.

To set the Midpoint Snap

Do one of the following:

- Choose Settings > Entity Snap > Midpoint Snap.
- On the Entity Snaps toolbar, click the Set Midpoint Snap tool ().
- Type *midpoint* and then press Enter.




To snap to the midpoint, select anywhere on the entity near its midpoint (A).

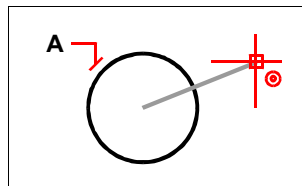
Center Snap tool

Use the Center Snap tool to snap to the center point of another entity. You can snap to the center of an arc, circle, polygon, ellipse, or elliptical arc. To snap to the center, you must select a visible portion of the entity.

To set the Center Snap

Do one of the following:

- Choose Settings > Entity Snap > Center Snap.
- On the Entity Snaps toolbar, click the Set Center Snap tool ().
- Type *center* and then press Enter.




To snap to the center, select anywhere on the visible portion of the entity (A).

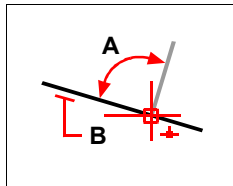
Perpendicular Snap tool

Use the Perpendicular Snap tool to snap to the perpendicular point of another entity. You can snap to an arc, circle, line, polyline, infinite line, ray, or edge of a plane to form a perpendicular alignment with that entity or with an imaginary extension of that entity.

To set the Perpendicular Snap

Do one of the following:

- Choose Settings > Entity Snap > Perpendicular Snap.
- On the Entity Snaps toolbar, click the Set Perpendicular Snap tool ().
- Type *perpendicular* and then press Enter.




To form a perpendicular angle (A) to an entity (B), select anywhere on the entity.

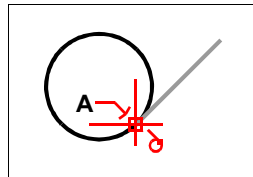
Tangent Snap tool

Use the Tangent Snap tool to snap to the tangent point of another entity. You can snap to the point on an arc or circle that, when connected to the previous point, forms a line tangent to that entity.

To set the Tangent Snap

Do one of the following:

- Choose Settings > Entity Snap > Tangent Snap.
- On the Entity Snaps toolbar, click the Set Tangent Snap tool (.
- Type *tangent* and then press Enter.




To snap to a tangent, select the entity near the tangent point (A).

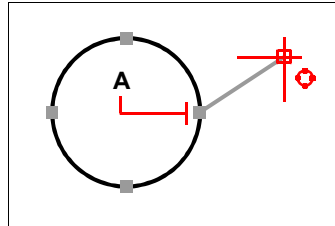
Quadrant Snap tool

Use the Quadrant Snap tool to snap to the quadrant point of another entity. You can snap to the closest quadrant of an arc, circle, ellipse, or elliptical arc.

To set the Quadrant Snap

Do one of the following:

- Choose Settings > Entity Snap > Quadrant Snap.
- On the Entity Snaps toolbar, click the Set Quadrant Snap tool (.
- Type *quadrant* and then press Enter.




To snap to a quadrant, select the entity near the quadrant point (A).

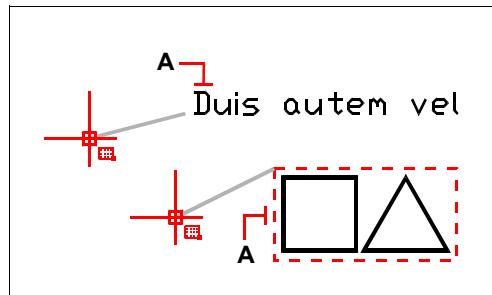
Insertion Point Snap tool

Use the Insertion Point Snap tool to snap to the insertion point of an attribute, block, or text entity.

To set the Insertion Point Snap

Do one of the following:

- Choose Settings > Entity Snap > Insertion Point Snap.
- On the Entity Snaps toolbar, click the Set Insertion Point Snap tool (.
- Type *insertion* and then press Enter.




To snap to an insertion point, select anywhere on the entity (A).

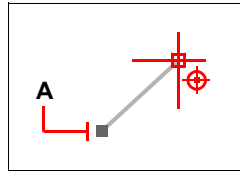
Point Snap tool

Use the Point Snap tool to snap to a point entity.

To set the Point Snap

Do one of the following:

- Choose Settings > Entity Snap > Point Snap.
- On the Entity Snaps toolbar, click the Set Point Snap tool ().
- Type *node* and then press Enter.




To snap to a point entity, select the entity (A).

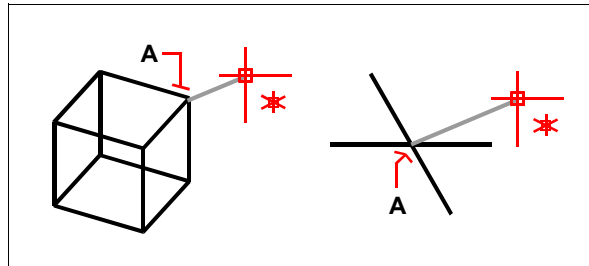
Intersection Snap tool

Use the Intersection Snap tool to snap to the actual intersection in three-dimensional space of any combination of entities. You can snap to the combination of an arc, circle, line, polyline, ray, or infinite line. If the target covers only one entity, the program prompts you to select a second entity, and then snaps to the point at which the two entities would intersect if they were of infinite length. You can snap to the vertices of three-dimensional entities and the corners of entities that have thickness.

To set the Intersection Snap

Do one of the following:

- Choose Settings > Entity Snap > Intersection Snap.
- On the Entity Snaps toolbar, click the Set Intersection Snap tool ().
- Type *intersection* and then press Enter.




To snap to an intersection, select the intersection (A).

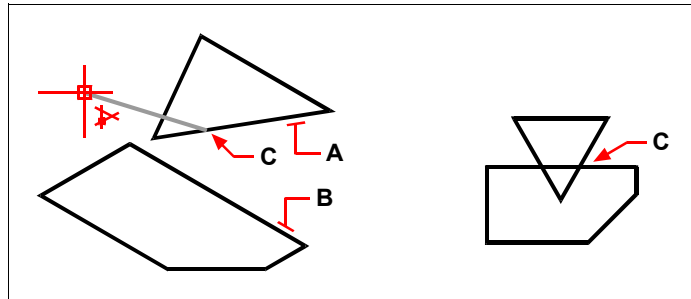
Plan View Intersection Snap tool

Use the Plan View Intersection Snap tool to snap to the location in the plan view of the current user coordinate system (UCS) where two entities would intersect if they were projected onto that plan view. The z-coordinates for the selected entities are ignored; the intersection point uses the current elevation as its z-coordinate. If the target covers only one entity, the program prompts you to select a second entity, and then snaps to the point at which the two would intersect in plan view if they were of infinite length.

To set the Plan View Intersection Snap

Do one of the following:

- Choose Settings > Entity Snap > Plan View Intersection Snap.
- On the Entity Snaps toolbar, click the Set Plan View Intersection Snap tool () .
- Type *planviewint* and then press Enter.



Select the two entities ([A] and [B]) to snap to a plan view intersection (C).

Quick Snap command

Normally, an entity snap searches all the entities crossing the target and selects the one closest to the center of the target. Use the Quick Snap command to modify the current entity snap so that the program stops searching for the snap point as soon as it finds one entity with at least one point of the current entity type.

To set the Quick Snap

- Type *quick* and then press Enter.

Clear Entity Snaps tool

Use the Clear Entity Snaps tool to turn off all entity snap settings, regardless of how they were set: by menu, tool, command, or in the Drawing Settings dialog box.

To set Clear Entity Snaps

Do one of the following:

- Choose Settings > Entity Snap > Clear Entity Snaps.
- On the Entity Snaps toolbar, click the Clear Entity Snaps tool (✕).
- Type *none* and then press Enter.

Using fly-over snapping

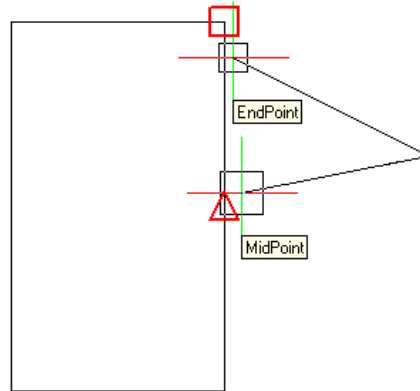
Fly-over snapping is a visual aid to help you see and use entity snaps more efficiently. When the Fly-over snapping option is set, IntelliCAD will display a colored marker at matching entity snap points as you move the crosshairs around the drawing.

Each entity snap has its own type of marker:



- 1 Endpoint Snap
- 2 Nearest Snap
- 3 Midpoint Snap
- 4 Center Snap
- 5 Perpendicular Snap
- 6 Tangent Snap
- 7 Quadrant Snap
- 8 Insertion Snap
- 9 Node (point) Snap
- 10 Intersection Snap

When Fly-over snapping is enabled and multiple entity snaps are on, you can press TAB to cycle through the available entity snap points of the entities covered by the target box. For example, when the Endpoint and Midpoint snaps are set and the aperture box is on a line, pressing TAB will cycle between the line's closest endpoint and midpoint.




To set the Fly-over snapping option

- 1 Choose Settings > Entity Snap > Entity Snap Settings. The Drawing Settings dialog box opens to the Coordinate Input tab.
- 2 Click Fly-over. The Options dialog box opens to the Snapping tab.
- 3 Turn on the Enable Fly-over Snapping option.
- 4 Set the fly-over options.
- 5 Define the color, size, and thickness of the snap marker.
- 6 Click OK to close the Option dialog box.
- 7 Click OK to close the Drawing Settings dialog box.

TIP You can also set the Fly-over option using the Options dialog box. Choose Tools > Options and select the Snapping tab to choose the Fly-over settings.

Saving your drawing

To save a drawing, choose any of the following methods:

- Choose File > Save.
- On the Standard toolbar, click Save ().
- Type *save* and then press Enter.

TIP When you save a drawing the first time, the program displays the Save Drawing File As dialog box so that you can choose a directory and type a name for the drawing. You can use any name when you first save the drawing. To save a drawing later using a different name, choose File > Save As, and then type the new name.

Creating simple entities

With IntelliCAD®, simple entities include lines (both finite and infinite), circles, arcs, ellipses, elliptical arcs, points, and rays. In addition, IntelliCAD includes a freehand sketch tool. Entities drawn freehand are also considered to be simple entities.

This chapter explains how to create simple entities using the different ways that you can start the drawing command for each, including how to:

- Use menu commands on the Insert menu.
- Use the tools on the Draw 2D toolbar.
- Type commands in the command bar.

In some cases, there are a number of different ways to create an entity. For the most part, one or two are given here. Refer to the online Help to learn how to create entities using other methods.

When you use a tool or a drawing command, the program prompts you to enter coordinate points, such as endpoints or insertion points. You can enter the points or distances either using a mouse or by typing coordinate values at the command prompt. As you draw, IntelliCAD also displays a context-sensitive prompt box with appropriate additional options for the type of entity you are drawing.

After you create entities, you can modify them using the entity modification tools.


Topics in this chapter

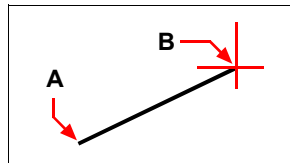
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<i>Drawing arcs</i>	63
<i>Drawing ellipses</i>	66
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Drawing lines

A line consists of two points: a start point and an endpoint. You can connect a series of lines, but each line segment is considered a separate line entity.

To draw a line

- 1 Do one of the following:
 - Choose Insert > Line.
 - On the Draw 2D toolbar, click the Line tool ().
 - Type *line* and then press Enter.
- 2 Specify the start point.
- 3 Specify the endpoint.
- 4 In the prompt box, choose Done to complete the command.




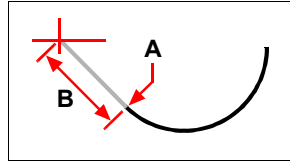
Start point (A) and endpoint (B).

The prompt box provides several options as you draw. For example, when you draw the first line segment, you can specify its length or orientation angle. After you draw at least one line segment, you can click Undo to remove the previous line segment. You can click Done to end the line command. After you draw two or more line segments, you can click Close to complete the line command by drawing a line segment that connects to the start point of the first line segment you drew.

If the last entity you drew was an arc, you can also draw a line tangent to and starting from the endpoint of the arc.

To draw a line as a continuation from the end of an arc







- 1 Do one of the following:
 - Choose Insert > Line.
 - On the Draw 2D toolbar, click the Line tool ().
 - Type *line* and then press Enter.
- 2 In the prompt box, choose Follow.
- 3 Specify the length of the line.




Endpoint of previous arc (**A**) and length of the line (**B**).

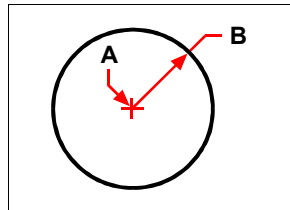
Drawing circles

The default method for drawing a circle is to specify a center point and radius. You can draw circles using any of the following methods:

- Center-Radius ()
- Center-Diameter ()
- Two points ()
- Three points ()
- Radius-Tangent-Tangent ()
- Convert Arc to Circle ()


To draw a circle by specifying its center and radius

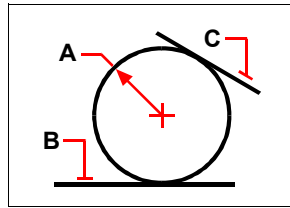
- 1 Do one of the following:
 - Choose Insert > Circle.
 - On the Draw 2D toolbar, click the Circle Center-Radius tool ().
 - Type *circle* and then press Enter.
- 2 Specify the center point.
- 3 Specify the radius of the circle.



Center point (**A**) and radius (**B**).


To draw a circle tangent to existing entities

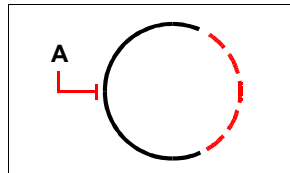
- 1 Do one of the following:
 - Choose Insert > Circle.
 - On the Draw 2D toolbar, click the Circle Radius-Tangent tool ().
 - Go to step 3.
 - Type *circle* and then press Enter.
- 2 In the prompt box, choose Radius-Tangent-Tangent.
- 3 Specify the radius of the circle.
- 4 Select the first entity to which to draw the circle tangent.
- 5 Select the second entity to which to draw the circle tangent.



Radius of circle (A) and tangent lines (B) and (C).

To convert an arc to a circle


















- 1 Do one of the following:
 - Choose Insert > Circle.
 - On the Draw 2D toolbar, click the Convert Arc to Circle tool. ().
 - Go to step 3.
 - Type *circle* and then press Enter.
- 2 In the prompt box, choose Turn Arc Into Circle.
- 3 Select the arc you want to convert to a circle.




Select an arc (A) to convert to a circle.

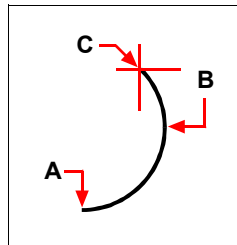
Drawing arcs

An arc is a portion of a circle. The default method for drawing an arc is to specify three points—the start point, a second point, and the endpoint. You can draw arcs using any of the following methods:

- Three points on an arc ().
- Start point-center-endpoint (), or Start point-endpoint-center (), or Center-start point-endpoint ().
- Start point-center-included angle (), or Start point-included angle-center (), or Center-start point-included angle ().
- Start point-center-chord length (), or Center-start point-chord length ().
- Start point-endpoint-radius (), or Start point-radius-endpoint ().
- Start point-endpoint-included angle (), or Start point-included angle-endpoint ().
- Start point-endpoint-starting direction (), or Start point-starting direction-endpoint ().
- Start point-radius-angle ().
- As a tangent continuation of the previous arc or line ().

To draw an arc by specifying three points


- 1 Do one of the following:
 - Choose Insert > Arc.
 - On the Draw 2D toolbar, click the 3-Point Arc tool ().
 - Type *arc* and then press Enter.
- 2 Specify the start point.
- 3 Specify a second point.
- 4 Specify the endpoint.

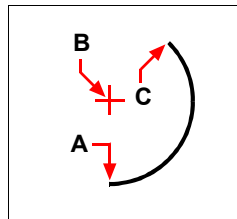


Start point (A), second point (B), and endpoint (C).

The prompt box provides additional options for drawing arcs. For example, after you specify the start point of an arc, you can choose Angle, Center, Direction, Endpoint, or Radius. You can select the options in a different order as well. For instance, you can draw an arc by specifying its start point, endpoint, and radius, or you can specify the start point, radius, and then endpoint.


To draw an arc by specifying its start point, center point, and endpoint

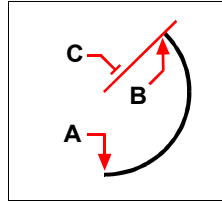
- 1 Do one of the following:
 - Choose Insert > Arc.
 - On the Draw 2D toolbar, click the Arc Start-Center-End tool (.
 - Type *arc* and then press Enter.
- 2 Specify the start point.
- 3 In the prompt box, choose Center.
- 4 Specify the center point.
- 5 Specify the endpoint.



Start point (A), center point (B), and endpoint (C).

To draw an arc by specifying two points and an included angle


- 1 Do one of the following:
 - Choose Insert > Arc.
 - On the Draw 2D toolbar, click the Arc Start-End-Angle tool (.
 - Type *arc* and then press Enter.
- 2 Specify the start point.
- 3 In the prompt box, choose Angle or type *angle*.
- 4 To draw an arc in a counterclockwise direction, enter a positive value for the included angle.
 To draw an arc in a clockwise direction, enter a negative value for the included angle.
- 5 Specify the endpoint.

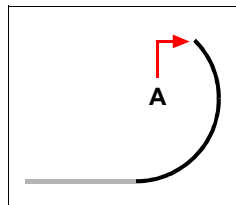


Start point (A), endpoint (B), and included angle (C).


If the last entity you drew was an arc or a line, you can also draw an arc tangent to and starting from the endpoint of the arc or line.

To draw an arc tangent to an arc or line

- 1 Do one of the following:
 - Choose Insert > Arc.
 - On the Draw 2D toolbar, click the Tangent Arc tool (). Go to step 3.
 - Type *arc* and then press Enter.
- 2 In the prompt box, choose Follow.
- 3 Specify the endpoint.



Endpoint (A).

TIP To convert an arc to a circle, on the Draw 2D toolbar, click the Convert Arc To Circle flyout tool ().

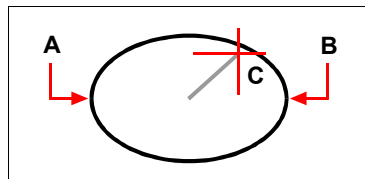
Drawing ellipses

The default method for drawing an ellipse is to specify the endpoints of one axis of the ellipse, and then specify a distance representing half the length of the second axis. The endpoints of the first axis determine the orientation of the ellipse. The longer axis of the ellipse is called the major axis, and the shorter one is the minor axis. The order in which you define the axes does not matter. The program determines the major and minor axes based on their relative lengths. You can draw ellipses using any of the following methods:

- Axis-axis (📐)
- Axis-rotation (📐)
- Center-axis (📐)
- Center-rotation (📐)

To draw an ellipse by specifying the axis endpoints





- 1 Do one of the following:
 - Choose Insert > Ellipse.
 - On the Draw 2D toolbar, click the Ellipse Axis-Axis tool (📐).
 - Type *ellipse* and then press Enter.
- 2 Specify the first endpoint.
- 3 Specify the second endpoint.
- 4 Specify the half-length of the other axis.




First axis endpoint (A), second axis endpoint (B), and half-length of other axis (C).

Drawing elliptical arcs

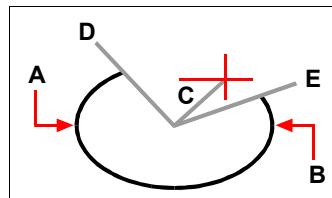
An elliptical arc is a portion of an ellipse. The default method for drawing an elliptical arc is to specify the endpoints of one axis of the ellipse, and then specify a distance representing half the length of the second axis. Then you specify the start and end angles for the arc, measured from the center of the ellipse in relation to its major axis. You can draw elliptical arcs using any of the following methods:

- Axis-axis ()
- Axis-rotation ()
- Center-axis ()
- Center-rotation ()

To draw an elliptical arc by specifying the axis endpoints

- 1 Do one of the following:
 - Choose Insert > Elliptical Arc.
 - On the Draw 2D toolbar, click the Elliptical Arc Axis-Axis tool ().
 - Type *ellipse* and then press Enter, and then type *a* (for Arc) and press Enter.
- 2 Specify the first endpoint.
- 3 Specify the second endpoint.
- 4 Specify the half-length of the other axis.
- 5 Specify the start angle of the arc.
- 6 Specify the end angle.

NOTE IntelliCAD draws elliptical arcs in the direction you specify. Go to Settings > Drawing Settings > Drawing Units tab. Under Change Settings For, select Angular Units. The default setting is counterclockwise.




First axis endpoint (A), second axis endpoint (B), half-length of other axis (C), start angle of arc (D), and end angle (E).


Creating point entities

You can draw a point entity formatted as either a single dot or as one of 19 other possible display styles.

To draw a point

- 1 Do one of the following:
 - Choose Insert > Draw Point.
 - On the Draw 2D toolbar, click the Point tool ().
 - Type *point* and then press Enter.
- 2 Specify the location of the point.


To draw several points

- 1 Do one of the following:
 - Choose Insert > Draw Point.
 - On the Draw 2D toolbar, click the Point tool ().
 - Type *point* and then press Enter.
- 2 In the prompt box, choose Multiple Points.
- 3 Specify the location of each point.
- 4 In the prompt box, choose Done to complete the command.

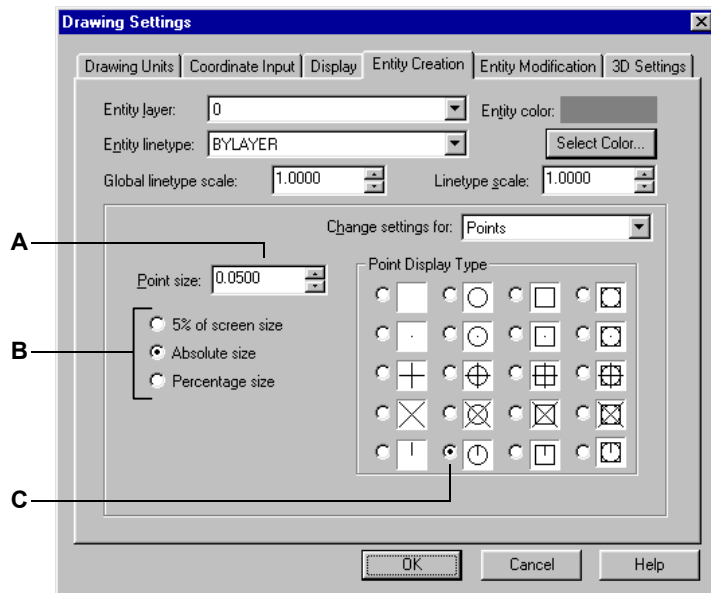
Changing the size and appearance of point entities

Changing the size and appearance of point entities affects all point entities already in the drawing, as well as all points that you subsequently draw. Positive values represent the absolute size of the point entity measured in drawing units. Negative values represent a percentage relative to the drawing screen, so that points retain their visual size as you use the Zoom command to change the magnification of the drawing.

To change the size and appearance of point entities

- 1 Do one of the following:
 - Choose Settings > Drawing Settings.
 - On the Settings toolbar, click the Drawing Settings tool ().
 - Type *settings* and then press Enter.
- 2 Click the Entity Creation tab.
- 3 Under Change Settings For, click Points.
- 4 Under Point Display Type, select the style you want.
- 5 Under Point Size, select the point size, or choose one of the options.
- 6 Click OK.

When you regenerate the drawing, all point entities change to reflect the new size and appearance settings.




- A** To increase or decrease the point size, type a value or click one of the point size arrows.
- B** To use one of the preset point size options, click the one that you want.
- C** Select the button for the Point Display Type that you want.

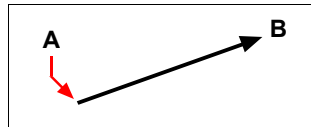
Drawing rays

A ray is a line in three-dimensional space that starts at a point and extends to infinity. Because rays extend to infinity, they are not calculated as part of the drawing extents. The default method for drawing a ray is to select the start point of the ray and then specify its direction. You can draw a ray in any of the following ways:

- Horizontal draws the ray parallel to the x-axis of the current user coordinate system (UCS).
- Vertical draws the ray parallel to the y-axis of the current UCS.
- Angle draws the ray parallel to a specified angle.
- Bisect draws the ray perpendicular to an existing entity.
- Parallel draws the ray parallel to an existing entity.

To draw a ray

- 1 Do one of the following:
 - Choose Insert > Ray.
 - On the Draw 2D toolbar, click the Ray tool (.
 - Type *ray* and then press Enter.
- 2 Specify the start point.
- 3 Specify the direction.
- 4 To complete the command, press Enter.



Start point (A) and direction (B).


Drawing infinite lines

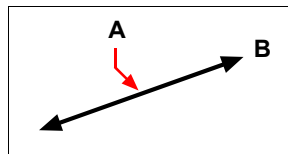
Infinite lines are sometimes referred to as construction lines. An infinite line is a line through a given point, oriented at a specified angle in three-dimensional space and extending to infinity in both directions. Because infinite lines extend to infinity, they are not calculated as part of the drawing extents.

The default method for drawing an infinite line is to select a point along the line and then specify the direction of the line. You can draw an infinite line in any of the following ways:

- Horizontal draws the infinite line parallel to the x-axis of the current UCS.
- Vertical draws the infinite line parallel to the y-axis of the current UCS.
- Angle draws the infinite line parallel to a specified angle.
- Bisect draws the infinite line perpendicular to an existing entity.
- Parallel draws the infinite line parallel to an existing entity.

To draw an infinite line


- 1 Do one of the following:
 - Choose Insert > Infinite Line.
 - On the Draw 2D toolbar, click the Infinite Line tool () .
 - Type *infinite* and then press Enter.
- 2 Specify a point along the line.
- 3 Specify the direction.
- 4 To complete the command, press Enter.

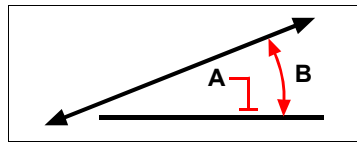


Point along the infinite line (**A**) and the direction (**B**).

You can also draw infinite lines at a specific angle or at an angle relative to an existing entity.

To draw an infinite line at a specified angle relative to another entity

- 1 Do one of the following:
 - Choose Insert > Infinite Line.
 - On the Draw 2D toolbar, click the Infinite Line tool ().
 - Type *infinite* and then press Enter.
- 2 In the prompt box, choose Angle.
- 3 In the prompt box, choose Reference.
- 4 Select the reference entity.
- 5 Specify the angle of the infinite line in relation to the selected entity.
- 6 Specify the location of the infinite line.
- 7 To complete the command, press Enter.





Reference entity (A) and angle in relation to entity (B).

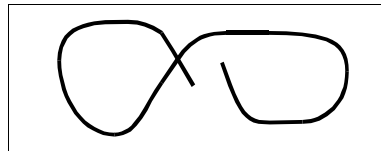
Creating freehand sketches

A freehand sketch consists of many straight line segments, created either as individual line entities or as a polyline. Before you begin creating a freehand sketch, you must set the length, or increment, of each segment. The smaller the segments, the more accurate your sketch, but segments that are too small can greatly increase the file size.

After you specify the length of the sketch segments, the crosshairs change to a Pencil tool. Your freehand sketch is not added to the drawing until you “write” the sketch into your drawing. This means that you temporarily save the segment that you’ve drawn and the segment length, and you can continue sketching.

To create a freehand sketch

- 1 Do one of the following:
 - Choose Insert > Freehand.
 - On the Draw 2D toolbar, click the Draw Freehand tool ().
 - Type *freehand* and then press Enter.
- 2 Specify the length of the sketch segments.
- 3 Click the mouse button to place the Pencil tool () on the drawing to begin sketching.
- 4 Move the pencil image to draw a temporary freehand sketch.
- 5 Click the mouse button to lift the pencil up to stop sketching.
- 6 In the prompt box, choose Write, Then Resume to write the temporary freehand sketch into the drawing.
- 7 Click the mouse button to put the pencil down again and resume sketching.
- 8 Click the mouse button again to lift the pencil up to stop sketching.
- 9 In the prompt box, choose Done to write the temporary freehand sketch into the drawing and end the command.





A freehand sketch consists of individual line entities or a polyline.

Erasing freehand sketch lines

You can erase temporary freehand sketch lines that have not yet been written into the drawing by choosing the Delete On option in the prompt box. The pencil changes to an Eraser tool. You can erase portions of the line when you move the eraser over a temporary freehand line without clicking the mouse button.


To erase freehand sketch lines

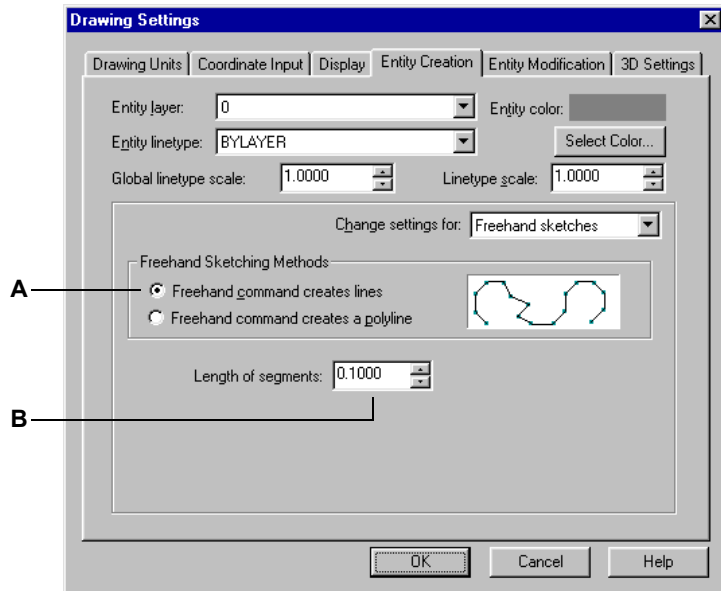
- 1 Do one of the following:
 - Choose Insert > Freehand.
 - On the Draw 2D toolbar, click the Draw Freehand tool ().
 - Type *freehand* and then press Enter.
- 2 Specify the length of the sketch segments.
- 3 Select a point on the drawing to display the Pencil tool and begin sketching.
- 4 Click the mouse button to lift the pencil up to stop sketching.
- 5 In the prompt box, choose Delete On.
- 6 Move the Eraser tool () to the beginning or end of the freehand sketch line that you drew, and then move it as far along the line as you want to erase.
- 7 Click the mouse button to put the Pencil tool down to resume sketching.

Setting the sketch method and accuracy

Using polylines for freehand sketches makes it easier to go back and edit sketches. You control whether to create freehand sketches using line segments or polylines in the Drawing Settings dialog box. You can also control the length of sketch segments in this dialog box.

To specify lines or polylines when sketching

- 1 Do one of the following:
 - Choose Settings > Drawing Settings.
 - On the Settings toolbar, click the Drawing Settings tool ().
 - Type *settings* and then press Enter.
- 2 Choose the Entity Creation tab.
- 3 Under Change Settings For, click Freehand Sketches.
- 4 Under Freehand Sketching Methods, click either Freehand Command Creates Lines or Freehand Command Creates A Polyline.
- 5 Click OK.



A Select the sketch method.

B Specify the default length of sketch segments.

Creating complex entities

With IntelliCAD®, complex entities include polylines (including rectangles and polygons), spline curves, donuts, and planes. In addition, IntelliCAD includes tools for adding hatching to your drawings.

This chapter explains how to create complex entities using the different ways that you can start the drawing command for each, including how to:

- Use menu commands on the Insert menu.
- Use the tools on the Draw 2D toolbar.
- Type commands in the command bar.

When you type a drawing command or select a tool, the program prompts you to enter coordinate points, such as endpoints or insertion points. As you draw, the program displays a context-sensitive prompt box with appropriate additional options for the type of entity you are drawing.

After you create complex entities, you can modify them using the entity-modification tools. Several of these entity types require special editing commands.


Topics in this chapter

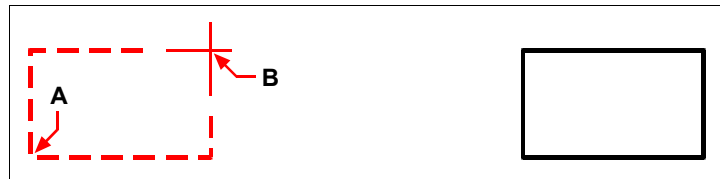
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Drawing rectangles

With IntelliCAD, rectangles are closed polylines with four sides. You draw a rectangle by specifying its opposite corners. The rectangle is normally aligned parallel to the current snap and grid alignment, but you can use the Rotated option to align the rectangle to any angle.




To draw a rectangle

- 1 Do one of the following:
 - Choose Insert > Rectangle.
 - On the Draw 2D toolbar, click the Rectangle tool ()
 - Type *rectangle* and then press Enter.
- 2 Specify one corner of the rectangle.
- 3 Specify the opposite corner of the rectangle.




Opposite corners (A and B).

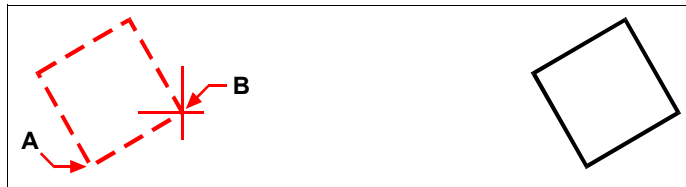
Resulting rectangle.

You can edit each side of a rectangle individually using the Edit Polyline tool () on the Modify toolbar. You can convert the sides into individual line entities using the Explode tool () on the Modify toolbar. You can control whether wide rectangle lines are shown filled or as outlines using the Fill tool () on the Settings toolbar.

You can also use the Rectangle tool to draw a square. Instead of specifying the opposite corners, you specify the length of one side and the alignment of the square.

To draw a square

- 1 Do one of the following:
 - Choose Insert > Rectangle.
 - On the Draw 2D toolbar, click the Rectangle tool ()
 - Type *rectangle* and then press Enter.
- 2 In the prompt box, choose Square.
- 3 Specify one corner of the square.
- 4 Specify the length of one side of the square by selecting its other end.
The point you specify determines both the size and alignment of the square.






Endpoints of one side of the square (A and B).

Resulting square.

TIP To control the width of the rectangle line, choose the *Width Of Line* option in the prompt box. After you change the width of the line, the new width setting remains in effect for subsequent rectangles until you change it again.


Drawing polygons

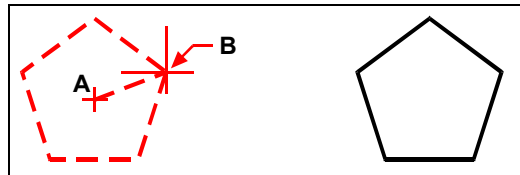
Polygons are closed polylines composed of a minimum of three and a maximum of 1,024 equal-length sides. The default method for drawing a polygon is to specify the center of the polygon and the distance from the center to each vertex. You can draw a polygon using any of the following methods:

- Center - by vertex () on the Draw 2D toolbar
- Center - by side () on the Draw 2D toolbar
- Edge () on the Draw 2D toolbar

The vertex polygon drawing method creates an equal-sided polygon defined by its center point and the distance to its vertices. You specify the number of sides, the center point, and the location of one vertex, which determines both the size and orientation of the polygon.

To draw a polygon by vertex

- 1 Do one of the following:
 - Choose Insert > Polygon.
 - On the Draw 2D toolbar, click the Polygon, Center-Vertex tool ().
 - Type *polygon* and then press Enter.
- 2 Type 5 to specify five sides for the polygon.
- 3 Specify the center of the polygon.
- 4 Specify the vertex of the polygon.




The center (A) and vertex (B).

Resulting polygon.

Drawing polygons by side

The side polygon drawing method creates an equal-sided polygon defined by its center point and the distance to the midpoint of a side. You specify the number of sides, the center point, and the location of the midpoint of one side, which determines both the size and orientation of the polygon.




To draw a polygon by side

- 1 Do one of the following:
 - Choose Insert > Polygon.
 - On the Draw 2D toolbar, click the Polygon, Center-Side tool ().
 - Type *polygon* and then press Enter.
- 2 Type 3 to specify three sides for the polygon.
- 3 Specify the center of the polygon.
- 4 In the prompt box, choose Specify By Side, and then press Enter.
- 5 Specify the midpoint of the side.



The center (A) and midpoint of one side (B).

Resulting polygon.

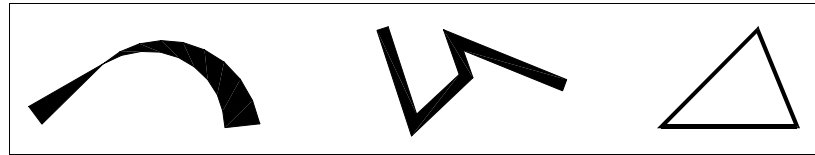
You can edit each side of a polygon individually using the Edit Polyline tool () on the Modify toolbar. You can convert the sides into individual line entities using the Explode tool () on the Modify toolbar. You can control whether wide polygon lines are shown filled or as outlines using the Fill tool () on the Settings toolbar.

Drawing polylines

With IntelliCAD, a polyline is a connected sequence of arcs and lines that is treated as a single entity. You can draw a polyline with any linetype and using a width that either remains constant or tapers over the length of any segment. When editing a polyline, you can modify the entire polyline or change individual segments.

After you specify the start point of a polyline, a prompt box provides several options as you draw, such as Distance, Halfwidth, and Width. You can specify different starting and ending widths to create a tapered polyline segment.

After you draw at least one polyline segment, you can use the Undo tool (↶) to remove the previous segment. After you draw two or more polyline segments, you can use the Close option to complete the command by drawing a segment that ends at the start point of the first polyline segment you drew. Choose Done to complete the command without closing the polyline.



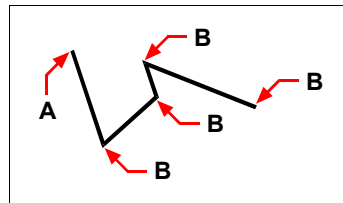
Curved polyline with tapered width.

Polyline with straight segments.

Closed polyline.

To draw a polyline with straight segments

- 1 Do one of the following:
 - Choose Insert > Polyline.
 - On the Draw 2D toolbar, click the Polyline tool (↻).
 - Type *polyline* and then press Enter.
- 2 Specify the start point.
- 3 Specify the endpoint of each segment.
- 4 To complete the command, choose Close or Done.




Polyline start point (A) and segment endpoints (B).

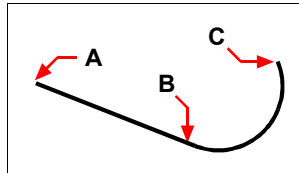
With the Draw Arcs option, you can continually draw arc segments until you select the Draw Lines option to go back to drawing line segments. When you draw arc segments, the first point of the arc is the endpoint of the previous segment. By default, you draw arc segments by specifying the endpoint of each segment. Each successive arc segment is drawn tangent to the previous arc or line segment. If you choose Close while in the Draw Arcs option, the closing segment is created as an arc.

You can also specify the arc using any of the following methods:




- Start point, included angle, center point
- Start point, included angle, radius
- Start point, center point, endpoint
- Start point, included angle, endpoint
- Start point, center point, included angle
- Start point, center point, chord length
- Start point, direction, endpoint
- Start point, radius, included angle
- Start point, second point, endpoint

To draw a line segment followed by an arc polyline segment

- 1 Do one of the following:
 - Choose Insert > Polyline.
 - On the Draw 2D toolbar, click the Polyline tool ().
 - Type *polyline* and then press Enter.
- 2 Specify the start point.
- 3 Specify the endpoint.
- 4 In the prompt box, choose Draw Arcs.
- 5 Specify the endpoint of the arc segment.
- 6 To complete the command, choose Done.




Polyline start point (A), line endpoint/arc start point (B), and arc endpoint (C).

You can edit entire polylines and individual segments using the Edit Polyline tool () on the Modify toolbar. You can convert polylines into arc and line entities using the Explode tool () on the Modify toolbar. You can control whether wide polylines are shown filled or as outlines using the Fill tool () on the Settings toolbar.

Drawing splines

A spline is a smooth curve defined by a set of points. You can use splines to create sculptured shapes such as the cross section of a turbine blade or an airplane wing.

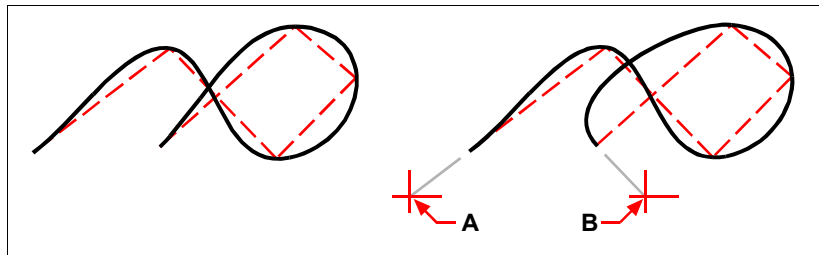
To draw a spline

- 1 Do one of the following:
 - Choose Insert > Spline.
 - On the Draw 2D toolbar, click the Spline tool (.
 - Type *spline* and then press Enter.
- 2 Specify the first point of the spline.
- 3 Specify the second point of the spline.
- 4 Specify as many more points as you want.
- 5 When you have finished, press Enter.

You can add tangents to the spline, which are lines that give it shape.

To add tangents to a spline

- 1 Specify the starting tangent point.
- 2 Specify the ending tangent point.




Spline.

Spline with starting tangent point (A) and ending tangent point (B).

Specifying fit tolerance

By default, a spline passes through all of the control points. When you draw a spline, you can change this by specifying the fit tolerance. The fit tolerance value determines how closely the spline fits the set of points you specify. For example, a spline fit tolerance value of 0 causes the spline to pass through the control points. A value of 0.01 creates a spline that passes through the start and endpoints and within 0.01 units of the intermediate control points.


To specify the fit tolerance

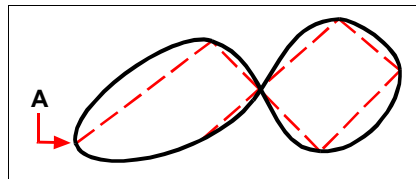
- 1 Do one of the following:
 - Choose Insert > Spline.
 - On the Draw 2D toolbar, click the Spline tool (.
 - Type *spline* and then press Enter.
- 2 Specify the first point of the spline.
- 3 Specify the second point of the spline.
- 4 In the prompt box, choose Fit Tolerance.
- 5 To accept the default of 0.0000, press Enter.
To specify a different fit tolerance, type the number, and then press Enter.
- 6 Specify the additional points you need to draw a spline or a closed spline.

Drawing a closed spline

You can draw a closed spline, which is a spline for which the start point and endpoint are the same. Because the spline is closed, you specify only one tangent.

To draw a closed spline

- 1 Do one of the following:
 - Choose Insert > Spline.
 - On the Draw 2D toolbar, click the Spline tool ().
 - Type *spline* and then press Enter.
- 2 Specify the first point of the spline.
- 3 Specify the second point of the spline.
- 4 Specify as many more points as you want.
- 5 When you have finished, in the prompt box, choose Close.
- 6 To complete the command, specify the tangent point.




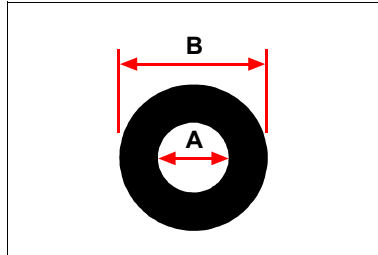
The start point and endpoint (A) of a closed spline.

Drawing donuts

Donuts are solid, filled circles or rings created as closed, wide polylines. You can draw a donut using one of several methods. The default method is to specify the inside and outside diameters of the donut, and then specify its center. You can then create multiple copies of the same donut by specifying different center points until you press Enter to complete the command.

To draw a donut

- 1 Do one of the following:
 - Choose Insert > Donut.
 - On the Draw 2D toolbar, click the Donut tool ().
 - Type *donut* and then press Enter.
- 2 Specify the inside diameter of the donut.
- 3 Specify the outside diameter of the donut.
- 4 Specify the center of the donut.
- 5 Specify the center point to draw another donut, or choose Done to complete the command.




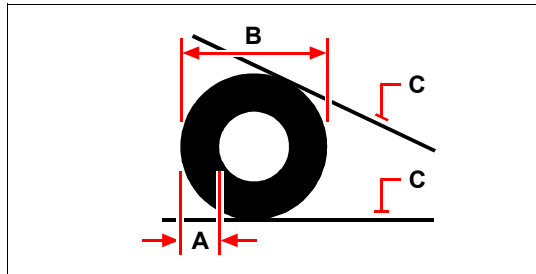
Inside diameter (A) and outside diameter (B).

The prompt box provides additional options for drawing donuts. For example, you can specify the width of the donut and two points on the diameter of the donut, or you can specify the width and three points on the donut. You can also draw a donut tangent to existing entities.




TIP A donut can be a completely filled circle by specifying an inside diameter of zero.

To draw a donut tangent to existing entities

- 1 Do one of the following:
 - Choose Insert > Donut.
 - On the Draw 2D toolbar, click the Donut tool (.
 - Type *donut* and then press Enter.
- 2 In the prompt box, choose Radius Tangent Tangent.
- 3 Specify the width of the donut.
- 4 Specify the diameter of the donut.
- 5 Select the first tangent entity to which to draw the donut.
- 6 Select the second tangent entity to which to draw the donut.



Width (A) and diameter (B) of the donut and tangent entities (C).


You can edit donuts using the Edit Polyline tool () on the Modify toolbar. You can convert donuts into arc entities using the Explode tool () on the Modify toolbar. You can control whether donuts are shown filled or as outlines using the Fill tool () on the Settings toolbar.

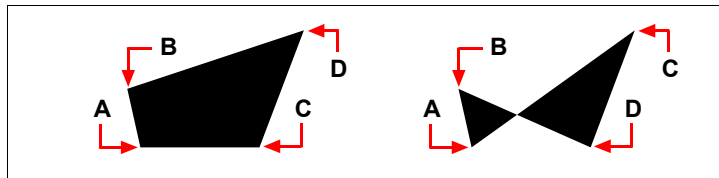
TIP You can control the default outside and inside diameter of donuts by choosing Settings > Drawing Settings, and then clicking the Entity Creation tab and choosing the options you want.

Creating planes

With the Plane tool, you can draw rectangular, triangular, or quadrilateral areas filled with a solid color. The default method is to specify the corners of the plane. After you specify the first two corners, the plane is displayed as you specify the remaining corners. Specify corner points in a triangular manner. The program prompts you for the third point and then the fourth point. If you continue specifying points, the third- and fourth-point prompts toggle until you press Enter to complete the command.

To draw a quadrilateral plane


- 1 Do one of the following:
 - Choose Insert > Plane.
 - On the Draw 2D toolbar, click the Plane tool (.
 - Type *plane* and then press Enter.
- 2 Specify the first point.
- 3 Specify the second point.
- 4 Specify the third point.
- 5 Specify the fourth point.
- 6 To complete the command, press Enter.

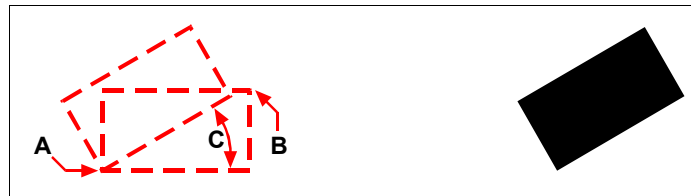


After you select the first two points (A) and (B), the sequence in which you select the third (C) and fourth (D) points determines the shape of the resulting quadrilateral plane.



The prompt box provides additional options for drawing planes. For example, you can draw rectangular, square, or triangular planes.

To draw a rectangular plane

- 1 Do one of the following:
 - Choose Insert > Plane.
 - On the Draw 2D toolbar, click the Plane tool (.
 - Type *plane* and then press Enter.
- 2 Choose Rectangle.
- 3 Specify the first point.
- 4 Specify the opposite corner.
- 5 Specify the rotation angle.
- 6 To complete the command, specify the opposite corner to draw another rectangle, or press Enter.

Opposite corners (**A** and **B**) and rotation angle (**C**).

Resulting plane.

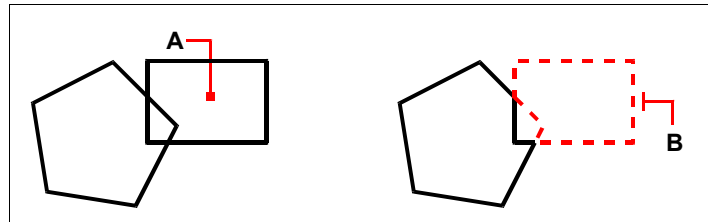
You can control whether planes are shown filled or as outlines using the Fill tool () on the Settings toolbar. You can convert planes into individual line entities corresponding to the outline of the plane using the Explode tool () on the Modify toolbar.

Creating boundary polylines

With the Boundary command, you can designate a specific area of a drawing for operations such as hatching and dimensioning. You create a boundary polyline by selecting an area inside a closed loop. The area you select can be bounded by a single closed entity or by multiple entities that intersect.

NOTE *You cannot use a spline or an ellipse to create a boundary polyline.*

In cases where entities intersect, IntelliCAD interprets the boundary as the closed loop closest to the point specifying the area. In the following figure, for example, the area point selected in the rectangle results in a boundary consisting of the closed loop nearest the point selection, as opposed to the closed loop formed by the rectangle itself.

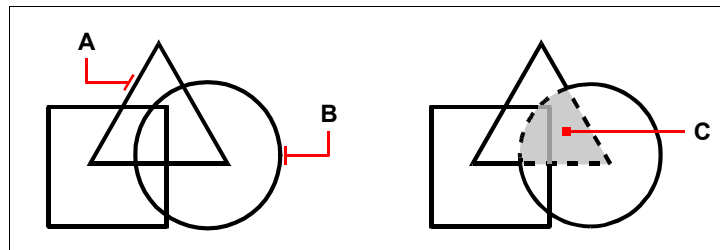


Selected point (A).

Resulting boundary (B).

To make boundaries more specific, you can create a boundary set. A boundary set specifies which entities are considered in determining the boundary path.

In the following figure, the circle and triangle are the selected entities. If you select an area anywhere inside the circle or the triangle, the result is a polyline that bounds the shaded area.



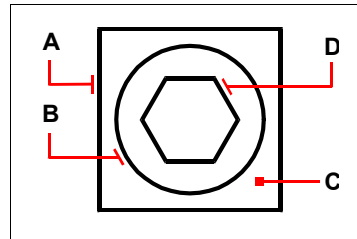
Selected entities (A and B).

Point specified in the selected area (C), which results in a new boundary around the shaded area.

Using islands and island detection

Islands are closed loops that reside inside other closed loops. IntelliCAD provides island-detection options so that you can specify which islands, if any, should be considered in the area selection for a boundary.

The following figure shows a rectangular polyline with two islands. The circle is referred to as the outer island, and the octagon is referred to as a nested island.




Rectangular polyline (A) with outer island (B), with point (C) specifying the area selection, and nested island (D).

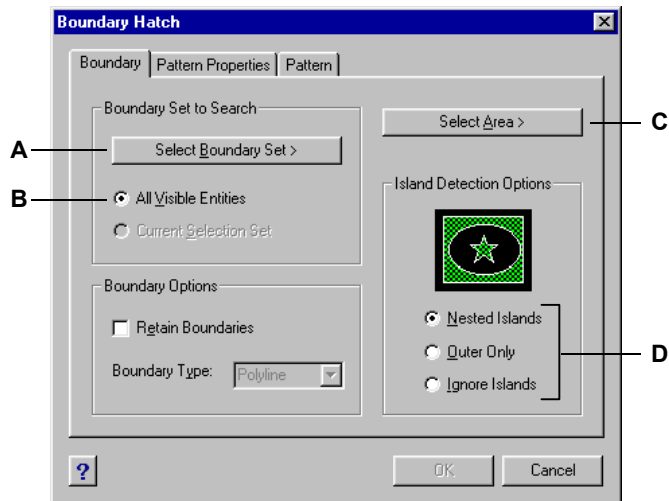
You can choose from three island-detection methods.

- **Nested Islands** The outer entity and all its islands are considered for the polyline.
- **Outer Only** Only the outer entity and its outer island are considered for the polyline.
- **Ignore Islands** Only the outer entity is considered for the polyline.

To draw a boundary polyline

Advanced experience level

- 1 Do one of the following:
 - Choose Insert > Boundary Polyline.
 - On the Draw 2D toolbar, click the Boundary tool (.
 - Type *boundary* and then press Enter.
- 2 Specify the set of entities that you want to define the polyline.
To use all entities in the drawing, select All Visible Entities. To select specific entities, click Select Boundary Set, and then select the entities.
- 3 To complete entity selection and return to the Boundary dialog box, press Enter.
- 4 Choose an island-detection option.
- 5 Click Select Area.
- 6 Specify a point in the area whose closed perimeter forms the boundary.
- 7 When you have finished, click OK.



- | | |
|--|---|
| <p>A Specify the defining entities.</p> <p>B Choose to use all visible entities as the boundary set.</p> | <p>C Select island-detection option.</p> <p>D Specify the bounded area.</p> |
|--|---|


Adding hatching

You can add hatching to an area enclosed by entities selected to form the hatch boundary. The entire hatch is treated as a single entity. After you draw a hatch, it is independent of the entity itself.

You can also use an existing entity to define the area you want to hatch. You can associate the hatch with its boundary entities by selecting *Associative* from the Hatch Attributes area of the Hatch dialog box.

To open the Boundary Hatch dialog box

Do one of the following:

- Choose *Insert > Hatch*.
- On the Draw 2D toolbar, click the Boundary Hatch tool ().
- Type *bhatch* and then press Enter.


Specifying a hatch pattern

A hatch pattern consists of a repeating pattern of lines, dashes, and dots. You can select a hatch pattern from a set of predefined patterns, or you can define a pattern of your own. The hatch pattern you used most recently is the default pattern the next time you choose Hatch.


The program supplies predefined standard hatch patterns, which are stored in the *icad.pat* and *icadiso.pat* hatch pattern library files. You can use other external hatch pattern libraries, such as an office standard library, customized patterns, and libraries available from vendors or standards organizations.

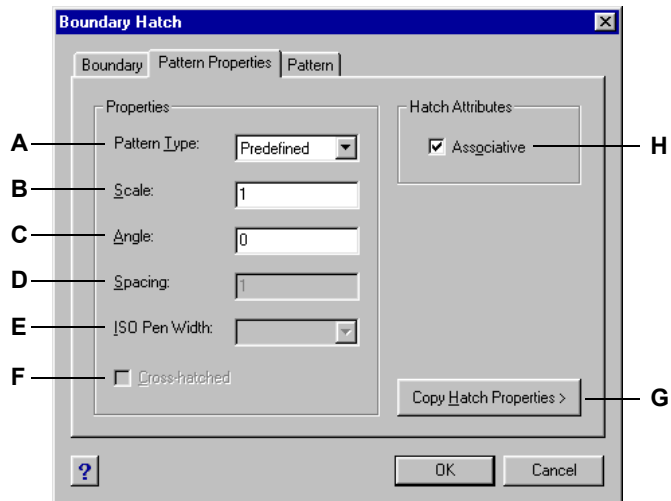
NOTE *The icad.pat hatch pattern library files are ANSI (American National Standards Institute)-compliant patterns; the icadiso.pat hatch pattern library files are ISO (International Standards Organization)-compliant.*

To specify a predefined hatch pattern

- 1 Do one of the following:
 - Choose Insert > Hatch.
 - On the Draw 2D toolbar, click the Boundary Hatch tool ().
 - Type *bhatch* and then press Enter.
- 2 From the Boundary Hatch dialog box, click the Pattern Properties tab.
- 3 In the Pattern Type list, click Predefined.
 With Predefined, you can apply a scale factor to make the pattern larger or smaller than the default size.
- 4 For Scale, enter the scale factor as a percentage of the default.
- 5 For Angle, enter the angle of the pattern in degrees (1-360).
 The default angle is clockwise; you can change the angle of any hatch pattern by entering a numerical value.
- 6 For ISO Pen Width, enter the pen width.
 If you choose a predefined, ISO standard pattern, you can scale the pattern based on the ISO pen width.
- 7 To copy the pattern properties from an existing hatch, choose Copy Hatch Properties and select the hatch.
- 8 To associate the hatch pattern to its boundary entities, under Hatch Attributes, select the Associative check box.
- 9 To continue, go to the next section, "Selecting an Area for Hatching," and begin with step 2.


To specify a user-defined hatch pattern

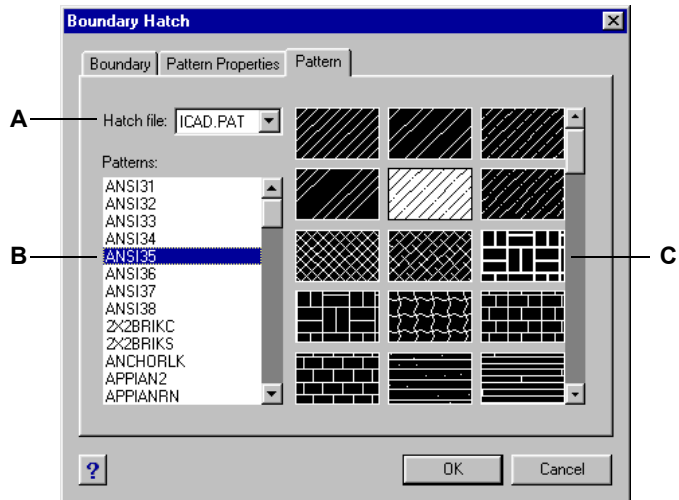
- 1 Do one of the following:
 - Choose Insert > Hatch.
 - On the Draw 2D toolbar, click the Boundary Hatch tool (.
 - Type *bhatch* and then press Enter.
- 2 From the Boundary Hatch dialog box, click the Pattern Properties tab.
- 3 In the Pattern Type list, click User Defined.
- 4 For Spacing, enter the line spacing for the pattern.
- 5 To crosshatch the pattern, select the Cross-Hatched check box.
 You can choose to crosshatch the pattern. Cross-hatching imposes a copy of the specified user-defined pattern at a 90-degree angle over the first pattern you defined.
- 6 To copy the pattern properties from an existing hatch, choose Copy Hatch Properties, select a hatch pattern from a hatched entity in the drawing.
- 7 To associate the hatch pattern to its boundary entities, under Hatch Attributes, select the Associative check box.
- 8 To continue, go to the next section, "Selecting an Area for Hatching," and begin with step 2.



- | | |
|--|--|
| <p>A Determines how hatch will be defined.</p> <p>B Determines density of hatching for Predefined hatch patterns.</p> <p>C Sets angle of hatch in relation to entity (User Defined only).</p> <p>D Determines density of hatching for User Defined hatch patterns.</p> | <p>E Sets pen width for ISO-standard pattern.</p> <p>F Imposes another copy of the specified pattern at a 90-degree angle over the first.</p> <p>G Opens drawing to allow selection and copying of existing hatch pattern.</p> <p>H Associates hatching to its boundary.</p> |
|--|--|

To use a predefined library pattern

- 1 Do one of the following:
 - Choose Insert > Hatch.
 - On the Draw 2D toolbar, click the Boundary Hatch tool (.
 - Type *bhatch* and then press Enter.
- 2 From the Boundary Hatch dialog box, click the Pattern tab.
- 3 For Hatch File, select the *icad.pat* or *icadiso.pat* hatch pattern library file.
- 4 To select a predefined pattern, do one of the following:
 - In the Patterns list, click the pattern name.
 - Click the graphical representation of the hatch pattern.
- 5 To continue, go to the next section, "Selecting an Area for Hatching," and begin with step 2.




- A Hatch pattern library files. C Hatch patterns shown graphically.
- B Hatch patterns listed by name.

NOTE Hatch patterns are memory intensive and can take a considerable amount of time to draw and display. To improve performance, add hatching as one of the last steps when you create a drawing, or insert hatches on a separate layer that you can freeze as you continue to work on your drawing.

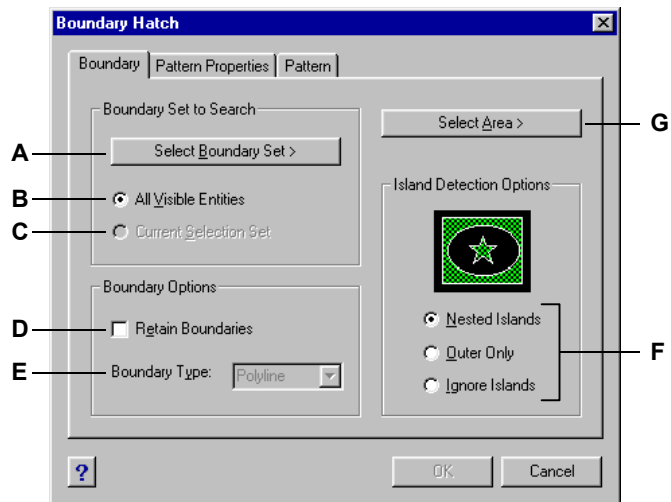
Selecting an area for hatching

You can select an area whose closed perimeter forms the boundary for hatching.

To select an area for hatching

- 1 Do one of the following:
 - Choose Insert > Hatch.
 - On the Draw 2D toolbar, click the Boundary Hatch tool ().
 - Type *bhatch* and then press Enter.
- 2 From the Boundary Hatch dialog box, click the Boundary tab.
- 3 Under Island Detection Options, choose one of the following:
 - **Nested Islands** The outer entity and all its islands are considered for hatching.
 - **Outer Only** Only the outer entity and its outer island are considered for hatching.
 - **Ignore Islands** Only the outer entity is considered for hatching.
- 4 To keep the boundary, select the Retain Boundaries check box.
- 5 Click Select Boundary Set, select the entities either individually or by choosing a selection method from the prompt box.
- 6 To complete entity selection, press Enter.
- 7 Click Select Area, specify the area to be hatched, and then press Enter.
- 8 Click OK.

NOTE When you specify an area to be hatched, you must click within the closed perimeter of the boundary, not on the boundary polyline itself.



- | | |
|---|--|
| <p>A Opens selection method prompt box.</p> <p>B Sets all visible entities as the boundary set.</p> <p>C Sets currently selected entities as the boundary set.</p> <p>D When selected, retains boundary after hatch is applied.</p> | <p>E Indicates type of entity used as the boundary.</p> <p>F Determine how hatching interacts with islands.</p> <p>G Opens drawing area for selection of areas to be hatched.</p> |
|---|--|

Viewing your drawing

IntelliCAD® provides many ways to display and view your drawing. You can also change various display settings to speed up the display or printing of a drawing. This chapter explains how to:

- Navigate within a drawing by scrolling and panning.
- Change the magnification of a drawing by zooming in and out.
- Work with multiple windows or views of a drawing.
- Control the display of elements to optimize performance when working with large or complex drawings.

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Redrawing and regenerating a drawing

As you work on a drawing, visual elements may remain after the completion of a command. You can remove these elements by refreshing, or redrawing, the display.

To redraw (refresh) the current window display

Do one of the following:

- Choose View > Redraw.
- On the View toolbar, click the Redraw tool ()
- Type *redraw* and then press Enter.

Information about drawing entities is stored in a database as floating point values, ensuring a high level of precision. Sometimes a drawing must be recalculated, or regenerated, from the floating-point database to convert those values to the appropriate screen coordinates. This occurs automatically. You can also manually initiate a regeneration. When the drawing is regenerated, it is also redrawn.

To regenerate the current window, type *regen* in the command bar. If more than one window is displayed, type *regenall* to regenerate all the windows.

Moving around within a drawing

You can move the view of a drawing displayed in the current viewport by scrolling or panning. Doing this changes the portion of the drawing you are viewing without changing the current magnification. Scrolling lets you move around in the drawing horizontally and vertically. Panning lets you move the drawing in any direction.

Using scroll bars


To assist you in navigating within a drawing, horizontal and vertical scroll bars are available in each drawing window. The size of the scroll box in relation to the scroll bar indicates the current level of drawing magnification. The position of the scroll box in relation to the scroll bar indicates the location of the center of the drawing in relation to the extents of the drawing (the smallest rectangle containing all the entities in the drawing).

To turn scroll bars on or off

Do one of the following:

- Choose View > Scroll Bars.
- Type *scrollbar*, press Enter, and then select On, Off, or Toggle.

Using the Pan command


You can move the drawing in any direction using the Pan tool () on the View toolbar. Panning shifts or slides the view of the drawing horizontally, vertically, or diagonally. The magnification of the drawing remains the same, as does its orientation in space. The only change is the portion of the drawing displayed.

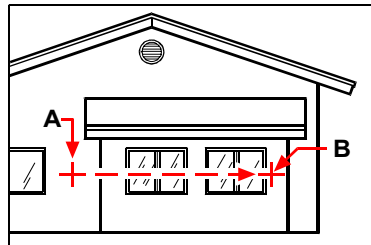
Panning methods

To pan, you can use any of the following methods:

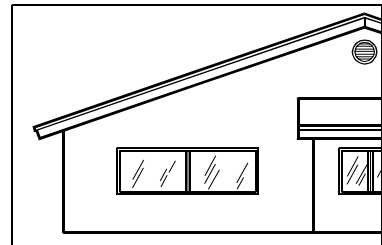
- For precise panning, specify two points defining the magnitude and direction of the pan. The first point, or base point, indicates the starting point of the pan. The second point indicates the amount of pan displacement relative to the first point.
- To pan in real time, use the right mouse button.
- If you have a mouse with a wheel, use the wheel to pan up or down.
- To pan in small increments, use the arrow keys.

To pan by specifying two points

- 1 Do one of the following:
 - Choose View > Pan.
 - On the View toolbar, click the Pan tool () .
 - Type *pan* and then press Enter.
- 2 Specify the pan base point either by typing the coordinates or by specifying a point in the drawing window.
- 3 Specify the pan displacement point either by typing the coordinates or by specifying a point in the drawing window.



Select the pan base point (A), and then select a second point (B) to specify the pan displacement.



Result.

To pan in real time

- 1 Simultaneously press Ctrl+Shift and click and hold the right mouse button.
- 2 Move the cursor in the direction you want to pan.
- 3 To stop panning, release the mouse button.

To pan using a mouse with a wheel

- Rotate the wheel backward to pan up or forward to pan down.

NOTE You must have the scroll bars displayed to use this feature. To display the scroll bars, choose View > Scroll Bars.

To pan using the arrow keys

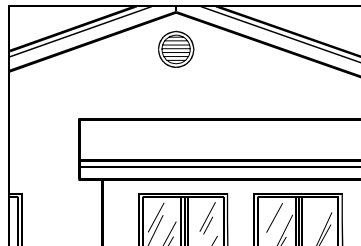
- Press the up, down, right, or left arrow keys.

Changing the magnification of your drawing

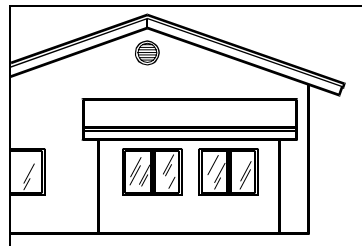
You can change the magnification of your drawing at any time by zooming. The cursor changes to a magnifying glass (🔍) when a zoom tool is active. Zoom out to reduce the magnification so you can see more of the drawing, or zoom in to increase the magnification so you can see a portion of the drawing in greater detail. Changing the magnification of the drawing affects only the way the drawing is displayed; it has no effect on the dimensions of the entities in your drawing.

Zooming in and out

One of the easiest ways to change the magnification of the drawing is to zoom in or out by a preset increment. On the View toolbar, the Zoom In tool (🔍+) doubles the current magnification of the drawing. The Zoom Out tool (🔍-) reduces the magnification of the drawing by half. The portion of the drawing located at the center of the current viewport remains centered on the screen as you zoom in and out.



Zoom in.




Zoom out.

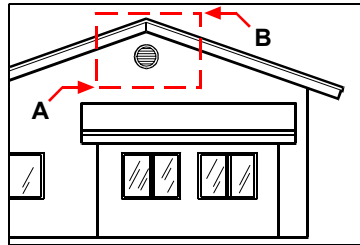
Zooming methods

To zoom, you can use any of the following methods:

- To define the portion of the drawing to zoom, create a window.
- To zoom in real time, use the mouse.
- If you have a mouse with a wheel, use the wheel button to zoom in and out.

To zoom in to an area using a window

- 1 Do one of the following:
 - Choose View > Zoom > Window.
 - On the View toolbar, click the Zoom Window tool ()
 - Type *zoom* and then press Enter.
- 2 Select one corner of the window around the area you want to magnify.
- 3 Specify the opposite corner of the window around the area you want to magnify.



To specify a rectangular window around the area you want to magnify, select first one corner (A), and then select the opposite corner (B).

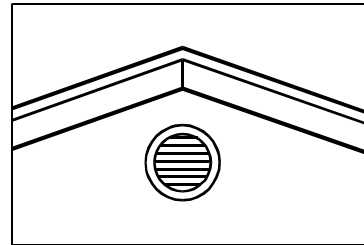
To zoom in real time

- 1 Simultaneously press Ctrl+Shift and click and hold the left mouse button.
- 2 To zoom in, move the cursor up the screen; to zoom out, move the cursor down the screen.
- 3 To stop zooming, release the mouse button.

To zoom using a mouse with a wheel


- Rotate the wheel away from you to zoom in or toward you to zoom out.

Each rotation of the wheel away from you zooms out .8 times; each rotation toward you zooms in 1.25 times.



Result.

Displaying the previous view of a drawing

After you zoom in or pan to view a portion of your drawing in greater detail, you may want to zoom back out to see the entire drawing. On the View menu, the Zoom Previous tool () lets you restore the previous view. Selecting this tool repeatedly steps back through up to 25 successive zoomed or panned views.


Zooming to a specific scale

You can increase or decrease the magnification of your view by a precise scale factor measured relative to the overall size of the drawing or in relation to the current display. When you change the magnification factor, the portion of the drawing located at the center of the current viewport remains centered on the screen.


To change the magnification of the view relative to the overall size of the drawing, type a number representing the magnification scale factor. For example, if you type a scale factor of 2, the drawing appears at twice its original size. If you type a magnification factor of .5, the drawing appears at half its original size.

You can also change the magnification of the drawing relative to its current magnification by adding an x after the magnification scale factor. For example, if you type a scale factor of 2x, the drawing changes to twice its current size. If you type a magnification factor of .5x, the drawing changes to half its current size.


To zoom to a specific scale relative to the current display

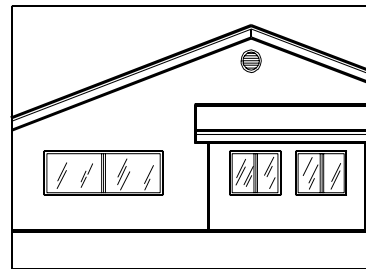
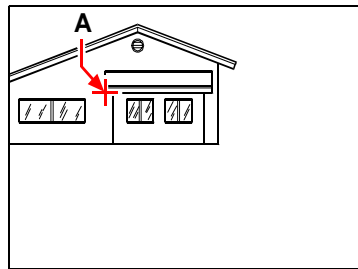
- 1 Do one of the following:
 - Choose View > Zoom > Zoom In.
 - On the View toolbar, click the Zoom In tool ()
 - Type *zoom* and then press Enter.
- 2 Type the scale factor, followed by an x (such as 2x).
- 3 Press Enter.

Combining zooming and panning

You can specify the point you want at the center of the view when you change the drawing magnification. You can specify the point you want at the lower left of the view when you change the magnification of the drawing with the Zoom Left tool () on the View toolbar. With the exception of the Zoom Window tool, the other zoom tools zoom in or out from the center of the current view.


To change the center of the current view


- 1 Do one of the following:
 - Choose View > Zoom > Center.
 - On the Zoom toolbar, click the Zoom Center tool ().
 - Type *zoom*, press Enter, and then in the prompt box, choose Center.
- 2 Select the point you want located at the center of the new view.
- 3 Specify the zoom scale factor or the height of the drawing in drawing units.

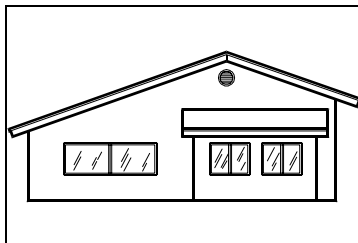


Current view showing the point to be centered in the new view (A), and the new view zoomed using a scale factor of 2x.

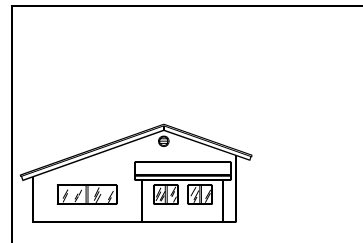
Displaying the entire drawing

You can use the Zoom All tool () on the View toolbar to display an entire drawing. If you have drawn any entities outside the defined limits of the drawing, the extents of the drawing are displayed. If you drew all entities within the limits of the drawing, the drawing is displayed all the way to the drawing limits.

The Zoom Extents tool () on the View toolbar displays the drawing to its extents, making the image fill the display to the greatest possible magnification.



Zooming extents.



Zooming entire drawing.

Displaying multiple views

When you begin a new drawing, it is displayed in a single window. You can view the drawing in a second window, or you can divide one window into multiple windows. You can also open and display multiple drawings.

Working with multiple views

You can open and work with several views of the same drawing simultaneously. There are two methods for dividing the current drawing into multiple views:

- Open a new window of the open drawing.
- Divide the current window into multiple views.

After you divide a single window into multiple windows, you can control each window separately. For example, you can zoom or pan in one window without affecting the display in any of the other windows. You can control the grid, snap, and view orientation separately for each window. You can restore named views in individual windows, draw from one window to another, and name window configurations individually so you can reuse them later.

As you draw, any changes you make in one window are immediately visible in the others. You can switch from one window to another at any time, even in the middle of a command, by clicking the window's title bar.

Opening a new window

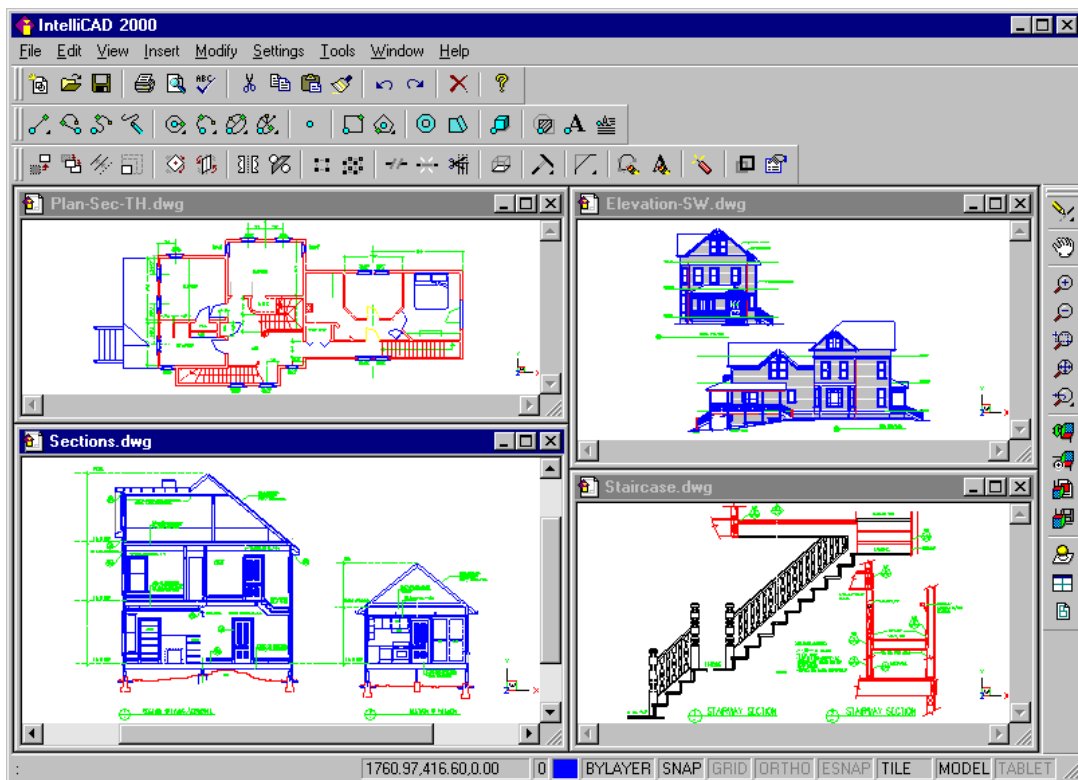
You can open additional windows to create more than one view of a drawing. To open a new window, choose **Window > New Window**. After you open a new window, you can change its display without affecting any of the other windows.

Working with multiple drawings

With the multiple-document interface (MDI) feature, you can open more than one drawing window at a time without using more memory. Because you can open and work on several drawings at one time, you can copy, cut, or paste an entity from one drawing to another.

Each drawing appears in a drawing window, which has the following advantages:

- You can see two or more drawings side by side.
- You can easily copy entities from one drawing to another.
- Using the IntelliCAD Explorer, you can copy such elements as layers, linetypes, and text styles from one drawing to another.
- Like paper space viewports, you can tile or overlap drawing windows; unlike paper space viewports, drawing windows maximize or reduce to an icon.
- It is more convenient to use drawing windows than to set up paper space viewports.



One session of IntelliCAD with four drawings open.

Each drawing window that you open and work on retains in the Prompt History log all the commands that you perform, but the command line does not indicate when you have switched windows.

If you move an entity from one window to another and then want to undo this action, you must undo it in both drawings for it to take effect. If you copy an entity from one window to another and then want to undo that action, you must undo it from the drawing into which you copied the entity. If you cut and paste an entity and then want to undo that action, you must undo it in both drawings.

Working with multiple windows

When you open more than one window for a single drawing, each window is assigned a unique number (for example, mydrawing:1, mydrawing:2, and so on). If your current window is maximized, you can switch to another open window by selecting its name from the bottom of the Window menu.

The names of other open drawings appear at the bottom of the Window menu. You can also use the Cascade, Tile Horizontally, and Tile Vertically commands to arrange all the open windows and drawings. To arrange all the windows and drawings into a stack of identically sized windows, choose Window > Cascade. Arranging windows and drawings in this way makes it easy to see the title bar for each window.

To arrange all the windows and drawings horizontally so they are placed in order from top to bottom, choose Window > Tile Horizontally. Arranging windows and drawings in this way displays each open window. The windows are resized to fit within the available space.

To arrange all the windows and drawings vertically so they are placed side by side, choose Window > Tile Vertically. Arranging windows and drawings in this way displays each open window. The windows are resized to fit within the available space.

IntelliCAD uses the commands in the following table to control its windows.


IntelliCAD window-control commands

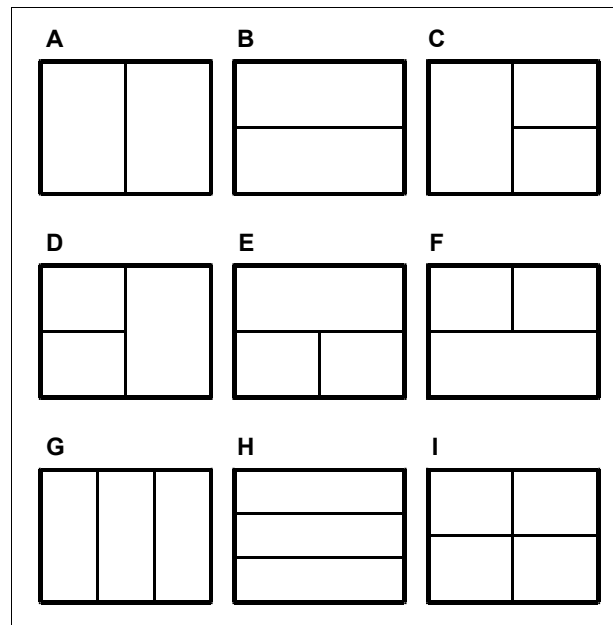
Command	Result
<i>vports</i>	Splits the current window into two, three, or four tiled windows.
<i>wcascade</i>	Cascades (overlaps) all open windows.
<i>wclose</i>	Closes the current window.
<i>wcloseall</i>	Closes all windows; also closes all drawings.
<i>wtile</i>	Tiles all windows horizontally.
<i>wiarrange</i>	Arranges window icons.
<i>wopen</i>	Opens another window of the current drawing.
<i>wvtile</i>	Tiles all windows vertically.

Dividing the current window into multiple views

You can divide a drawing window into multiple tiled windows. You can control the number of windows created and the arrangement of the windows. The Viewports tool also lets you save and restore named window configurations and display a list of the current and saved window configurations.


To create multiple views

- 1 Do one of the following:
 - Choose View > Viewports.
 - On the View toolbar, click the Viewports tool (.
 - Type *viewports* and then press Enter.
- 2 In the prompt box, choose Create 2 Viewports, Create 3 Viewports, or Create 4 Viewports.
- 3 In the prompt box, choose the viewport orientation.



You can divide a drawing window into two windows arranged vertically (**A**) or horizontally (**B**); three windows arranged left (**C**), right (**D**), above (**E**), below (**F**), vertically (**G**), or horizontally (**H**); or four tiled windows (**I**).


To join two views

- 1 Do one of the following:
 - Choose View > Viewports.
 - On the View toolbar, click the Viewports tool ()
 - Type *viewports* and then press Enter.
- 2 In the prompt box, choose Join.
- 3 Click anywhere inside the window you want to keep.
- 4 Click anywhere inside the adjacent window you want to join to the first window.
- 5 Press Enter.

Saving window configurations


You can save the current window arrangement as a named configuration so that you can recall it to the screen later. The number and placement of the windows are saved exactly as they are currently displayed. The settings for each window are also saved.

To name and save a window configuration

- 1 Do one of the following:
 - Choose View > Viewports.
 - On the View toolbar, click the Viewports tool ()
 - Type *viewports* and then press Enter.
- 2 In the prompt box, choose Save.
- 3 Type a configuration name, and then press Enter.

The name can be up to 31 characters in length and can contain letters, numbers, the dollar sign (\$), hyphen (-), and underscore (_), or any combination.

To restore a named window configuration

- 1 Do one of the following:
 - Choose View > Viewports.
 - On the View toolbar, click the Viewports tool ()
 - Type *viewports* and then press Enter.
- 2 In the prompt box, choose Restore.
- 3 Type the name of the window configuration you want to restore.

Controlling visual elements


The number of entities in your drawing and the complexity of the drawing affect how quickly IntelliCAD can process commands and display your drawing. You can improve overall program performance by turning off the display of certain visual elements, such as solid fills and text, while you work on the drawing. When you are ready to print your drawing, turn on the display of these elements so your drawing prints the way you want.

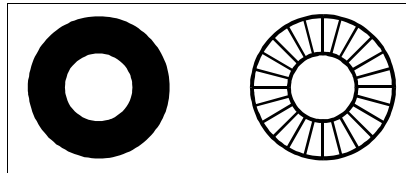
You can also improve performance by turning off entity-selection highlighting and the display of marker blips created when you select locations in the drawing.

Turning Fill on and off

You can reduce the time it takes to display or print a drawing by turning off the display of solid fill. When Fill is turned off, all filled entities, such as wide polylines and planes, display and print as outlines. When you turn Fill on or off, you must redraw the drawing before the change is displayed.

To turn Fill on or off

- 1 Do one of the following:
 - Choose Settings > Fill.
 - On the Settings toolbar, click the Fill tool ()
 - Type *fill* and then press Enter.
- 2 Choose View > Redraw.



Fill on.



Fill off.

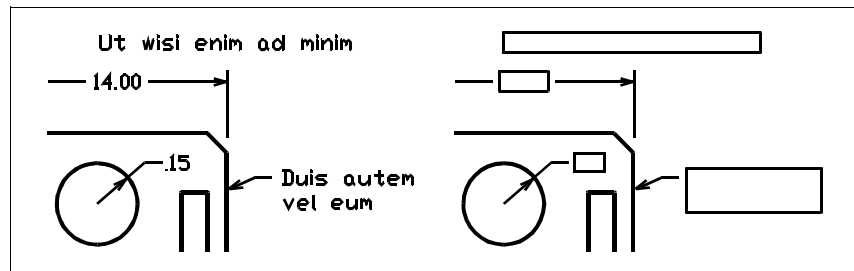
TIP On the Settings menu, a check mark appears next to the Fill command when it is turned on and the Fill tool on the Settings toolbar is activated.

Turning Quick Text on and off

Text entities require a considerable amount of time to display and print. You can reduce the time it takes to display or print a drawing by enabling Quick Text. For example, if you're doing a preliminary check plot of a drawing, you may want to turn Quick Text on to speed up printing. When Quick Text is enabled, text entities are replaced by rectangular boxes that indicate the outline of the area occupied by the text. When you turn Quick Text on or off, you must regenerate the drawing before the change is displayed.

To turn Quick Text on and off

- 1 Do one of the following:
 - Choose Settings > Drawing Settings.
 - On the Settings toolbar, click the Drawing Settings tool () .
 - Type *qtext*, press Enter, and then in the prompt box, choose On or Off.
- 2 Click the Display tab.
- 3 Under Change Settings For, click Display.
- 4 Select or clear the Enable Quick Text check box.
- 5 Click OK.
- 6 To regenerate your drawing, do one of the following:
 - Choose View > Regen.
 - On the View toolbar, click the Regen tool () .
 - Type *regen* and then press Enter.




Quick Text off.

Quick Text on.

Turning highlighting on and off

You can improve overall program performance by turning highlighting off. When you select entities to modify, the program highlights them using a dashed linetype. This highlight disappears when you finish modifying the entities or when the entities are cleared. Sometimes highlighting entities can take a considerable amount of time.


To turn highlighting on and off

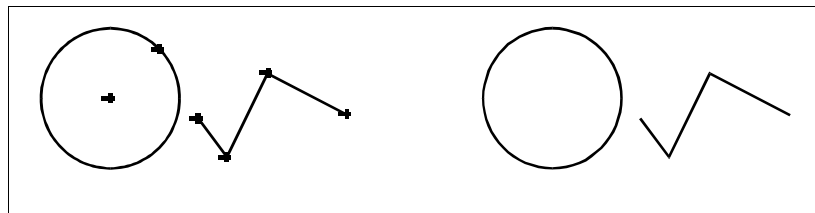
- 1 Do one of the following:
 - Choose Settings > Drawing Settings.
 - On the Settings toolbar, click the Drawing Settings tool ().
 - Type *highlight*, press Enter, and then in the prompt box, choose On or Off.
- 2 Click the Display tab.
- 3 Under Change Settings For, click Display.
- 4 Select or clear the Highlight Item When Selected check box.
- 5 Click OK.

Turning Blips on and off

You can turn Blips off. They are the temporary markers that appear on the screen when you select an entity or location. Blips are visible only until you redraw the drawing. You cannot select Blips; they are used only for reference and never print.

To turn Blips on and off

- 1 Do one of the following:
 - Choose Settings > Drawing Settings.
 - On the Settings toolbar, click the Drawing Settings tool ()
 - Type *blipmode*, press Enter, and then in the prompt box, choose On or Off.
- 2 Click the Display tab.
- 3 Under Change Settings For, click Display.
- 4 Select or clear the Show Marker Blips check box.
- 5 Click OK.



Blips on.

Blips off.

Working with coordinates

For accuracy in a drawing, you can locate specific points by entering coordinates as you draw or modify entities. When you create two-dimensional entities, you enter two-dimensional coordinates; for three-dimensional entities, you specify three-dimensional coordinates.

You can also specify coordinates in relation to other known locations or entities in a drawing. In particular, when you work in three-dimensional drawings, it is often easier to specify coordinates in relation to a two-dimensional working plane, called a user coordinate system (UCS).

This chapter explains how to work with coordinates, including how to:

- Use two-dimensional and three-dimensional coordinate systems.
- Specify absolute and relative coordinates.
- Specify polar, spherical, and cylindrical coordinates.
- Define and manipulate user coordinate systems.

Topics in this chapter

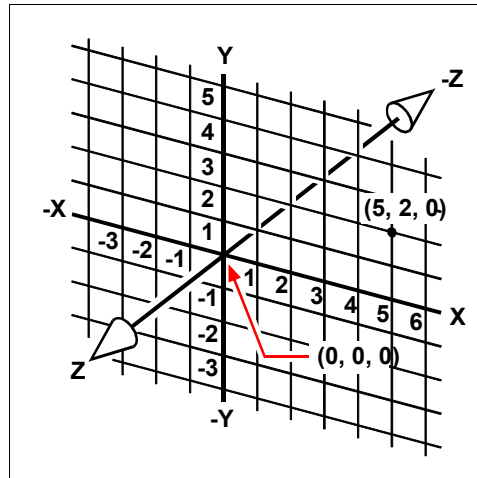
<i>Using Cartesian coordinates</i>	118
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<i>Using three-dimensional coordinates</i>	125
<i>Using xyz point filters</i>	128
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Using Cartesian coordinates

Many commands in IntelliCAD® require that you specify points as you draw or modify entities. You can do so by selecting points with the mouse or by typing coordinate values in the command bar. The program locates points in a drawing using a Cartesian coordinate system.

Understanding how coordinate systems work

The Cartesian coordinate system uses three perpendicular axes—x, y, and z—to specify points in three-dimensional space. Every location in a drawing can be represented as a point relative to a 0,0,0 coordinate point, referred to as the origin. To draw a two-dimensional entity, you specify horizontal coordinate positions along the x-axis and vertical coordinate positions along the y-axis. Thus, every point on a plane can be represented as a coordinate pair composed of an x-coordinate and a y-coordinate. Positive coordinates are located above and to the right of the origin; negative coordinates are located to the left and below the origin.



The three perpendicular axes of the Cartesian coordinate system.

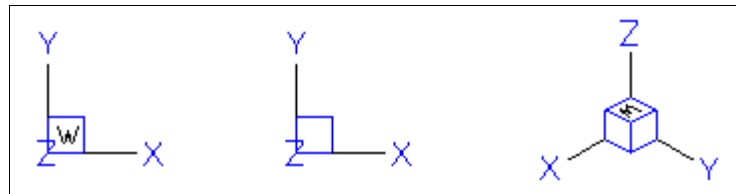
When you work in two dimensions, you need enter only the x- and y-coordinates; the program assumes that the z-axis value is always the current elevation. When you work in three dimensions, however, you must also specify the z-axis value. When you look at a plan view of your drawing (a view from above, looking down), the z-axis extends straight up out of the screen at a 90-degree angle to the xy plane. Positive coordinates are located above the xy plane, and negative coordinates are below the plane.

All IntelliCAD drawings use a fixed coordinate system, called the World Coordinate System (WCS), and every point in a drawing has a specific x,y,z-coordinate in the WCS. You can also define arbitrary coordinate systems located anywhere in three-dimensional space. These are called user coordinate systems and can be located anywhere in the WCS and oriented in any direction.

You can create as many user coordinate systems as you want, saving or redefining them to help you construct three-dimensional entities. By defining a UCS within the WCS, you can simplify the creation of most three-dimensional entities into combinations of two-dimensional entities.

To help you keep your bearings in the current coordinate system, the program displays a coordinate system icon. When you begin a new drawing, you are automatically in the WCS, indicated by the letter *W* in the icon. When you display a drawing in plan view, you see the coordinate system icon from the top, with the z-axis directed straight toward you. When you display a three-dimensional drawing in a view other than plan view, the coordinate system icon changes to reflect your new viewpoint.

TIP *The visible portions of the axes are the positive directions.*



WCS icon.

Plan UCS icon.

3D View WCS icon.

The IntelliCAD UCS icon looks different from the UCS icon in AutoCAD, because it presents more information. Three colors represent the three axes, making it easier for you to recognize the orientation in three-dimensional space:

- x-axis: red
- y-axis: green
- z-axis: blue

If you prefer a single color for the cursor and UCS icon, you can make that change with the *config* or *options* command.

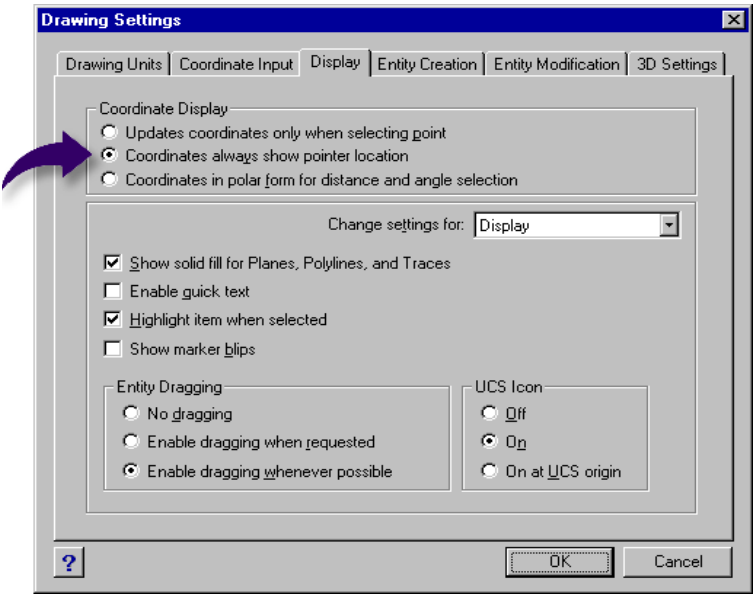
Understanding how coordinates are displayed

The current position of the cursor is displayed as x,y,z-coordinates in the status bar and, by default, updates dynamically as you move the cursor. You can toggle the coordinate display to static mode by pressing F6, so that it updates only when you select a point in the drawing.

You can also change the coordinate display to a different dynamic mode that shows the distance and angle (rather than x,y,z-coordinates) when the program displays a rubber-band line. To do this, choose Settings > Drawing Settings and select the Display tab. Under Coordinate Display, select the option for Coordinates In Polar Form For Distance And Angle Selection.



The coordinates display on the status bar shows the current cursor position.




You can control the coordinate display from the Drawing Settings dialog box.

Finding the coordinates of a point

To find the x,y,z-coordinates for a point on an entity, such as the endpoint of a line, select an appropriate entity snap (such as Endpoint) before selecting the entity. If you have no entity snaps set, the x,y-coordinates of the point you specified is displayed, with the z-coordinate equal to the current elevation.

To find the coordinate of a point in the drawing

1 Do one of the following:

- Choose Tools > Inquiry > ID Coordinates.
- On the Inquiry toolbar, click the ID Coordinates tool ().
- Type *idpoint* and then press Enter.

2 Select the point for which you want to find the coordinates.

If the command bar is activated, the x,y,z-coordinates for the point you selected display in the command bar.

If the command bar is not activated, the Prompt History window displays, showing the x,y,z-coordinates for the point you selected.

Using two-dimensional coordinates

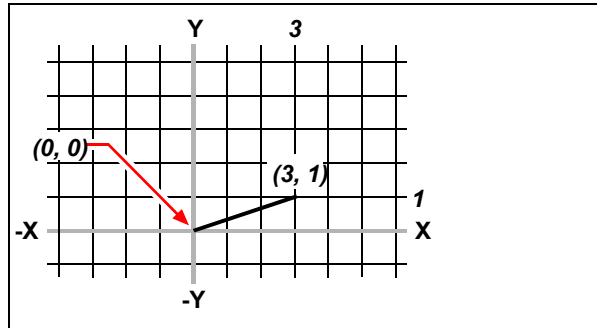
When working in two dimensions, you specify points on the xy plane. You can specify any point as an absolute coordinate (or Cartesian coordinate), using the exact x-coordinate and y-coordinate locations in relation to the origin (the 0,0 coordinate point at which the two axes intersect), or as a relative coordinate in relation to the previous point. You can also specify points using relative or absolute polar coordinates, which locate a point using a distance and an angle.

Entering absolute Cartesian coordinates

To enter absolute Cartesian coordinates, type the coordinate location of the point in the command bar. For example, to use absolute Cartesian coordinates to draw a line from the origin (0,0) to a point 3 units to the right and 1 unit above the origin, start the Line command and respond to the prompts as follows:

Start of line: 0,0

Angle • Length • <Endpoint>: 3,1



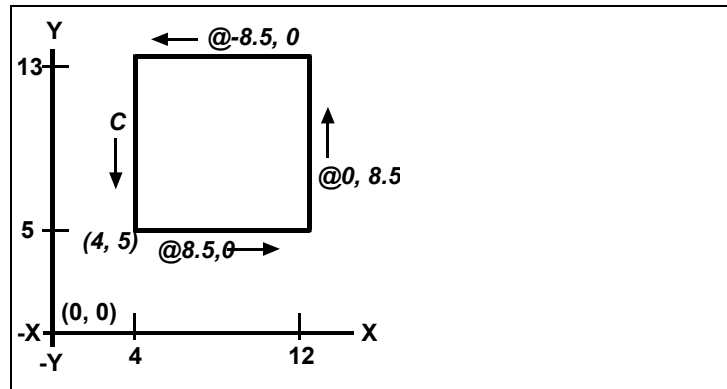
Drawing a line using the absolute Cartesian coordinate method.

When using absolute Cartesian coordinates, you need to know the exact point locations for anything you draw. For instance, to use absolute Cartesian coordinates to draw an 8.5-unit square with its lower left corner at 4,5, you must determine that the upper left corner is at coordinate 4,13.5, the upper right corner at 12.5,13.5, and the lower right corner at 12.5,5.

Entering relative Cartesian coordinates

Another, simpler method is to use relative Cartesian coordinates: you specify a location in the drawing by determining its position relative to the last coordinate you specified. To use relative Cartesian coordinates, type the coordinate values in the command bar, preceded by the *at* symbol (@). The coordinate pair following the @ symbol represents the distance along the x-axis and the y-axis to the next point. For example, to draw an 8.5-unit square with its lower left corner at 4,5 using relative Cartesian coordinates, start the Line command, and then respond to the prompts as follows:

```
Start of line: 4,5
Angle • Length • <Endpoint>: @8.5,0
Angle • Length • Follow • Undo • <Endpoint>: @0,8.5
Angle • Length • Follow • Close • Undo • <Endpoint>: @-8.5,0
Angle • Length • Follow • Close • Undo • <Endpoint>: C
```



Drawing a square using the relative Cartesian coordinates method; enter C to close.

The first relative coordinate (@8.5,0) locates the new point 8.5 units to the right (along the x-axis) from the previous point of 4,5; the second relative coordinate (@0,8.5) locates the next point 8.5 units above (along the y-axis) the previous point, and so on. Entering C (for Close) draws the final line segment back to the first point specified when you started the Line command.

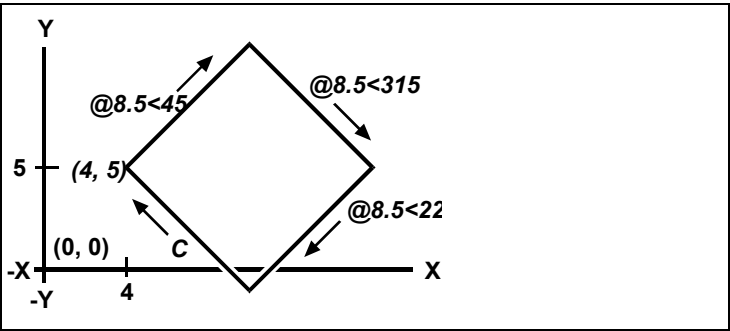
Entering polar coordinates

Using relative polar coordinates makes drawing a square tilted at a 45-degree angle a simple task. Polar coordinates base the location of a point on a distance and angle from either the origin (absolute coordinate) or from the previous point (relative coordinate).

To specify polar coordinates, type a distance and an angle, separated by the open angle bracket (<). For example, to use relative polar coordinates to specify a point 1 unit away from the previous point and at an angle of 45 degrees, type @1<45.

To draw the square from the example in the previous section, “Entering relative Cartesian coordinates,” this time tilted at a 45-degree angle, start the Line command, and then respond to the prompts as follows:

```
Start of line: 4,5
Angle • Length • <Endpoint>: @8.5<45
Angle • Length • Follow • Undo • <Endpoint>: @8.5<315
Angle • Length • Follow • Close • Undo • <Endpoint>: @8.5<225
Angle • Length • Follow • Close • Undo • <Endpoint>: C
```



Drawing a tilted square using the relative polar coordinates method; enter C to close.

NOTE This example, like all examples in this guide, assumes the program’s default settings: Angles increase counterclockwise and decrease clockwise. Thus, an angle of 315 degrees is the same as -45 degrees.

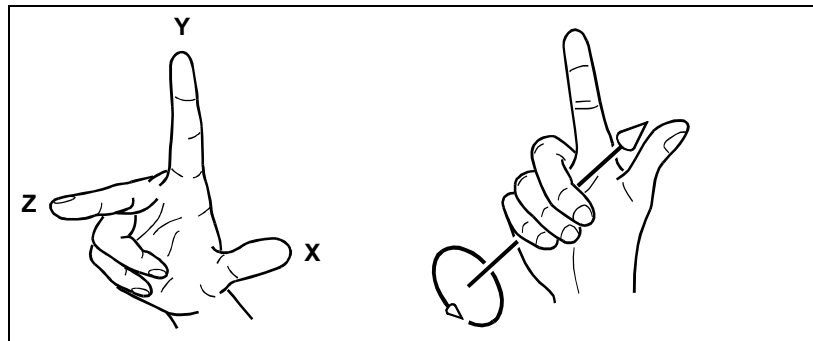
Using three-dimensional coordinates

Specifying coordinates in three-dimensional space is similar to working in two dimensions, except that you also use the z-axis to locate coordinates. Three-dimensional coordinates are represented in the format x,y,z (for example, 2,3,6).

Using the right-hand rule

To visualize how IntelliCAD works with three-dimensional space, use a technique known as the right-hand rule. Hold up your right hand in a loose fist with your palm facing you. Extend your thumb in the direction of the positive x-axis and your index finger upward in the direction of the positive y-axis. Then extend your middle finger straight toward you in the direction of the z-axis. These three fingers are now pointing in the positive x, y, and z directions, respectively.

You can also use the right-hand rule to determine the positive rotation direction. Point your thumb in the positive direction of the axis about which you want to rotate, and then curl the rest of your fingers toward your palm. These fingers are curling in the positive rotation direction.



The right-hand rule helps you determine the positive direction of the x-, y-, and z-axes and the positive rotation direction.

Entering x,y,z-coordinates

When working in three dimensions, you can specify x,y,z-coordinates as absolute distances in relation to the origin (the 0,0,0 coordinate point at which the three axes intersect) or as relative coordinates based on the last point selected. For example, to specify a point 3 units along the positive x-axis, 4 units along the positive y-axis, and 2 units along the positive z-axis, specify the coordinate 3,4,2.

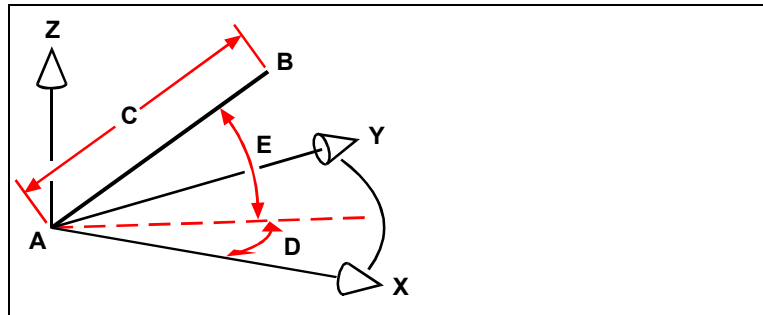
Entering spherical coordinates

When working in three-dimensional space, you can use spherical coordinates to specify a three-dimensional point by entering its distance from either the origin (absolute distance) or the last point (relative distance), along with its angle in the xy plane and its angle up from the xy plane. In spherical format, you separate each angle with the open angle bracket (<).

Thus, to draw a line from the origin to a point 10.2500 drawing units away, at an angle of 45 degrees from the x-axis and 35 degrees from the xy plane, start the Line command, and then respond to the prompts as follows:

```
Start of line: 0,0,0
```

```
Angle • Length • <Endpoint>: 10.2500<45<35
```



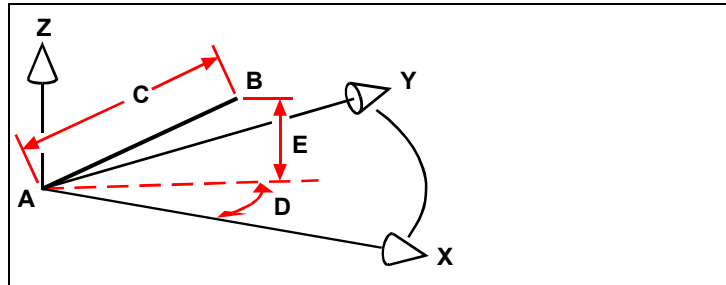
When you draw a line from a start point (A) to an endpoint (B) using spherical coordinates, you specify its length (C, in this case 10.2500 units), the angle in the xy plane (D, in this case 45 degrees), and the angle from the xy plane (E, in this case 35 degrees).

Entering cylindrical coordinates

When working in three-dimensional space, you can also use cylindrical coordinates to specify a three-dimensional point. You specify a point by entering its distance from either the origin (absolute distance) or the last point (relative distance), its angle in the xy plane, and its z-coordinate value.

In cylindrical format, you separate the distance and angle with the open angle bracket (<) and separate the angle and z value with a comma. For example, to draw a line from the last point to a point 7.4750 units away, at an angle of 27 degrees from the x-axis in the xy plane and 3 units up in the z direction, start the Line command, and then respond to the prompts as follows:

```
Start of line: (select point A)
Angle • Length • <Endpoint>: @7.4750<27,3
```



When you draw a line from a start point (A) to an endpoint (B) using cylindrical coordinates, you specify its length (C, in this case 7.4750), the angle in the xy plane (D, in this case 27 degrees), and the distance in the z direction (E, in this case 3 units).

Using xyz point filters

Point filters provide a method of locating a point in a drawing relative to another point without specifying the entire coordinate. Using a point filter, you can enter partial coordinates, and then the program prompts you for the remaining coordinate information. To use xyz point filters, respond to the prompt for a coordinate with a filter in the following form:

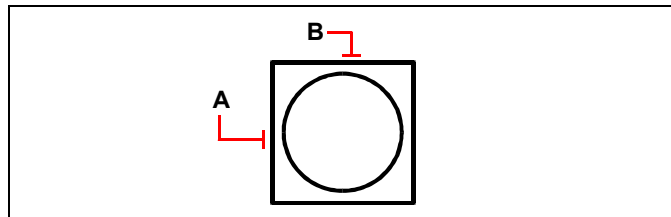
.coordinate

where *coordinate* is one or more of the letters x, y, and z. The program then prompts you for the filtered coordinate(s). For example, if you type *.xy*, the program prompts you to select a point whose xy-coordinate you want, and then prompts you for the z-coordinate. The filters *.x*, *.y*, *.z*, *.xy*, *.xz*, and *.yz* are all valid filters.

Using point filters in two dimensions

You can use point filters when you work in two dimensions to locate points in relation to existing entities. For example, to draw a circle centered in a rectangle, start the Circle command, and then respond to the prompts as follows:

```
2Point • 3Point • RadTanTan • Arc • Multiple • <Center of circle>: .y
Select Y of: mid
Snap to midpoint of: (select the left side of the rectangle)
Still need XZ of: mid
Snap to midpoint of: (select top of the rectangle)
Diameter • <Radius>: (specify radius of circle)
```



You can use point filters to center the circle by separately selecting the midpoints of two sides of the rectangle (**A** and **B**) and then specifying its radius.

Using point filters in three dimensions

You can use point filters when you work in three-dimensional space to locate points in two dimensions and then specify the z-coordinate as the elevation above the xy plane. For example, to begin drawing a line from a point with a z-coordinate 3 units above the center of a circle, insert the circle, and then start the Line command and respond to the prompts as follows:

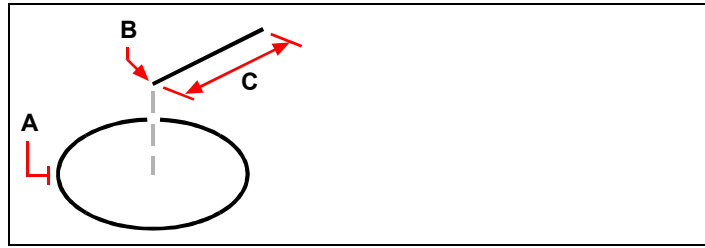
ENTER to use last point • Follow • <Start of line>: .xy

Select XY of: cen

Snap to centerpoint of: *(select a point on the circle)*

Still need Z of: 3 *(locates the starting point 3 units above the center of the circle)*

Length of line: *(specify the length of the line)*

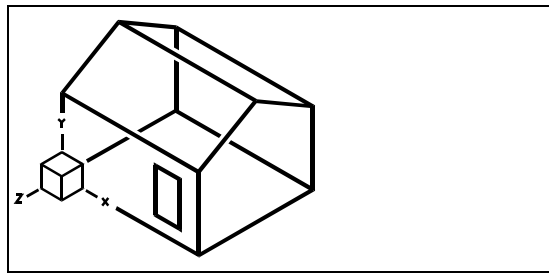


You can use point filters to draw a line by first selecting a point in the xy plane (**A**), specifying the z-coordinate (**B**), and then specifying the length of the line (**C**).

Defining user coordinate systems

When working in three-dimensional space, you can define a UCS with its own 0,0,0 origin and orientation separate from the WCS. You can create as many user coordinate systems as you want, and then save and recall them as you need them to simplify construction of three-dimensional entities.

For example, you can create a separate UCS for each side of a building. Then, by switching to the UCS for the east side of the building, you can draw the windows on that side by specifying only their x- and y-coordinates. When you create one or more user coordinate systems, the coordinate entry is based on the current UCS.



UCS aligned with the front wall of the house.



Defining a user coordinate system

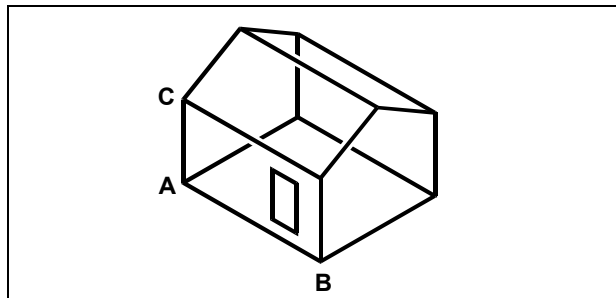
To define a UCS, you can use any of the following methods:

- Specify a new origin and points on the positive x- and y-axes.
- Specify a new origin and point on the positive z-axis.
- Align the UCS with an existing entity.
- Rotate the current UCS around any of its axes.
- Align the UCS with its z-axis parallel to the current viewing direction.
- Align the UCS xy plane perpendicular to the current view.

When you define a new UCS, the UCS icon changes to indicate the origin and orientation of the new UCS.

To define a UCS by specifying a new origin and points on the positive x- and y-axes

- 1 Do one of the following:
 - Choose Settings > User Coordinate Systems.
 - On the Settings toolbar, click the User Coordinate Systems tool (.
 - Type *setucs* and then press Enter.
- 2 In the User Coordinate Systems dialog box, click Explore UCSs.
- 3 In the IntelliCAD Explorer, be sure that Coordinate Systems is selected, and click the New Item tool (.
- 4 In the prompt box, choose 3 Point.
- 5 Select the new origin.
- 6 Select a point on the positive x-axis.
- 7 Select a point in the positive y direction.
- 8 In the IntelliCAD Explorer - Coordinate Systems dialog box, type the name for the new UCS, and then close the dialog box.



Define the new UCS by selecting the origin (A), a point on the positive x-axis (B), and a point in the positive y direction (C).


Using a preset user coordinate system

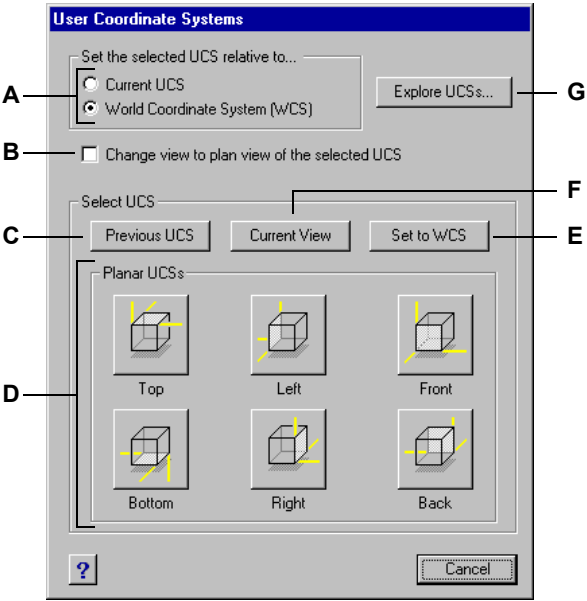
IntelliCAD lets you select a preset UCS. The six planes defined by looking along the x,y,z-axes align the UCS with the top, left, front, bottom, right, or back, based on either the WCS or the current UCS in effect when you select the tool. You can also select the previous UCS, align the UCS to the current view, or select the WCS.

When you select a UCS, the cursor orientation and UCS icon change to reflect the new UCS. The display does not change, however, unless you select the Change View To Plan View Of The Selected UCS check box.

After you align the UCS to a preset UCS, you can use the IntelliCAD Explorer to save the UCS. To do this, in the IntelliCAD Explorer window, choose Edit > New > UCS, and then select Current.

To select a preset UCS

- 1 Do one of the following:
 - Choose Settings > User Coordinate Systems.
 - On the Settings toolbar, click the User Coordinate Systems tool (.
 - Type *setucs* and then press Enter.
- 2 Under Set The Selected UCS Relative To, select either Current UCS to change to the new UCS by reorienting relative to the current UCS or World Coordinate System (WCS) to base the new UCS orientation on the WCS.
- 3 Under Select UCS, click the button corresponding to the UCS you want as the new current UCS.



- | | |
|--|--|
| <p>A Specify whether to define the new UCS relative to the current UCS or to the World Coordinate System (WCS).</p> <p>B Select to change the display to the plan view of the new UCS.</p> <p>C Click to select the previous UCS.</p> | <p>D Click one of these buttons to select the view you want of a preset UCS.</p> <p>E Click to select the WCS.</p> <p>F Click to align the UCS with the current view.</p> <p>G Click to display the IntelliCAD Explorer.</p> |
|--|--|

Working with the IntelliCAD Explorer

The IntelliCAD Explorer provides a powerful and convenient way to maintain and manage many of the features and settings of your drawings. You can use the IntelliCAD Explorer to work with layers, linetypes, text styles, coordinate systems, named views, blocks, and dimension styles within the current drawing or to copy this information between drawings.

This section explains how to use the IntelliCAD Explorer to:

- Manage elements related to settings and entities in your drawings.
- Organize information on layers and manage layers.
- Create and use linetypes.
- Load text fonts and create text styles.
- Select and control coordinate systems.
- Save and restore named views.
- Save, insert, and manage blocks.
- Copy, cut, and paste dimension styles between DWG files.

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Using the IntelliCAD Explorer

The IntelliCAD Explorer opens in its own, separate window, which you can move or resize. The IntelliCAD Explorer window has its own menu and tools.

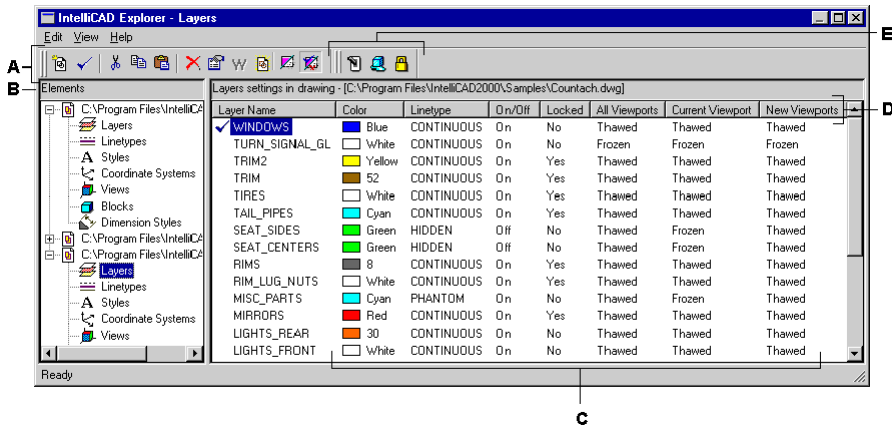
To display the IntelliCAD Explorer

Do one of the following:

- Choose Tools > IntelliCAD Explorer.
- On the Tools toolbar, click the IntelliCAD Explorer tool ()
- Type *explayers* and then press Enter.
- Type *la* and then press Enter.
- On the status bar, right-click on the current layer, and from the list, select the layer you want to make current.

The IntelliCAD Explorer window has two panes, a left pane and a right pane. The elements are listed in the left pane, and the drawing settings are listed and described in the right pane.

TIP *On the Settings menu, you can use the Explore Layers, Explore Blocks, Explore Views, Explore Coordinate Systems, Explore Linetypes, Explore Text Styles, and Explore Dimension Styles commands to display the layers, blocks, views, coordinate systems, linetypes, text styles, and dimension styles for the current drawing in the IntelliCAD Explorer window. Tools for these commands also appear on the Settings toolbar.*












- A** Tools on the Standard toolbar provide controls common to all elements.
- B** The Elements pane shows an outline view containing the name of every drawing currently open and lists the elements you can control in each drawing.

- C** Click on a setting to change it.
- D** The named settings for the selected element.
- E** Other toolbars appear, depending on the selection in the Elements pane.

Using the IntelliCAD Explorer, you can create, delete, or modify any of the settings for the currently selected element for a given drawing. You can also copy the contents of any element from one drawing to another. The tools and menu items on the IntelliCAD Explorer provide the following functions:




IntelliCAD Explorer tools

Tool	Function
() New Item	Creates a new layer, linetype, style, coordinate system, view, block, or dimension style.
() Current	Makes the selection current.
() Cut	Cuts the selection to the Clipboard.
() Copy	Copies the selection to the Clipboard.
() Paste	Pastes the selection from the Clipboard into the appropriate list of a different drawing.
() Delete	Deletes the selection from the list.
() Properties	Displays the properties for the selection.
() World	Sets the current coordinate system to the World Coordinate System (WCS).
() Purge	Eliminates unreferenced elements from your drawing file.

Copying settings

A particularly powerful feature of the IntelliCAD Explorer is its capability of copying many of the settings—layers, linetypes, text styles, coordinate systems, views, blocks, or dimension styles—from one drawing to another. If you have more than one drawing open, the IntelliCAD Explorer makes it easy to reuse information. For example, when you copy layers from one drawing to another, the layer names as well as their linetypes, colors, and other settings are also copied, but not the entities on those layers.

To copy layers from one open drawing to another open drawing

- 1 Do one of the following:
 - Choose Settings > Explore Layers.
 - On the Settings toolbar, click the Explore Layers tool (.
 - Type *explayers* and then press Enter.
- 2 In the Elements pane, select the drawing from which you want to copy layers.
- 3 If necessary, click the plus (+) symbol to expand the Elements list for the drawing, and then click Layers.
- 4 In the Layers Settings In Drawing list (right pane), select the layers you want to copy.
- 5 Choose Edit > Copy, or click the Copy tool (.
- 6 In the Elements pane, select the drawing to which you want to copy the layers.
- 7 If necessary, click the plus (+) symbol to expand the Elements list for the drawing, and then click Layers.
- 8 Choose Edit > Paste, or click the Paste tool (.



Deleting settings

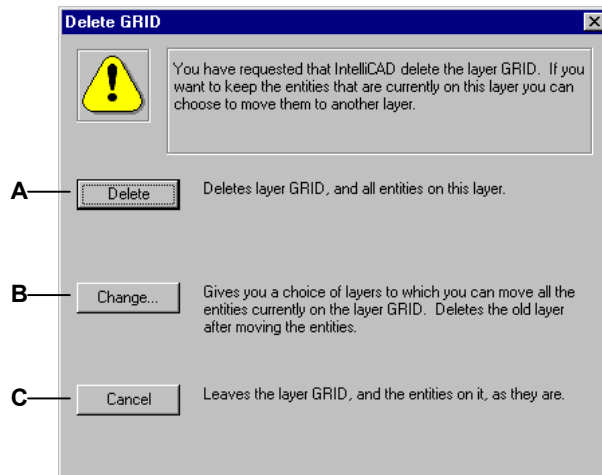
You can use the IntelliCAD Explorer to delete many of the items that appear in the Elements list. You can delete a layer, linetype, text style, coordinate system, view, block, or dimension style.

Because you may have already created entities on a particular layer or using a particular linetype or text style, deleting one of these elements requires that you make certain choices from options the program presents. For example, if you attempt to delete a layer, the program prompts you to specify whether you want to move any entities from that layer to another layer. Every drawing has at least one layer, the default layer, named “0.” You cannot delete or rename this layer. Your drawing can also contain an unlimited number of additional layers, each of which you assign a unique name.

If you try to delete a linetype, the program prompts you to specify whether you want to convert all entities drawn using that linetype to a different linetype. If you attempt to delete a text style, the program prompts you to specify whether you want to convert all text entities created using that style to a different style.

To delete a layer and relocate its entities to another layer

- 1 Do one of the following:
 - Choose Settings > Explore Layers.
 - On the Settings toolbar, click the Explore Layers tool (.
 - Type *explayers* and then press Enter.
- 2 From the Layer Name list, select the layer that you want to delete.
If that layer is the current layer, layer 0 automatically becomes the current layer.
- 3 Choose Edit > Delete, or click the Delete tool (.
- 4 From the dialog box, click Change.
- 5 In the drop-down list, double-click the layer to which you want to relocate entities.





- A** Click to delete the layer and all entities on the layer.
- B** Click to delete the layer after first relocating all of its entities to a selected layer.
- C** Click to cancel the layer deletion.

Purging elements

From within the IntelliCAD Explorer, you can eliminate unused blocks, layers, line-types, text styles, or dimension styles from your drawing file. Purging unused elements can significantly reduce the drawing file size.

To purge an element

- 1 Do one of the following:
 - Choose Tools > IntelliCAD Explorer.
 - On the Tools toolbar, click the IntelliCAD Explorer tool .
 - Type *explayers* and then press Enter.
- 2 Select the element from which you want to purge unreferenced elements.
- 3 From the Standard toolbar, select the Purge tool . The main drawing window appears.
- 4 From the prompt box, select Yes to purge the element listed in the command line, or select Yes To All to purge all unused elements.

Organizing information on layers

Layers in IntelliCAD® 2001 are like the transparent overlays you use in manual drafting. You use layers to organize different types of drawing information. In IntelliCAD, each entity in a drawing exists on a layer. When you draw an entity, it is created on the current layer.

You can control the visibility of layers in individual viewports. When you turn a layer off, entities drawn on that layer are no longer visible, and they do not print. Although a layer may be invisible, you can still select it as the current layer, in which case new entities are also invisible until you turn the layer back on. Entities on invisible layers can also affect the display and printing of entities on other layers. For example, entities on invisible layers can hide other entities when you use the Hide command to remove hidden lines.

You can also freeze and thaw layers. Entities drawn on frozen layers do not display, do not print, and do not regenerate. When you freeze a layer, its entities do not affect the display or printing of other entities. For example, entities on frozen layers do not hide other entities when you use the Hide command to remove hidden lines. In addition, you cannot draw on a frozen layer until you thaw it, and you cannot make a frozen layer current.



You cannot freeze the current layer. If you attempt to freeze the current layer, a dialog box appears prompting you to specify a different layer. You also cannot freeze or thaw a viewport layer. To set this property, you must set TILEMODE to Off.

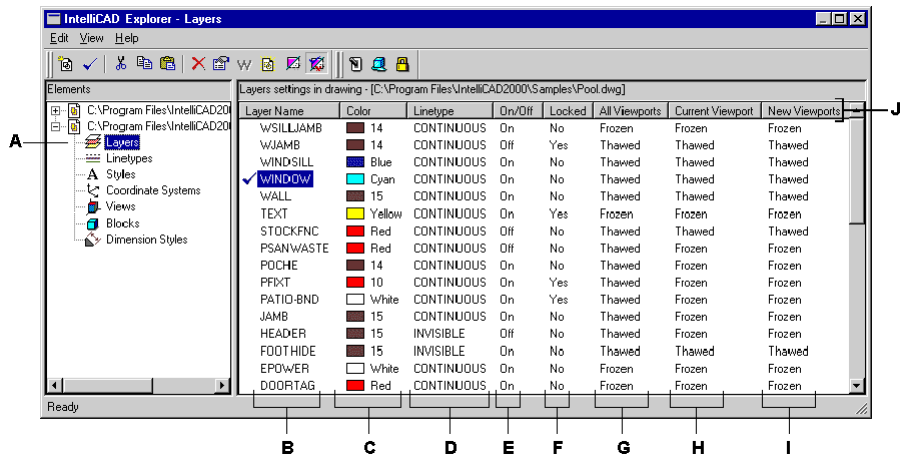
You can lock or unlock layers. The entities on a locked layer are still visible and will print, but you cannot edit them. Locking a layer prevents you from accidentally modifying entities.

Each layer has its own color and linetype. Entities you draw on a particular layer are displayed in the color and linetype associated with that layer unless you override these settings. You control all of the associated settings for layers using the Layers elements in the IntelliCAD Explorer.

To display layers in the IntelliCAD Explorer

Do one of the following:

- Choose Settings > Explore Layers.
- Choose Tools > IntelliCAD Explorer.
- On the Tools toolbar, click the IntelliCAD Explorer tool .
- On the Settings toolbar, click the Explore Layers tool .
- Type *explayers* and then press Enter.



- A** Select Layers to display the Layers settings.

B Lists named layers in the current drawing. A check mark indicates the current layer.

C Displays the color assigned to each layer.

D Displays the linetype assigned to each layer.

E Indicates the visibility status of each layer.




F Indicates the locked or unlocked status of each layer.
- G** Indicates the frozen or thawed status of each layer for all viewports.

H Indicates the frozen or thawed status of the layer in the current viewport.

I Indicates the frozen or thawed status of the layer for new viewports in paper space.

J Sorts the layers by that property when you click a column head.

When Layers are displayed, three tools on the Layer toolbar provide the following functions:

- () Layer On/OffToggles the selected layers on and off.
- () Freeze/ThawFreezes or thaws the selected layers.
- () Lock/UnlockLocks or unlocks the selected layers.


You can change any of these settings by clicking either the tool or its current condition. You can edit the color and linetype of a layer by clicking the color or linetype name and selecting the values you want in the dialog box.


Creating and naming layers

You can create an unlimited number of layers in every drawing and use those layers for organizing information. When you create a new layer, it is initially assigned the color white (or black, depending on your system settings) and the linetype CONTINUOUS. By default, a new layer is also visible. After you create and name a layer, you can change its color, linetype, visibility, and other properties.


NOTE *Layer names created or renamed in IntelliCAD can have up to 31 characters and cannot include spaces. IntelliCAD will, however, display longer layer names and names containing spaces, such as layers created in AutoCAD 2000.*

To create a new layer

- 1 Do one of the following:
 - Choose Settings > Explore Layers.
 - On the Settings toolbar, click the Explore Layers tool (.
 - Type *explayers* and then press Enter.
- 2 Choose Edit > New > Layer.
The program adds a new layer to the Layer Name list, with the default name NewLayer1.
- 3 Type a name for the new layer over the highlighted default name, and then press Enter.
- 4 To complete the command and return to your drawing, close the window.

TIP *You can also create a new layer by selecting the Layers element for a drawing and clicking the New Item tool (.*

To change a layer name in the current drawing



- 1 Do one of the following:
 - Choose Settings > Explore Layers.
 - On the Settings toolbar, click the Explore Layers tool ()
 - Type *explayers* and then press Enter.
- 2 In the Layer Name list, select the layer you want to make current.
- 3 Do one of the following:
 - Choose Edit > Rename, type a new name, and then press Enter.
 - Highlight the layer name you want to change, type a new name, and then press Enter.
 - Right-click the layer name you want to change, and from the shortcut menu, select Rename, type a new name, and then press Enter.
- 4 To complete the command and return to your drawing, close the window.

NOTE *You cannot rename the 0 layer.*


Setting the current layer

When you create new entities, they are drawn on the current layer. To draw new entities on a different layer, you must first make that layer the current layer.

To make a layer current

- 1 Do one of the following:
 - Choose Settings > Explore Layers.
 - On the Settings toolbar, click the Explore Layers tool ()
 - Type *explayers* and then press Enter.
- 2 In the Layer Name list, select the layer you want to make current.
- 3 Do one of the following:
 - Choose Edit > Current.
 - In the Layer Name list, select the name you want to make current, and then click the Current tool ()
 - Double-click the layer name in the Layer Name list.
 - Right-click the layer name you want to change, and from the shortcut menu select Current.
- 4 To complete the command and return to your drawing, close the window.

To set the current layer to that of an existing entity

- 1 Do one of the following:
 - Choose Settings > Set Layer By Entity.
 - On the Settings toolbar, click the Set Layer By Entity tool ().
 - Type *setlayer* and then press Enter.
- 2 Select the entity to set the current layer.


Controlling layer visibility

A layer can be visible or invisible. Entities on invisible layers are not displayed and do not print. By controlling layer visibility, you can turn off unnecessary information, such as construction lines or notes. By changing layer visibility, you can put the same drawing to multiple uses.

For example, if you are drawing a floor plan, you can draw the layout of light fixtures on one layer and the location of plumbing lines on another. By selectively turning layers on and off, you can print the electrical engineering drawings and the plumbing drawings from the same drawing file. For even more convenience, you can control the visibility of layers within individual viewports, so that layers that display in one viewport are invisible in other viewports in the same drawing.

When you turn a layer off, entities drawn on that layer are no longer visible. When you turn the layer back on, the entities on that layer are redisplayed.

To turn layers on or off

- 1 Do one of the following:
 - Choose Settings > Explore Layers.
 - On the Settings toolbar, click the Explore Layers tool ().
 - Type *explayers* and then press Enter.
- 2 In the Layer Name list, select the layer you want to turn on or off.
- 3 Do one of the following:
 - Choose View > On/Off.
 - Right-click the layer you want to change, and from the shortcut menu, select Properties and turn the layer on or off.
 - Click the setting in the On/Off column.


The On/Off column shows the new setting.

- 4 To complete the command and return to your drawing, close the window.

You can also freeze layers to improve the performance of operations such as zooming and panning or producing hidden lines or shaded images. When a layer is frozen, entities drawn on that layer are no longer visible.


To control the visibility of external reference layers and save any changes made to them in the current drawing, turn on the XRef Layer Visibility system variable.

To turn on XRef Layer Visibility

- 1 Do one of the following:
 - Choose Settings > Explore Layers.
 - On the Settings toolbar, click the Explore Layers tool ().
 - Type *explayers* and then press Enter
- 2 Choose View > XRef Layer Visibility.

TIP You can also turn on this variable by typing *visretain*.

To freeze or thaw layers

- 1 Do one of the following:
 - Choose Settings > Explore Layers.
 - On the Settings toolbar, click the Explore Layers tool ().
 - Type *explayers* and then press Enter.
- 2 In the Layer Name list, select the layers you want to freeze or thaw.
- 3 Do one of the following:
 - Choose View > Freeze/Thaw.
 - Right-click the layer you want to change, and from the shortcut menu, select Properties and freeze or thaw the layer.
 - Click the setting in the All Viewports column.


The All Viewports column shows the new setting.

- 4 To complete the command and return to your drawing, close the window.

Locking and unlocking layers

Locking a layer makes it easy to refer to information contained on the layer, but prevents you from accidentally modifying its entities. When a layer is locked (but visible and thawed), its entities remain visible, but you cannot edit them. If you lock the current layer, you can still add new entities to it. You can also change the linetype and color associated with a locked layer. Unlocking a layer restores full editing capabilities.

To lock or unlock layers

- 1 Do one of the following:
 - Choose Settings > Explore Layers.
 - On the Settings toolbar, click the Explore Layers tool ().
 - Type *explayers* and then press Enter.
- 2 In the Layer Name list, select the layers you want to lock or unlock.
- 3 Do one of the following:
 - Choose View > Lock/Unlock.
 - Right-click the layer name you want to change, and from the shortcut menu, select Properties and lock or unlock the layer.
 - Click the setting in the Locked column.


The Locked column shows the new setting.
- 4 To complete the command and return to your drawing, close the window.

Setting the layer color

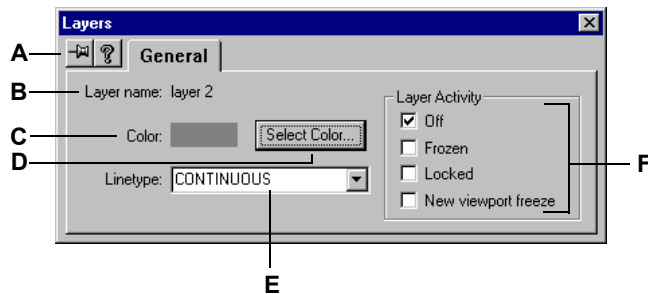
Each layer in a drawing is assigned a color. IntelliCAD uses the BYLAYER color as the default color setting for entity creation so that new entities are drawn in the color of the layer on which they are inserted (set in the Drawing Settings dialog box).

Using the IntelliCAD Explorer, you can set or change the color assigned to a layer. With the direct-editing feature, you can click on the color you want to change, and then select a new color from the dialog box that appears. Changing a layer's color automatically changes the color of all entities on that layer with the BYLAYER color.

To change the layer color

- 1 Do one of the following:
 - Choose Settings > Explore Layers.
 - On the Settings toolbar, click the Explore Layers tool ()
 - Type *explayers* and then press Enter.
- 2 In the right pane, click the color swatch for the layer you want to change.
- 3 Do one of the following:
 - In the Color dialog box, select the color you want, and then click OK.
 - Right-click the layer you want to change, and from the shortcut menu, select Properties and change the layer color.

NOTE You can also assign a specific color to an entity, which overrides the layer's color setting. When you create a new entity, use the Settings > Colors > Select Colors command to change the current color. For an existing entity, select the entity, right-click for the shortcut menu, and choose Properties. You can then change the entity's color in the Entity Properties dialog box.



- | | |
|---|---|
| <p>A Select to keep the dialog box on the screen when you switch back to the IntelliCAD Explorer.</p> <p>B Displays the name of layer whose properties are being changed.</p> <p>C Displays the current layer color.</p> | <p>D Click to display the Color dialog box to select a new color.</p> <p>E Choose the linetype assigned to the selected layer.</p> <p>F Select or clear check boxes to control other properties of the selected layer.</p> |
|---|---|

Setting a layer's linetype


Each layer uses a default linetype (a repeating pattern of dashes, dots, or blank spaces). Lintype determines the appearance of entities both on the screen and when printed.

It's a good idea to assign the BYLAYER linetype to any entities that you draw on that layer. IntelliCAD uses the BYLAYER linetype as the default linetype setting for Entity Creation (in the Drawing Settings dialog box).

Using the IntelliCAD Explorer, you can set or change the linetype assigned to a layer. With the direct-editing feature, you can click on the linetype you want to change, and then select a new linetype from the dialog box that appears. Changing the linetype assigned to a layer changes the linetype of all entities drawn on that layer with the BYLAYER linetype.

NOTE *Only those lintypes already set in the drawing can be assigned to layers. For more information about setting additional lintypes, see the next section, "Working with Lintypes."*

To change the linetype assigned to one or more layers

- 1 Do one of the following:
 - Choose Settings > Explore Layers.
 - On the Settings toolbar, click the Explore Layers tool () .
 - Type *explayers* and then press Enter.
- 2 In the right pane, click the linetype for the layer you want to change.
- 3 In the Lintype dialog box, select a new linetype for the layer, or click Browse to select your linetype file.

You can also right-click the layer you want to change, and from the shortcut menu, select Properties and change the linetype assigned to a layer.

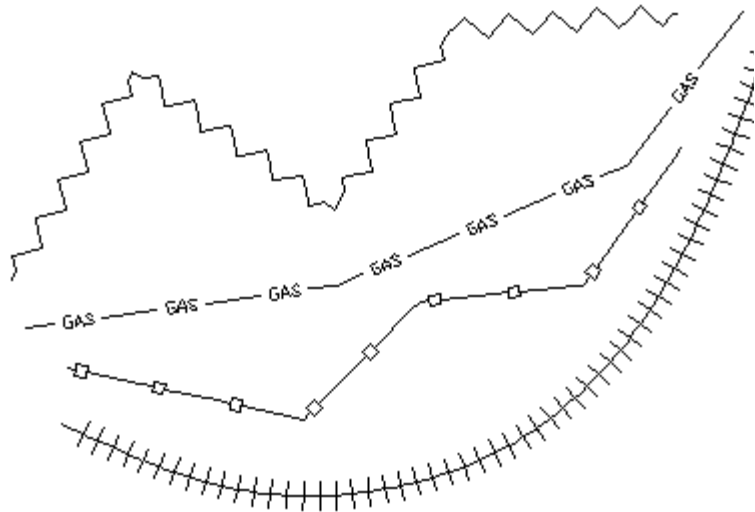
NOTE *You can also assign a specific linetype to an entity, which overrides the layer's linetype setting. When you create a new entity, use the Settings > Explore Lintypes command to change the current linetype through the IntelliCAD Explorer. For an existing entity, select the entity, right-click for the shortcut menu, and choose Properties. You can then modify the entity's linetype in the Entity Properties dialog box.*

Working with linetypes

IntelliCad provides simple and complex linetypes:

- A *simple* linetype consists of a repeating pattern of dots, dashes, or blank spaces.
- A *complex* linetype contains embedded shape and text objects along with dots, dashes, and spaces.


You can use different linetypes to represent specific kinds of information. For example, if you are drawing a site plan, you can draw roads using a continuous linetype, a fence using a using a linetype of dashes square posts, or a gas line using a complex linetype showing the text 'GAS'.

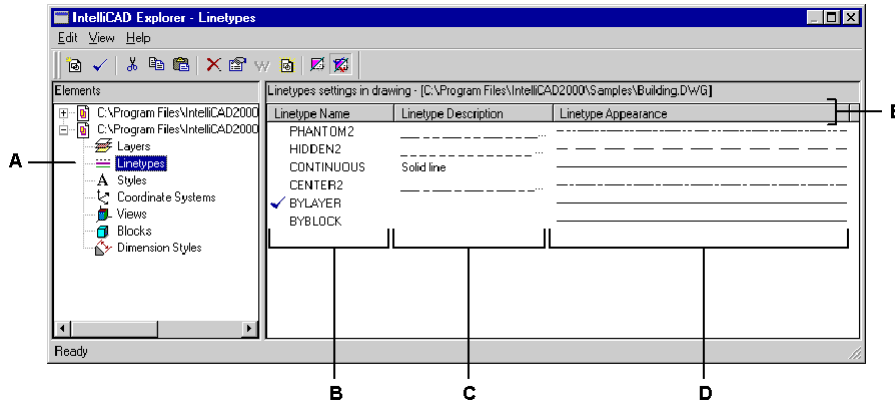


By default, every drawing has at least three linetypes: CONTINUOUS, BYLAYER, and BYBLOCK. You cannot rename or delete these linetypes. Your drawing may also contain an unlimited number of additional linetypes. You can load more linetypes into the program from a linetype library file or create and save linetypes you define.

To display the IntelliCAD Explorer Linetypes element

Do one of the following:

- Choose Settings > Explore Linetypes.
- On the Settings toolbar, click the Explore Linetypes tool ().
- Type *expltypes* and then press Enter.
- Choose Tools > IntelliCAD Explorer, and then click the Linetypes element.





- A Select Linetypes to display the Linetypes settings.
- B Lists names of linetypes loaded in the current drawing. A check mark indicates the current linetype.
- C Describes linetypes loaded in the current drawing.
- D Shows how linetypes will appear in the drawing.
- E Sorts the linetypes by that property when you click a column head.

Setting the current linetype

You normally draw an entity using the linetype assigned to the current layer, indicated as BYLAYER. You can also assign linetypes on a per-entity basis, which overrides the layer's linetype setting. A third option is to assign the BYBLOCK linetype, whereby you draw new entities using the default linetype until you group them into a block. The entities inherit the current linetype setting when you insert the block into the drawing.



To make the linetype current

- Do one of the following:
 - Choose Settings > Explore Linetypes.
 - On the Settings toolbar, click the Explore Linetypes tool ().
 - Type *expltypes* and then press Enter.
- In the Linetype Name list, select the linetype you want to make current.
- Do one of the following:
 - Choose Edit > Current.
 - Select it in the Linetype Name list and click the Current tool ().
 - Double-click the linetype name.
- To complete the command and return to your drawing, close the window.

Loading additional linetypes

Before you can select a new linetype to use in a drawing, you must either create the linetype definition or load a predefined linetype from a linetype library file (*.lin). IntelliCAD includes a linetype library file, *icad.lin*, which contains more than 100 predefined linetypes.

To load a new linetype from a linetype library



- 1 Do one of the following:
 - Choose Settings > Explore Lintypes.
 - On the Settings toolbar, click the Explore Lintypes tool ().
 - Type *expltypes* and then press Enter.
- 2 Using one of the following methods, open the New Linetype dialog box:
 - Choose Edit > New > Linetype.
 - Click the New Item tool (.
 - With the cursor in the right pane of the window, right-click to display the shortcut menu, and then choose New > Linetype.
- 3 Click Choose From File.
- 4 Click Browse.
- 5 Select the linetype library file, and then click Open.
- 6 Select the linetype you want to load.
- 7 Click OK, and then close the window.

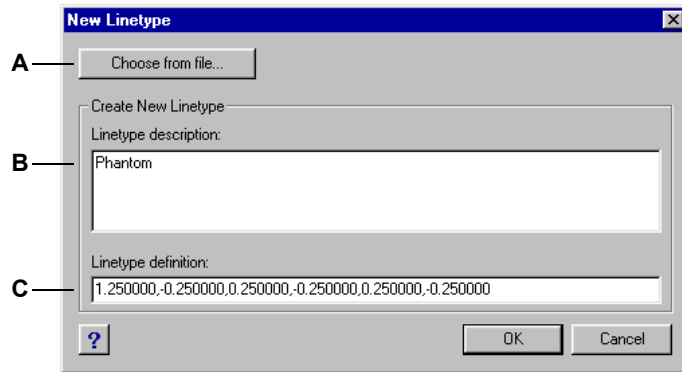
Creating and naming linetypes

In addition to loading predefined linetypes from a linetype library file, you can create new linetypes. You can save new linetypes you create to a linetype library file for use in other drawings.

NOTE *Linetype names created or renamed in IntelliCAD can have up to 31 characters and cannot include spaces. IntelliCAD will, however, display longer linetype names and names containing spaces, such as linetypes created in AutoCAD 2000.*

To create a new simple linetype

- 1 Do one of the following:
 - Choose Settings > Explore Linetypes.
 - On the Settings toolbar, click the Explore Linetypes tool ().
 - Type *expltypes* and then press Enter.
- 2 Using one of the following methods, open the New Linetype dialog box:
 - Choose Edit > New > Linetype.
 - Click the New Item tool ().
 - With your cursor in the right pane of the window, right-click to display the shortcut menu, and choose New > Linetype.
- 3 In the Linetype Description field, type the linetype description.
 You can type anything in this field that will help you remember the purpose or appearance of this linetype. For example, it is helpful to type text or symbols such as __. __. that approximate the appearance of the linetype.
- 4 In the Linetype Definition field, type the linetype definition.
 The definition consists of positive and negative numbers separated by commas. A positive number draws a solid line segment for the specified number of drawing units; a negative number creates a gap for the specified number of units; a zero creates a dot.
- 5 Click OK.
 The program adds the new linetype to the linetypes list with the default name, NewLinetype1.
- 6 To enter a name for the new linetype, type over the highlighted default text, and press Enter.
 Do not use spaces between words in the new linetype name.
- 7 To complete the command and return to your drawing, close the window.





- A** Click to select a predefined linetype from a linetype library file.
- B** Type any description in this box that helps you remember the purpose or appearance of the linetype.

- C** Type the definition of the linetype, consisting of positive and negative numbers separated by commas.

To create a new complex linetype

A complex linetype can denote utilities, boundaries, contours, and so on. As with simple linetypes, complex lines are dynamically drawn as the user specifies vertices. Shapes and text objects embedded in lines are always displayed completely; they are never trimmed.

- 1 Do one of the following:
 - Choose Settings > Explore Linetypes.
 - On the Settings toolbar, click the Explore Linetypes tool ().
 - Type *expltypes* and then press Enter.
- 2 Using one of the following methods, open the New Linetype dialog box:
 - Choose Edit > New > Linetype.
 - Click the New Item tool ().
 - With your cursor in the right pane of the window, right-click to display the shortcut menu, and choose New > Linetype.
- 3 In the Linetype Description field, type the linetype description.
 You can type anything in this field that will help you remember the purpose or appearance of this linetype. For complex linetypes, it is helpful to type a text description of the linetype.
- 4 In the Linetype Definition field, type the linetype definition.
 As for the simple linetypes, the syntax for a complex linetype is a comma delimited list of pattern descriptors. see “Syntax for a complex linetype definition” on page 157 in this chapter.

5 Click OK.

The program adds the new linetype to the linetypes list with the default name, NewLinetype1.

6 To enter a name for the new linetype, type over the highlighted default text, and press Enter.

Do not use spaces between words in the new linetype name.

7 To complete the command and return to your drawing, close the window.**Syntax for a complex linetype definition**

Complex linetypes can include shape and text objects as pattern descriptors, as well as the dash and dot descriptors of simple linetypes.

The shape descriptor syntax

You can add a shape object to a complex linetype using the following syntax:

[shape_name, shape_filename] or [shape_name, shape_filename, transform]

The definitions of the fields in the syntax are as follows.

shape_name The name of the shape to add to the linetype. The shape name must exist in the specified shape file (shape_filename).

shape_filename The name of a compiled shape definition file (extension *.shx). If no path is defined for the shape filename, the library path is searched for the file.

transform The transform argument is optional and can be any series of the following (each preceded by a comma):

R=value	Relative rotation
A=value	Absolute rotation
S=value	Scale
X=value	X offset
Y=value	Y offset

In this syntax, *value* represents a signed decimal number. The rotation is expressed in degrees while the other options are in linetype scaled drawing units.

rotation R=value or A=value.

R= determines a relative or tangential rotation with respect to the line's elaboration.

A= determines an absolute rotation of the shape with respect to the origin. All shapes have the same rotation regardless of their relative position to the line. The value can be appended with a *d* for degrees (default), *r* for radians, or *g* for grads. If rotation is omitted, 0 relative rotation is used.

scale S=value.

Determines a factor by which the shape's internal scale is multiplied. If the shape's internal scale is 0, the scale value is used as the scale.

X offset X=value.

Determines a shift of the shape along the X axis of the linetype computed from the end of the linetype definition vertex. If X offset is omitted or is 0, the shape is elaborated with no offset. Include this field if you want a continuous line with shapes. This value is not scaled by the scale factor defined by S.

Y offset Y=value.

Determines a shift of the shape along the Y axis of the linetype computed from the end of the linetype definition vertex. If Y offset is omitted or 0, the shape is elaborated with no offset. This value is not scaled by the scale factor defined by S.

The text descriptor syntax

You can add a text object to a complex linetype using the following syntax:

`["string", style_name] or ["string", style_name, transform]`

The definitions of the fields in the syntax are as follows.

string The text to be used in the complex linetype. You cannot use the ` or the " characters in the text string. To use these characters, enter a control code (%%) with the ASCII value for the character instead.

style_name The name of the text style to be elaborated. The specified text style must be included. If it is omitted, use the currently defined style.

transform The transform argument is optional and can be any series of the following (each preceded by a comma):

R=value	Relative rotation
A=value	Absolute rotation
S=value	Scale
X=value	X offset
Y=value	Y offset

In this syntax, *value* represents a signed decimal number. The rotation is expressed in degrees while the other options are in linetype scaled drawing units.

rotation R=value or A=value.

R= determines a relative or tangential rotation with respect to the line's elaboration.

A= determines an absolute rotation of the text with respect to the origin. All text has the same rotation regardless of its relative position to the line. The value can be appended with a *d* for degrees (default), *r* for radians, or *g* for grads. If *rotation* is omitted, 0 relative rotation is used.

Rotation is centered between the baseline and the nominal cap heights box.

scale S=value.

Determines a factor by which the style's height is multiplied. If the style's height is 0, the scale value is used as the scale.

Because the final height of the text is defined by both the scale value and the height assigned to the text style, you will achieve more predictable results by setting the text style height to 0. It is recommended that you create separate text styles for text in complex linetypes to avoid conflicts with other text in your drawing.

X offset X=value.


Determines a shift of the text along the X axis of the linetype computed from the end of the linetype definition vertex. If X offset is omitted or is 0, the text is elaborated by using the lower left corner of the text as the offset. Include this field if you want a continuous line with text. This value is not scaled by the scale factor that is defined by S.

Y offset Y=value.


Determines a shift of the text along the Y axis of the linetype computed from the end of the linetype definition vertex. If Y offset is omitted or is 0, the text is elaborated by using the lower left corner of the text as the offset. This value is not scaled by the scale factor that is defined by S.

Editing linetypes

To change a linetype name

- 1 Do one of the following:
 - Choose Settings > Explore Linetypes.
 - On the Settings toolbar, click the Explore Linetypes tool ().
 - Type *expltypes* and then press Enter.
- 2 Do one of the following:
 - Select the linetype, and then choose Edit > Rename.
 - Click the linetype name you want to change, and then type the new name.
 - Right-click the linetype name you want to change, and from the shortcut menu, select Rename.
- 3 To complete the command and return to your drawing, close the window.

To change a linetype definition

- 1 Do one of the following:
 - Choose Settings > Explore Linetypes.
 - On the Settings toolbar, click the Explore Linetypes tool ()
 - Type *expltypes* and then press Enter.
- 2 Right-click on the linetype name for which you want to change the definition.
- 3 From the shortcut menu, select Properties.
- 4 In the Linetype Definition field, define the linetype using positive and negative numbers and zeros.
 A positive number draws a solid line segment for the specified number of drawing units. A negative number creates a gap for the specified number of drawing units. A zero creates a dot.
- 5 To complete the command and return to your drawing, close the Linetypes dialog box and the IntelliCAD Explorer window.

NOTE You cannot rename the *CONTINUOUS*, *BYBLOCK*, or *BYLAYER* linetypes.

Working with text fonts and styles


When you add text to a drawing, it is created using the current text style. The text style determines the font, size, angle, orientation, and other text characteristics.

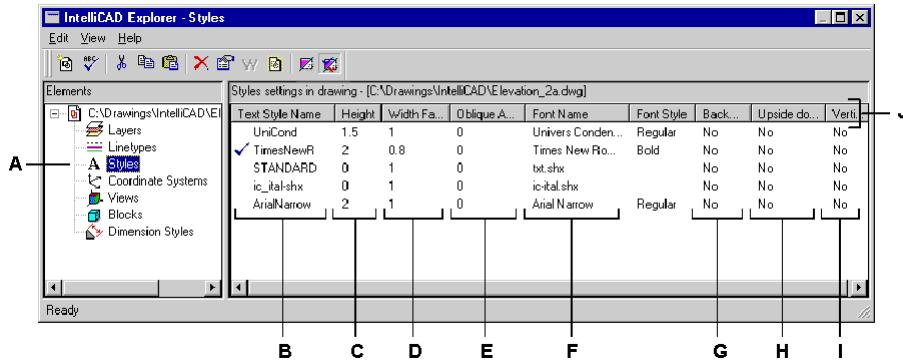
Every drawing has at least one text style, named *Standard*, which initially uses the *txt* font. You cannot delete the *Standard* style, but you can rename it or modify it. For example, you can change the font or the oblique angle applied to the font. You also can use an unlimited number of additional text styles in your drawing.

From the IntelliCAD Explorer, you can directly edit any setting associated with a text style by using the single-click editing method to change the setting.

To display the IntelliCAD Explorer Text Styles element

Do one of the following:

- Choose Settings > Explore Text Styles.
- Choose Tools > IntelliCAD Explorer, and then click the Styles element.
- On the Settings toolbar, click the Explore Text Styles tool ()
- Type *expstyles* and then press Enter.



- A Select Styles to display the Styles settings.
- B Lists names of text styles defined in the current drawing. A check mark indicates the current style.
- C Displays the height assigned to the text style.
- D Displays the width factor assigned to the text style.
- E Displays the oblique angle assigned to the text style.
- F Displays the font on which the style is based, including the path and font file name.
- G Indicates whether text will appear backward.
- H Indicates whether text will appear upside down.
- I Indicates whether text will appear vertically.
- J Click any column head to sort the styles by that property.


Creating and naming text styles


Fonts are character sets that consist of letters, numbers, punctuation marks, and symbols. Each font is stored in its own font file. Text styles apply additional formatting to fonts. You can create multiple text styles based on the same font, changing the various characteristics to alter the appearance of the font. To create a new text style, you assign formatting characteristics to a font.

IntelliCAD uses *.shx font files and provides a selection of fonts. These fonts are located in the IntelliCAD/Fonts directory. You can also use any font designed to work with AutoCAD. Many fonts are available from third-party vendors.


NOTE Text style names created or renamed in IntelliCAD can have up to 31 characters and cannot include spaces. IntelliCAD will, however, display longer text style names and names containing spaces, such as text styles created in AutoCAD 2000.

To create a new text style

- 1 Do one of the following:
 - Choose Settings > Explore Text Styles.
 - On the Settings toolbar, click the Explore Text Styles tool ().
 - Type *expfonts* and then press Enter.
- 2 Choose Edit > New > Style.
- 3 Select the font on which you want to base the new style, and then click Open.
The program adds a new style to the text styles list with the default name, NewStyle1.
- 4 Type the name for the new style by typing over the highlighted default text, and then press Enter.
- 5 To complete the command, close the window.

TIP You can also create a new text style by selecting the Styles element and clicking the New Item tool ().

To change a text style name in the current drawing


- 1 Do one of the following:
 - Choose Settings > Explore Text Styles.
 - On the Settings toolbar, click the Explore Text Styles tool ().
 - Type *expfonts* and then press Enter.
- 2 Do one of the following:
 - Select the text style, choose Edit > Rename, type a new name, and then press Enter.
 - Click the text style name you want to change, type a new name, and then press Enter.
 - Right-click the text style name you want to change, and from the shortcut menu, select Rename, type a new name, and then press Enter.
- 3 To complete the command and return to your drawing, close the window.

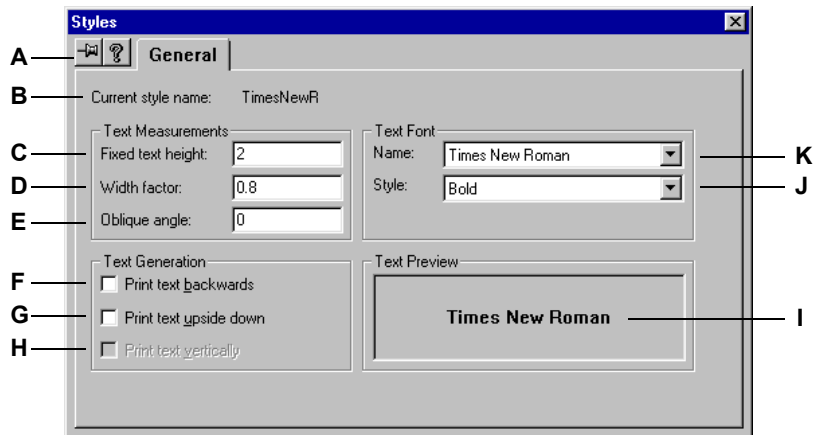
Modifying text styles

A new text style is initially assigned default values for height, width factor, oblique angle, and other characteristics. You can change these values for both new and existing text styles. You can also change the font assigned to the text style. If you change the font or orientation properties of a text style assigned to text previously inserted in the drawing, all text using that style is regenerated to reflect the changes. Oblique angle and height, if specified, are given by the style definition when text is created, but are not updated for existing text when the style is changed.

A fixed text height value of 0 allows you to specify the text height at the time you insert text into the drawing. Any other value sets height of the text to that value; the program does not prompt for the text height when you insert text into the drawing. The width factor determines the horizontal scaling of text. A value less than 1 compresses the text (for example, 0.75 compresses the text 25 percent); a value greater than 1 expands the text (for example, 1.50 expands the text 50 percent). The oblique angle determines the forward or backward slant of text as an angle offset from 90 degrees. Negative values slant text to the left; positive values slant text to the right.

To modify a text style

- 1 Do one of the following:
 - Choose Settings > Explore Text Styles.
 - On the Settings toolbar, click the Explore Text Styles tool ().
 - Type *expfonts* and then press Enter.
- 2 Select the text characteristic of a style that you want to modify.
The text characteristic either toggles its value or a dialog box appears, allowing you to make the modifications you want.
- 3 To complete the command, close the IntelliCAD Explorer window.






- | | |
|---|---|
| <p>A Select to keep the dialog box on the screen when you switch back to the IntelliCAD Explorer or another element.</p> <p>B Displays the name of the style whose properties are being changed.</p> <p>C Type the fixed text height.</p> <p>D Type the width factor.</p> <p>E Type the oblique angle.</p> | <p>F Select to create text that displays backward.</p> <p>G Select to create text that displays upside down.</p> <p>H Select to create text that displays vertically.</p> <p>I Displays a text preview of the text font.</p> <p>J Select the font style.</p> <p>K Select the font name.</p> |
|---|---|

Setting the current text style

When you insert text in a drawing, the text is created using the current text style. You can also select a different text style when you create text.

To make the text style current

- 1 Do one of the following:
 - Choose Settings > Explore Text Styles.
 - On the Settings toolbar, click the Explore Text Styles tool ().
 - Type *expfonts* and then press Enter.
- 2 In the Text Style Name list, click the style you want to make current.
- 3 Use one of the following methods to make the style the current style:
 - Choose Edit > Current.
 - Click the Current tool (.
 - With the cursor in the right pane of the window, right-click to display the shortcut menu, and choose Current.
- 4 To complete the command and return to your drawing, close the IntelliCAD Explorer window.

TIP You can also make a text style current by selecting it in the Text Style Name list and clicking the Current tool () or by double-clicking the text style name in the Text Style Name list.

Working with coordinate systems

When you create entities in a drawing, they are located in relation to the drawing's underlying Cartesian coordinate system. Every drawing has a fixed coordinate system called the World Coordinate System (WCS). You cannot delete or modify the WCS.


Your drawing may contain additional coordinate systems, however, each with its own 0,0,0 origin and orientation. You can create as many user coordinate systems as you want, and then save and recall them as you need them. You can edit the origin of a coordinate system from within the IntelliCAD Explorer by single-clicking the origin coordinates and then typing new coordinates.

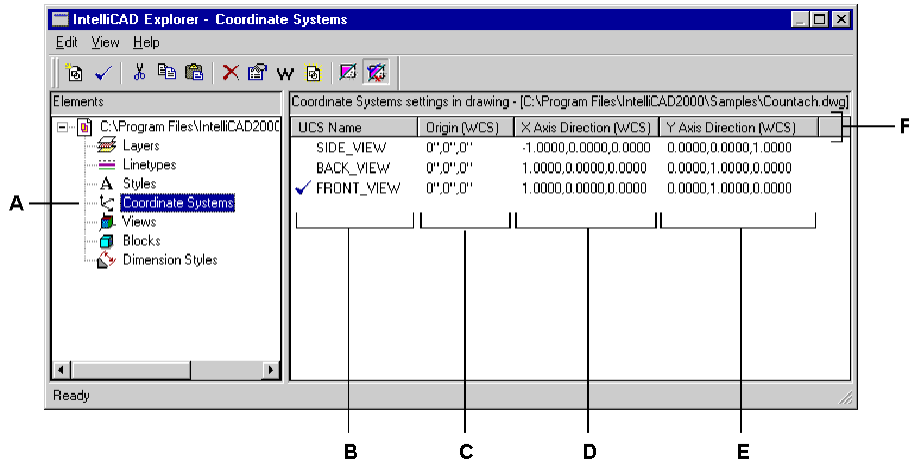
For example, you can create a separate user coordinate system (UCS) for each side of a building. Then, by switching to the UCS for the east side of the building, you can draw the windows on that side by specifying only their x- and y-coordinates.

You can create and then switch between various user coordinate systems by selecting Coordinate Systems in the IntelliCAD Explorer.

To display the Coordinate Systems element

Do one of the following:

- Choose Settings > Explore Coordinate Systems.
- Choose Tools > IntelliCAD Explorer, and then click the Coordinate Systems element.
- Choose Settings > User Coordinate Systems, and then click Explore UCSs.
- On the Settings toolbar, click the Explore Coordinate Systems tool ().
- Type *expucs* and then press Enter.





- A** Select Coordinate Systems to display the Coordinate Systems settings.
- B** Lists names of coordinate systems defined in the current drawing. A check mark indicates the current coordinate system.
- C** Displays the origin of the coordinate system in relation to the WCS.
- D** Displays the x-axis direction of the coordinate system in relation to the WCS.
- E** Displays the y-axis direction of the coordinate system in relation to the WCS.
- F** Click any column head to sort the coordinate systems by that property.

Defining and naming user coordinate systems


A drawing can contain as many coordinate systems as you want and can be named appropriate names so you can remember how they are used in your drawing for recalling them later.

NOTE *Coordinate system names created or renamed in IntelliCAD can have up to 31 characters and cannot include spaces. IntelliCAD will, however, display longer coordinate system names and names containing spaces, such as coordinate systems created in AutoCAD 2000.*

To define new user coordinate systems in the IntelliCAD Explorer

- 1 Do one of the following:
 - Choose Settings > Explore Coordinate Systems.
 - On the Settings toolbar, click the Explore Coordinate Systems tool ().
 - Type *expucs* and then press Enter.
- 2 Do one of the following:
 - Choose Edit > New > UCS.
 - Click the New Item tool (.
 - With your cursor in the right pane of the window, right-click to display the shortcut menu, and choose New > UCS.
- 3 Select a method from the prompt box or command bar by which to define the UCS in the drawing window.
 For example, select *3 Point* and then specify three points in the drawing window to define the x, y, and z axes for your coordinate system.
- 4 Type the name for the new user coordinate system by typing over the highlighted default text, and then press Enter.
- 5 To complete the command, close the window.

To change a user coordinate system name in the current drawing


- 1 Do one of the following:
 - Choose Settings > Explore Coordinate Systems.
 - On the Settings toolbar, click the Explore Coordinate Systems tool ()
 - Type *expucs* and then press Enter.
- 2 Do one of the following:
 - Select the user coordinate system, and then choose Edit > Rename, type a new name, and then press Enter.
 - Click the user coordinate system name you want to change, type a new name, and then press Enter.
 - Right-click the user coordinate system name you want to change, and from the shortcut menu, select Rename, type a new name, and then press Enter.
- 3 Type the new user coordinate system name, and then press Enter.
- 4 To complete the command and return to your drawing, close the window.

Setting the current user coordinate system

When you draw new entities, they are created in relation to the current coordinate system. You can set the current UCS from the IntelliCAD Explorer.

To set the current UCS from the IntelliCAD Explorer

Do one of the following:


- Double-click the UCS name in the UCS Name list.
- Select the UCS in the UCS Name list, and then choose Edit > Current.
- Select the UCS in the UCS Name list, and then click the Current tool ()

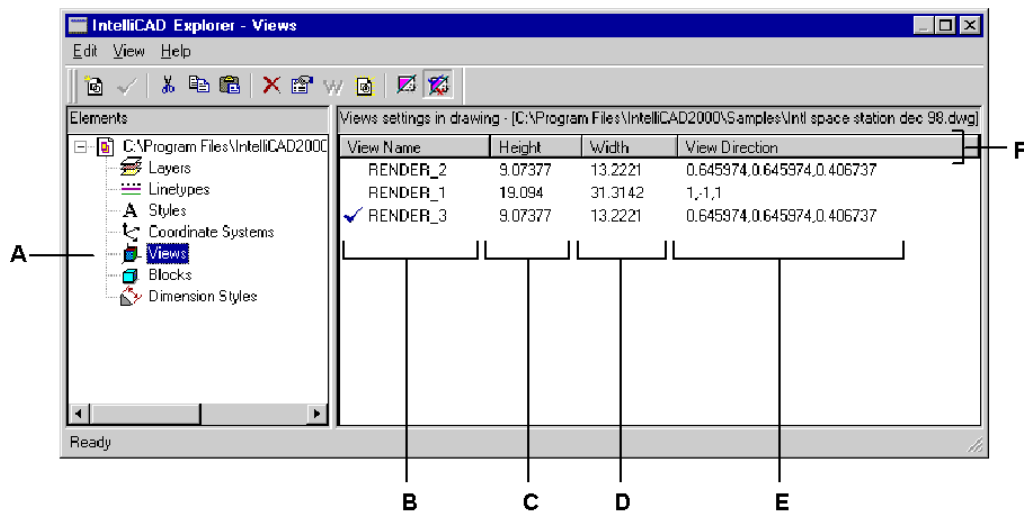
Using named views

As you work on a drawing, you may find that you frequently switch among different portions of it. For example, if you are drawing the floor plan of a house, you may zoom in to particular rooms of the house and then zoom out to display the entire house. Although you can repeat the Pan and Zoom commands to do this, it is much easier to save various views of the drawing as named views. You can then quickly switch among these views. You can save and later restore named views using either the View command or the Views element in the IntelliCAD Explorer.

To display Views in the IntelliCAD Explorer

Do one of the following:

- Choose Settings > Explore Views.
- On the Settings toolbar, click the Explore Views tool ().
- Type *expviews* and then press Enter.
- Choose Tools > IntelliCAD Explorer, and then click the Views element.



- A To display the Views settings, select Views.

B Lists names of views defined in the current drawing.
A check mark indicates the current view.

C Displays the height of the view in drawing units.
- D Displays the width of the view in drawing units.

E Displays the direction of the view, expressed as a three-dimensional coordinate in the WCS.


F Click any column head to sort the views by that property.

Saving and naming views



You can save the view displayed in the current window as a named view. After you save a named view, you can restore that view in the current window at any time.

NOTE *View names created or renamed in IntelliCAD can have up to 31 characters and cannot include spaces. IntelliCAD will, however, display longer view names and names containing spaces, such as views created in AutoCAD 2000.*


To save the current view as a named view

- 1 Do one of the following:
 - Choose View > Save/Restore View.
 - On the View toolbar, click the Save/Restore View tool ()
 - Type *view* and then press Enter.
- 2 In the prompt box, choose Save.
- 3 Type a name for the view, and then press Enter.
- 4 To complete the command and return to your drawing, close the window.


To save a portion of the current view as a named view

- 1 Do one of the following:
 - Choose Settings > Explore Views.
 - On the Settings toolbar, click the Explore Views tool ()
 - Type *expviews* and then press Enter.
- 2 Do one of the following:
 - Choose Edit > New > View.
 - On the IntelliCAD Explorer toolbar, click the New Item tool ()
- 3 In the prompt box, choose Window.
- 4 Specify the first corner of the view window.
- 5 Specify the opposite corner of the view window.
- 6 Rename the new view, and then press Enter.

Do not use spaces between words in the new view name.
- 7 To complete the command and return to your drawing, close the window.

TIP *You can also create a new view by selecting the Views element in the IntelliCAD Explorer and clicking the New Item tool ()*


To change a saved view name in the current drawing

- 1 Do one of the following:
 - Choose Settings > Explore Views.
 - On the Settings toolbar, click the Explore Views tool ()
 - Type *expviews* and then press Enter.
- 2 Do one of the following:
 - Select the view, choose Edit > Rename, type a new name, and then press Enter.
 - Click the view name you want to change, type a new name, and then press Enter.
 - Right-click the view name you want to change, and from the shortcut menu, select Rename, type a new name, and then press Enter.
- 3 Type the new view name, and then press Enter.
- 4 To complete the command and return to your drawing, close the window.

Restoring named views


After you save one or more named views, you can restore any of those views in the current window using either the View command or the IntelliCAD Explorer.

To restore a named view using the View command

- 1 Do one of the following:
 - Choose View > Save/Restore View.
 - On the View toolbar, click the Save/Restore View tool ()
 - Type *view* and then press Enter.
- 2 In the prompt box, choose Restore.
- 3 Type the name of the view you want to restore, and then press Enter.

To restore a named view from the IntelliCAD Explorer


Do one of the following:

- Select the view name in the list of View settings, and then choose Edit > Current.
- Select the view name in the list of View settings, and then click the Current tool ()
- Double-click the view name in the View list.

Changing named view properties

Once you create a named view you can modify its properties, such as the target direction and twist angle. This gives you access to many of the view settings after a view has been defined.

To change the view options

- 1 Do one of the following:
 - Choose Settings > Explore Views.
 - On the Settings toolbar, click the Explore Views tool ().
 - Type *expviews* and then press Enter.
- 2 Select the view whose properties you want to change.
- 3 Choose Edit > Properties.
You can also right-click the view you want to change, and from the shortcut menu, select Properties.
- 4 Change the values of the settings on any of the tabs and close the dialog box.
- 5 To complete the command and return to your drawing, close the window.

Working with blocks and external references

Blocks represent a special type of entity that, once saved, can be inserted and manipulated in the drawing as a single entity. A block can consist of visible entities such as lines, arcs, and circles as well as visible or invisible data called attributes. You can use attributes to track things such as part numbers and prices and to export attribute information to an external database. You can also track the number of parts by counting the number of times a block has been inserted into the drawing. Blocks are stored as part of the drawing file.


External references have similar uses to blocks. Using external references, you can attach entire drawings to your current drawing. Unlike a block, however, an external reference does not become part of the current drawing.

You can save blocks in the IntelliCAD Explorer. You can also use the IntelliCAD Explorer to manage and insert copies of blocks. The IntelliCAD Explorer lists the names of all blocks contained in the current drawing, along with other information about each block or external reference.

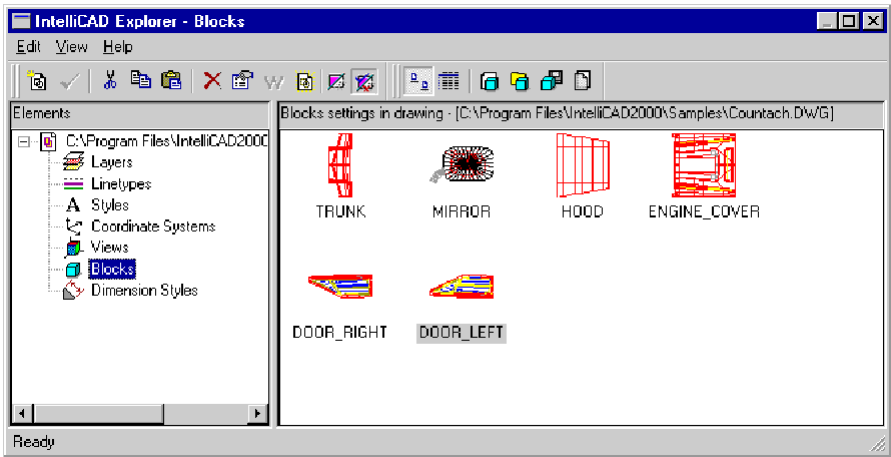
You can also rename a block, modify its insertion point, and change the path of an externally referenced drawing by single-clicking on the property and making your edits within the IntelliCAD Explorer.

To display blocks in the IntelliCAD Explorer

Do one of the following:

- Choose Settings > Explore Blocks.
- Choose Tools > IntelliCAD Explorer, and then click the Blocks element.
- On the Settings toolbar, click the Explore Blocks tool ().
- Type *expblocks* and then press Enter.




The Blocks element in the IntelliCAD Explorer defaults with images on. The Images view shows you a small image of each block or external reference.






The Images view shows an image of each block in the selected drawing. Click an image to select it.


When blocks are displayed, additional tools on the Block toolbar provide the functions described in the following table:

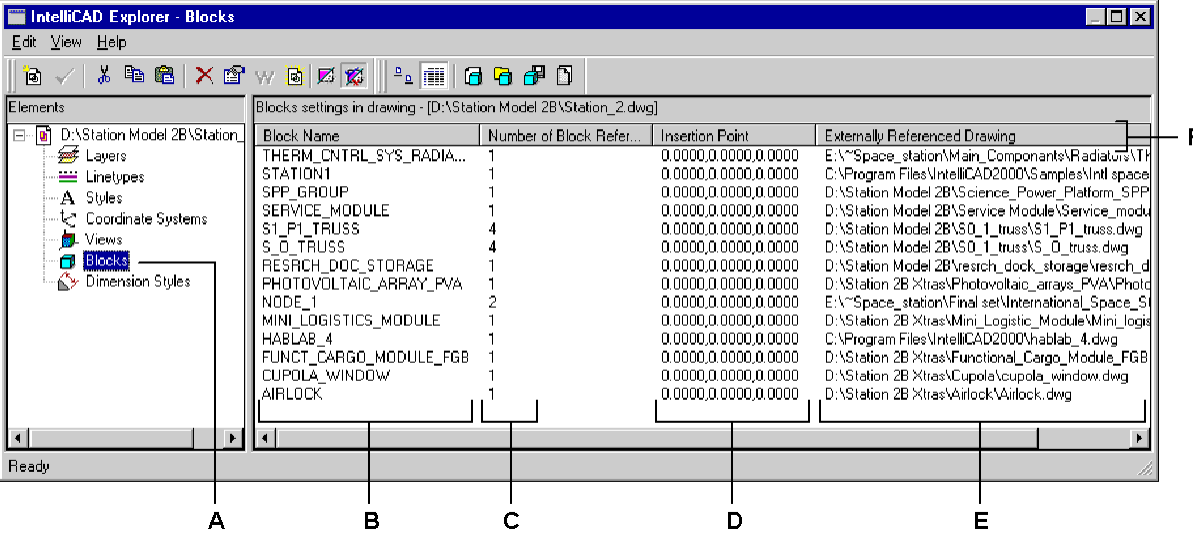
Additional tools on the Block toolbar

Tool	Function
() Images	Displays a small image of each block.
() Details	Displays information about each block.
() Insert	Inserts a block.

Additional tools on the Block toolbar

Tool	Function
	Insert External File Blocks Inserts a drawing available from disk as a block.
	Save Block Saves selected block as independent .dwg file.
	Attach Drawing Attaches drawing as an external reference.

To see more information about each block, click the Details tool (). In the Details view, you can edit the path and the insertion point by clicking the setting and typing your changes.



- A To display the Blocks settings, select Blocks.

B Lists names of blocks and external references defined in the current drawing.

C Displays the number of occurrences of the block in the current drawing.
- D Displays the insertion point of the block in the current drawing.

E Displays the name and path for externally referenced drawings.



F Click any column head to sort the blocks by that property.

Creating and naming blocks


You can combine any number of entities into a single block. After you create a block, you can insert copies of it into a drawing. Each block insertion is treated as a single entity; for example, you can rotate or scale each block when you insert it. The program adds the name of the new block you insert to the Block Name list in the IntelliCAD Explorer.

NOTE *Block names created or renamed in IntelliCAD can have up to 31 characters and cannot include spaces. IntelliCAD will, however, display longer block names and names containing spaces, such as blocks created in AutoCAD 2000.*

To create a block

- 1 Do one of the following:
 - Choose Settings > Explore Blocks.
 - On the Settings toolbar, click the Explore Blocks tool ().
 - Type *expblocks* and then press Enter.
- 2 Do one of the following:
 - Choose Edit > New > Block.
 - On the IntelliCAD Explorer toolbar, click the New Item tool (.
- 3 Enter a name for the new block.
- 4 Specify the insertion point for the block.
- 5 Select the entities to be combined into the block, and then press Enter.
The program adds a new block to the blocks list, with the name you entered for it.
- 6 To complete the command and return to your drawing, close the window.



To change a block name in the current drawing

- 1 Do one of the following:
 - Choose Settings > Explore Blocks.
 - On the Settings toolbar, click the Explore Blocks tool (.
 - Type *expblocks* and then press Enter.
- 2 Do one of the following:
 - Select the block, choose Edit > Rename, type a new name, and then press Enter.
 - Click the block name you want to change, type a new name, and then press Enter.
 - Right-click the block name you want to change, and from the shortcut menu, select Rename, type a new name, and then press Enter.
- 3 To complete the command and return to your drawing, close the window.

Inserting a block

You can insert into a drawing any block listed in the Block Name list in the IntelliCAD Explorer.

To insert a block

- 1 Do one of the following:
 - Choose Settings > Explore Blocks.
 - On the Settings toolbar, click the Explore Blocks tool ().
 - Type *expblocks* and then press Enter.
- 2 If you wish to insert a block from another open drawing, select the drawing in the Elements pane. (If the block is contained within the same drawing, you can skip this step.)
- 3 In either the Details or Images view, select the block to be inserted.
- 4 On the IntelliCAD Explorer toolbar, click the Insert tool (.
- 5 In the drawing, specify the insertion point.
- 6 Specify the x, y, and z scale factor and the rotation angle, or in the prompt box, select Done.
- 7 To complete the command and return to your drawing, close the window.



TIP You also can insert a block by choosing Tools > IntelliCAD Explorer, and then double-clicking the name of the block you want to insert in the Block Name list.

TIP You can also insert a block from the Insert menu. (See Chapter 13, "Working with blocks, attributes, and external references.")

Inserting a drawing as a block

You can insert as a block another drawing into the current drawing. After you do this, the block name is added to the Block Name list in the IntelliCAD Explorer. Changes made later to the inserted drawing will not be reflected in this drawing.



To insert a drawing as a block

- 1 Do one of the following:
 - Choose Settings > Explore Blocks.
 - On the Settings toolbar, click the Explore Blocks tool ().
 - Type *expblocks* and then press Enter.
- 2 On the IntelliCAD Explorer toolbar, click the Insert External File Blocks tool ().
- 3 In the Insert Block dialog box, select the drawing you want to insert, and then click Open.
- 4 In the drawing, specify the insertion point.
- 5 Specify the x, y, and z scale factor and the rotation angle, or in the prompt box, select Done.
- 6 To complete the command and return to your drawing, close the window.


Attaching a drawing as an external reference

You can attach another drawing to the current drawing as an external reference and insert a copy of the drawing into the current drawing. The name of the external reference drawing is added to the Block Name list. Changes made later to the referenced drawing will appear in this drawing when you reload the external reference.

To attach an external reference

- 1 Do one of the following:
 - Choose Settings > Explore Blocks.
 - On the Settings toolbar, click the Explore Blocks tool ().
 - Type *expblocks* and then press Enter.
- 2 On the IntelliCAD Explorer toolbar, click the Attach Drawing tool ().
- 3 In the Select File To Attach dialog box, select the drawing you want to attach, and then click Open.
- 4 In the drawing, specify the insertion point.
- 5 Specify the x, y, and z scale factor and the rotation angle, or in the prompt box, select Done.
- 6 To complete the command and return to your drawing, close the window.



To edit the path of an external reference

- 1 Do one of the following:
 - Choose Settings > Explore Blocks.
 - On the Settings toolbar, click the Explore Blocks tool ().
 - Type *expblocks* and then press Enter.
- 2 Click the path you want to change.
- 3 From the Insert Block dialog box, select the new drawing you want as the external reference.
- 4 Click Open.
- 5 To complete the command and return to your drawing, close the window.

Saving a block as a separate drawing

You can save a block as a separate drawing, and then you can open and modify that drawing as you would any other drawing.

To save a block as a separate drawing file

- 1 Do one of the following:
 - Choose Settings > Explore Blocks.
 - On the Settings toolbar, click the Explore Blocks tool ().
 - Type *expblocks* and then press Enter.
- 2 In either the Details or Images view, select the block you want to save.
- 3 On the IntelliCAD Explorer toolbar, click the Save Block To Disk tool ().
- 4 In the Save Block dialog box, select the folder in which you want to save the block.
- 5 In the File Name field, type a name for the new drawing file (or accept the default, in which case the new drawing name is the same as the name of the block), and then click Save.

Working with dimension styles


From the IntelliCAD Explorer, you can use the Dimension Styles element to cut, copy, and paste dimension styles from one drawing to another.

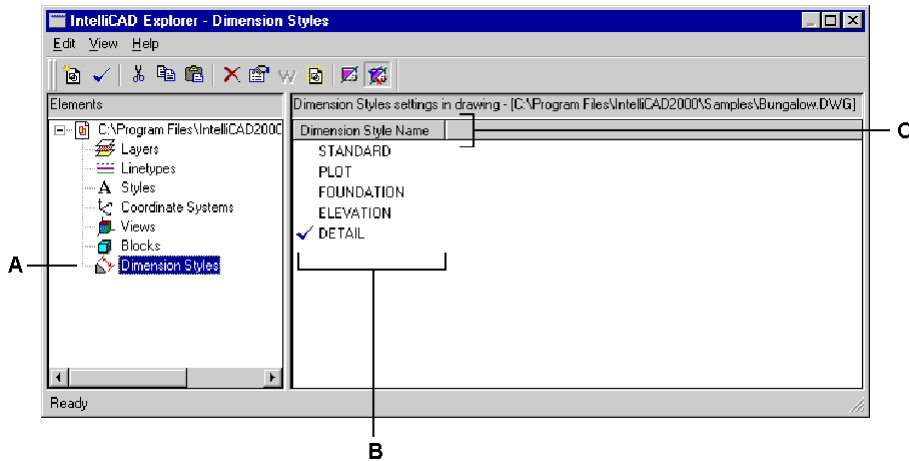
TIP You can select the dimension style and use the Microsoft Windows shortcut keys (*Ctrl+A* to select all, *Ctrl+X* to cut, *Ctrl+C* to copy, *Ctrl+V* to paste) to accomplish the same results. You can use these shortcut keys with all other IntelliCAD Explorer elements as well.

A dimension style contains the settings that control the appearance of a dimension. Although you cannot control these settings from within the IntelliCAD Explorer, you can use the Dimension Settings dialog box to control settings related to the appearance of arrows, lines, text, units, and other formatting characteristics.

To display the IntelliCAD Explorer Dimension Styles element

Do one of the following:

- Choose Settings > Explore Dimension Styles.
- Choose Tools > IntelliCAD Explorer, and then click the Dimension Styles element.
- On the Settings toolbar, click the Dimension Settings tool ().
- Type *setdim* and then press Enter.




- A** To display the Dimension Styles settings, select Dimension Styles.
- B** Lists the names of dimension styles defined in the current drawing.
- C** Click the Dimension Style Name column head to sort by name.

Creating and naming dimension styles


By using the Dimension Styles element in combination with the Dimension Settings dialog box, you can create new dimension styles, modify them, and copy them into a different drawing.

NOTE *Dimension style names created or renamed in IntelliCAD can have up to 31 characters and cannot include spaces. IntelliCAD will, however, display longer dimension style names and names containing spaces, such as dimension styles created in AutoCAD 2000.*


To create a dimension style

- 1 Do one of the following:
 - Choose Settings > Dimension Settings.
 - On the Settings toolbar, click the Dimension Settings tool ().
 - Type *setdim* and then press Enter.
- 2 In the Dimension Settings dialog box, click New.
- 3 Type the name of the new dimension style.
- 4 Click Create.
- 5 In the Dimension Settings dialog box, click one of the other tabs, and then change the dimension settings as necessary.
Repeat this step for each tab, as needed.
- 6 To end the command, click OK.

To change a dimension style name in the current drawing

- 1 Do one of the following:
 - Choose Settings > Dimension Settings.
 - On the Settings toolbar, click the Dimension Settings tool ().
 - Type *setdim* and then press Enter.
- 2 Do one of the following:
 - Select the dimension style, choose Edit > Rename, type a new name, and then press Enter.
 - Click the dimension style name you want to change, type a new name, and then press Enter.
 - Right-click the dimension style name you want to change, and from the shortcut menu, select Rename, type a new name, and then press Enter.
- 3 To complete the command and return to your drawing, close the window.

To copy a dimension style from one drawing to another

- 1 Do one of the following:
 - Choose Settings > Explore Dimension Styles.
 - On the Settings toolbar, click the Explore Dimension Settings tool ().
 - Type *expdimstyles* and then press Enter.
- 2 Right-click the dimension style name you want to copy.
- 3 From the shortcut menu, select Copy.
- 4 In the left pane, select the drawing to which you want to copy the dimension style.
- 5 Click the Dimension Styles element for that drawing.
- 6 In the right pane, right-click, and then from the shortcut menu, select Paste.

NOTE *Each drawing contains a dimension style named Standard. You cannot delete this dimension style, but you can rename it from within the IntelliCAD Explorer or modify its properties in the Dimension Settings dialog box.*

Getting drawing information

IntelliCAD® stores accurate, detailed information about all the entities in a drawing. You can get details about an existing drawing and its entities using the tools for measuring distances and calculating areas. You can also track the amount of time you spend editing a drawing. This chapter explains how to:

- Measure distances along an entity.
- Measure distances and angles.
- Divide an entity into a number of equal segments.
- Calculate areas.
- Display information about entities in a drawing.
- Track the amount of time spent editing a drawing.

Many of the functions described in this chapter require that you set IntelliCAD to the Advanced experience level.

Topics in this chapter

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Specifying measurements and divisions

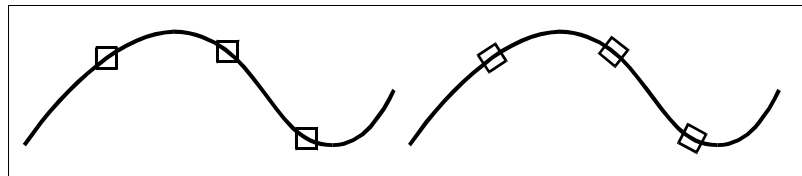
You can divide a line, arc, circle, or polyline into a number of equal segments or mark off intervals of a specific length along an entity. (Note that divide is not the same as break.) For example, you may want to place station-point markers every 50 feet along the centerline of a roadway or divide the plan view of a window into three equal-width sections of glass, placing a mullion at each division point.

To specify measurements and divisions, use these commands:

- For the length of the segments, use the Measure command.
- For the number of equal-length segments, use the Divide command.

You can measure or divide arcs, circles, lines, and polylines. With either command, you can identify the segments by placing either a block or point entity at the end of each interval. If you use points, you can snap to the ends of intervals using the point entity snap. The appearance of the point entities is determined by the current point display type, which you control in the Drawing Settings dialog box.

To use a block as the marker, the block must already be defined in the current drawing. You can further indicate whether to rotate the block to align perpendicularly to the entity you are measuring or dividing.



Block not aligned with entity.

Block aligned with entity.


IntelliCAD begins measuring or dividing based on the point at which you select the entity and the type of entity with which you are working. For most entities, measuring starts from the endpoint closest to the point you used to select the entity. If you select the entity to be measured or divided using a method other than pointing (for example, using a window or fence selection), the program prompts you to specify the end from which you want to begin measuring.

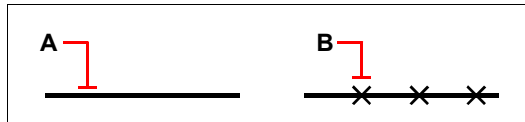
Measuring intervals on entities

You can mark specified length increments along a selected entity using either a point entity or a block.

To measure intervals along an entity and mark them using point entities

Advanced experience level


- 1 Do one of the following:
 - Choose Modify > Measure.
 - On the Modify toolbar, click the Measure tool (.
 - Type *measure* and then press Enter.
- 2 Select the entity.
- 3 Specify the segment length, and then press Enter.



When you select the entity by pointing, intervals are measured from the end closest to the point at which you select the entity (**A**). Blocks or point entities (**B**) are placed along the entity at the specified interval.

To measure intervals along an entity and mark them using blocks

Advanced experience level


- 1 Do one of the following:
 - Choose Modify > Measure.
 - On the Modify toolbar, click the Measure tool (.
 - Type *measure* and then press Enter.
- 2 Select the entity.
- 3 In the prompt box, choose Insert Blocks.
- 4 Type the name of the block you want to insert as the marker.
- 5 In the prompt box, choose either Yes-Align Blocks to rotate each insertion of the block so that its vertical alignment is always perpendicular to the entity or No-Do Not Align to insert each copy of the block with a zero rotation angle.
- 6 Specify the segment length, and then press Enter.

Dividing entities into segments

You can place markers along a selected entity, dividing that entity into a specified number of equal-length segments. You can use either a point entity or a block to mark the segments.

To divide an entity into segments and mark them using point entities

Advanced experience level


- 1 Do one of the following:
 - Choose Modify > Divide.
 - On the Modify toolbar, click the Divide tool (.
 - Type *divide* and then press Enter.
- 2 Select the entity.
- 3 Specify the number of segments, and then press Enter.



When you select the entity by pointing, divisions are marked beginning from the end closest to the point at which you select the entity (A). Blocks or point entities (B) are placed along the entity to mark it in equal intervals.

To divide an entity into segments and mark them using blocks

Advanced experience level

- 1 Do one of the following:
 - Choose Modify > Divide.
 - On the Modify toolbar, click the Divide tool (.
 - Type *divide* and then press Enter.
- 2 Select the entity.
- 3 In the prompt box, choose Insert Blocks.
- 4 Type the name of the block you want to insert as the marker.
- 5 In the prompt box, choose either Yes-Align Blocks to rotate each insertion of the block so that its vertical alignment is always perpendicular to the entity or No-Do Not Align to insert each copy of the block with a zero rotation angle.
- 6 Specify the number of segments, and then press Enter.


Calculating areas

You can calculate the area and perimeter of a polygon based on a series of points you specify or enclose with a circle or closed polyline. You can also determine the area of several combined entities and add or subtract the area of one or more entities from a total combined area.

Calculating areas defined by points

You can find the area and perimeter of any closed region by specifying a series of points. The program calculates the area and perimeter of the space that is enclosed by an imaginary polygon consisting of straight-line segments connecting each point.

To calculate the area defined by points you specify

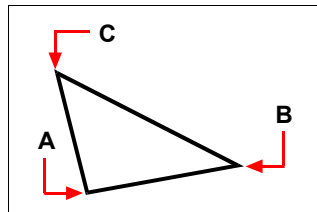
- 1 Do one of the following:
 - Choose Tools > Inquiry > Area.
 - On the Inquiry toolbar, click the Area tool (.
 - Type *area* and then press Enter.
- 2 Specify the first point.
- 3 Specify the second point.
- 4 Continue specifying points in sequence to define the perimeter of the area you want to measure.

As you select each successive point, the resulting polygon is displayed on the screen.

- 5 To complete the calculation, press Enter.

The area and perimeter of the region you defined are displayed. For example, the following type of information is displayed:

Area = 11.0583, Perimeter = 15.3092




Select the points (A, B, C) that form a polygon. The area and perimeter of the region are then calculated.

Calculating areas of closed entities

You can find the area of any closed entity. In addition, the program calculates either the circumference or the perimeter of the entity, depending on the type of entity you select.

To calculate the area of a closed entity

- 1 Do one of the following:
 - Choose Tools > Inquiry > Area.
 - On the Inquiry toolbar, click the Area tool ().
 - Type *area* and then press Enter.
- 2 In the prompt box, choose Find Area Of One Entity.
- 3 Select the entity.


The following type of information is displayed:

```
Area = 62.3837, Circumference = 27.9989
```


Calculating combined areas

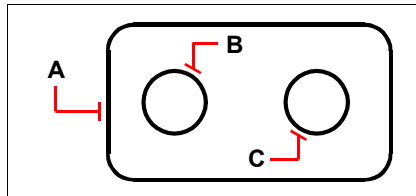
You can find the total area of several combined regions by specifying points or by selecting entities. You can also subtract the areas of entities or polygons from a running total.

To add areas to calculate a combined area

- 1 Do one of the following:
 - Choose Tools > Inquiry > Area.
 - On the Inquiry toolbar, click the Area tool ().
 - Type *area* and then press Enter.
- 2 In the prompt box, choose Add Areas Together.
- 3 Using one of the following methods, identify the first area:
 - Specify points defining a polygon, and then in the prompt box, choose Done Specifying Area.
 - In the prompt box, choose Add Entities To Area, select the entities you want to add, and then press Enter to complete the calculations.
- 4 To complete the command, choose Done in the prompt box.

To subtract areas when calculating a combined area

- 1 Do one of the following:
 - Choose Tools > Inquiry > Area.
 - On the Inquiry toolbar, click the Area tool ().
 - Type *area* and then press Enter.
- 2 In the prompt box, choose Add Areas Together.
- 3 Using one of the following methods, identify the first area:
 - Specify points defining a polygon, and then in the prompt box, choose Done Specifying Area.
 - In the prompt box, choose Add Entities To Area, select the entities you want to add, and then press Enter to complete the calculations.
- 4 In the prompt box, choose Subtract Areas.
- 5 Using one of the following methods, identify the area to be subtracted:
 - Specify points defining a polygon, and then in the prompt box, choose Done Specifying Area.
 - In the prompt box, choose Subtract Entities From Area, select the entities you want to subtract, and then press Enter to complete the calculations.
- 6 To complete the command, choose Done in the prompt box.



To calculate the area of the gasket using the Area command, first add the area of the entire gasket (A), and then subtract the areas of the two circles (B and C).

As you select entities, the program displays the calculations. If the command bar is displayed, the information appears there. If the command bar is not displayed, the program opens the Prompt History window and displays the calculations. The following type of information is an example of what is displayed:

```

Entity • Add • Subtract • <First point>: Choose Add Areas Together
Adding: Entity • Subtract • <First point>: Choose Add Entities to Area
Adding area: <Select entities>: Select the first entity
Area = 64.6259, Perimeter = 33.3049
Total length = 33.3049
Total area = 64.6259
Adding area: <Select entities>: press Enter
Adding: Entity • Subtract • <First point>: Choose Subtract Areas
Subtracting: Entity • Add • <First point>: Choose Subtract Entities from
Area
Subtracting area: <Select entities>: Select the first entity to subtract
Area = 3.1597, Circumference = 6.3012
Total length = 27.0036
Total area = 61.4662
Subtracting area: <Select entities>: Select the second entity to subtract
Area = 3.1597, Circumference = 6.3012
Total length = 20.7024
Total area = 58.3066
Subtracting area: <Select entities>: Press Enter
Subtracting: Entity • Add • <First point>: Choose Done


```

Calculating distances and angles

You can calculate the distance between any two points you select. The following information is displayed:

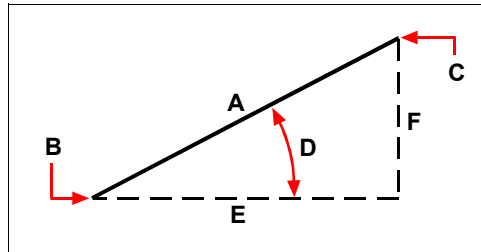
- The distance between the points, measured in drawing units.
- Their angle in the xy plane.
- Their angle measured from the xy plane.
- The change (delta) in the x, y, and z distances between the two points.

To calculate the distance between two points and their angle

- 1 Do one of the following:
 - Choose Tools > Inquiry > Distance.
 - On the Inquiry toolbar, click the Distance tool ().
 - Type *distance* and then press Enter.
- 2 Specify the first point.
- 3 Specify the second point.

The following type of information is displayed:

```
Distance = 13.2850, Angle in XY Plane = 31°, Angle from XY Plane = 0°
Delta X = 11.3878, Delta Y = 6.8418, Delta Z = 0.0000
```



Use the Distance command to calculate the distance (A) between two points (B and C), the angle in the xy plane (D), the angle from the xy plane, and the delta x (E), delta y (F), and delta z distances between the two points.

TIP To use specific points on selected entities, use entity snaps to select the precise points on the entities.

Displaying information about your drawing

You can display a variety of information about a drawing and the entities it contains, including:

- Information in the drawing database about selected entities.
- The current drawing status.
- The time spent working on the drawing.

This information is displayed in the Prompt History window and in the command bar.


Displaying information about entities

You can display information about the selected entities. The information varies, depending on the type of entities you select. All of the listings display the following information:

- Entity type.
- Layer.
- Color.
- Linetype.
- The location of the entity (its xyz-coordinates relative to the current user coordinate system [UCS]).
- The current space (model space or paper space).
- The size of the entity (the information varies, depending on the entity type).

To display information about an entity

Advanced experience level

- 1 Do one of the following:
 - Choose Tools > Inquiry > List Entity Info.
 - On the Inquiry toolbar, click the List Entity Info tool ()
 - Type *list* and then press Enter.
- 2 Select one or more entities.
- 3 Press Enter.

TIP *To return to the drawing window, press F2.*

The following type of information is displayed:

```

----- Circle -----
Handle: 2C
Current space: Model
Layer: 0
Color: BYLAYER
Linetype: CONTINUOUS
Handle: 4C
Current space: Model
Center point: X= -5.8583 Y= 7.2752 Z= 0.0000
Radius: 4.4562
Circumference: 27.9989
Area: 62.3837

```

Displaying the drawing status

You can display information about the current status of a drawing, including:

- Drawing name.
- Limits.
- Insertion base point.
- Snap and grid settings.
- Current layer, color, and linetype.
- Current settings for various modes (fill, grid, orthogonal, snap, blips, and so on).

To display the drawing status

Advanced experience level

Do one of the following:

- Choose Tools > Inquiry > Drawing Status.
- Type *status* and then press Enter.

The following type of information is displayed:

```

Current drawing name: Site Plan

Drawing limits are: X=0.0000 Y=0.0000 Z=0.0000
X=12.0000 Y=9.0000 Z=0.0000

Paper space limits are: X=0.0000 Y=0.0000 Z=0.0000
X=12.0000 Y=9.0000 Z=0.0000

Screen width (pixels): 971
Screen height (pixels): 569

Insertion base is: X=0.0000 Y=0.0000 Z=0.0000
Snap resolution is: X=0.5000 Y=0.5000 Z=0.0000
Grid spacing is: X:0.5000 Y:0.5000 Z=0.0000

Current layer: 0
Current color: BYLAYER
Current linetype: BYLAYER
Current elevation: 0.0000
Current thickness: 0.0000

Fill: on
Grid: off
Ortho: off
Snap: off
Blips: off
Drag: on
Command echo: on
Positive angle direction: Counterclockwise
Angular units: Decimal degrees
Dimension units: Decimal
Pick box height: 3
Entities in drawing: 288

```

Tracking time spent working on a drawing


You can display information about the amount of time you have spent working on a drawing, including:

- The date and time the drawing was created.
- The date and time the drawing was most recently saved.
- The total amount of time spent working on the drawing.
- The time spent working on the drawing during the current editing session.

You can turn the elapsed-time timer on and off or reset it to zero.

To display the timer information

Advanced experience level

- 1 Do one of the following:
 - Choose Tools > Inquiry > Time Variables.
 - On the Inquiry toolbar, click the Time Variables tool ().
 - Type *time* and then press Enter.
- 2 Select any of the prompt box options:
 - Choose Timer On to turn the elapsed timer on.
 - Choose Timer Off to turn the elapsed timer off.
 - Choose Display Timer to redisplay the timer information.
 - Choose Reset Timer to reset the elapsed timer to zero.
- 3 In the prompt box, choose Cancel to exit the command.

Each time you display the timer information, the following type of information is displayed:

```
The current time is Fri Dec 19 09:58:43 1997
Drawing was created on: Wed 17 Dec 1997 at 16:17:59.8090
Drawing was last updated on: Thur 18 Dec 1997 at 09:58:43.3040
Total editing time: 1 2: 35:4.2345
Elapsed timer (on): 0 1: 21:5.6324
```


Modifying entities

IntelliCAD® provides many editing tools for modifying a drawing. You can easily move, rotate, or stretch drawing entities, or change their scale. When you want to remove an entity, you can delete it with a few clicks of the mouse. You can also make multiple copies of any entity and copy entities from one drawing to another.

You can modify most entities using general-purpose editing commands. Some complex entities require special commands to modify specific properties. Most of these tools and commands are located on the Modify toolbar and the Modify menu. This chapter explains how to:

- Select entities using entity-selection methods and grips.
- Change the properties of entities.
- Rearrange entities by moving or rotating.
- Resize entities by stretching, scaling, extending, trimming, or editing their lengths.
- Break and join entities.
- Group entities.
- Edit polylines.
- Explode entities.
- Create chamfers and fillets.

Topics in this chapter

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Selecting entities


You can create a selection set that consists of one or more entities before you modify them. Use any of the following methods to create a selection set:

- Choose a command or tool first, and then select entities.
- Select entities first, and then choose a command or tool (most entities).
- Select entities by pointing, and then use grips to modify them.

Displaying selected entities highlighted

You can specify whether to display selected entities highlighted, which makes the selection set easier to see. By default, the highlighting feature is turned on.

To turn the highlighting feature on or off

- 1 Do one of the following:
 - Choose Settings > Drawing Settings.
 - On the Settings toolbar, click the Drawing Settings tool () .
 - Type *settings* and then press Enter.
- 2 Click the Display tab.
- 3 In the Change Settings For box, select Display.
- 4 Select or clear the Highlight Item When Selected check box.
- 5 Click OK.

Entity-selection methods

When you choose a command that requires you to select entities (when you're deleting or changing entity properties, for example), you can use any of the following selection methods, which are displayed in a prompt box:

- **Select all entities** Selects all entities in the current drawing.
- **Add to set** Adds one or more entities to the selection set.
- **Subtract from set** Removes one or more entities from the selection set.
- **Previous selection** Selects entities included in the previous selection set.
- **Last entity in drawing** Selects the entity most recently added to the drawing.
- **Window-Inside** Selects entities contained entirely within a rectangular selection window.
- **Crossing window** Selects entities contained within or crossing the boundary of a rectangular selection window.
- **Outside window** Selects entities falling completely outside a rectangular selection window.

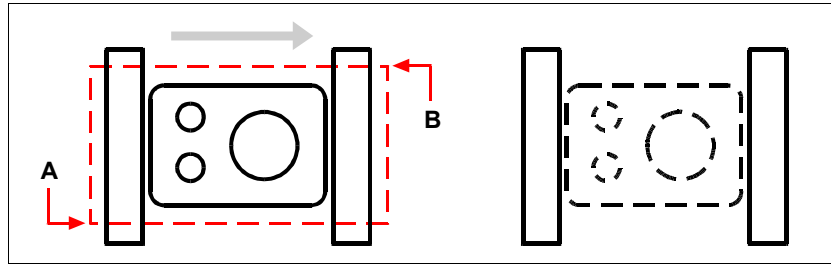
- **Window polygon** Selects entities contained entirely within a polygon selection window.
- **Crossing polygon** Selects entities contained within or crossing the boundary of a polygon selection window.
- **Outside polygon** Selects entities falling completely outside a polygon selection window.
- **Window circle** Selects entities contained entirely within a circular selection window.
- **Crossing circle** Selects entities contained within or crossing the boundary of a circular selection window.
- **Outside circle** Selects entities falling completely outside a circular selection window.
- **Point** Selects any closed entities that surround the selected point.
- **Fence** Selects entities crossing a line or line segments.

In addition to these methods, you can select entities that match a particular set of properties—for example, all entities on a particular layer or drawn in a certain color.

You can also use a few selection methods automatically, without displaying the prompt box. For example, you can simply click to select entities, or you can use a Window-Inside or Crossing Window by defining the opposite corners of a rectangular selection window. The direction in which you define the points of the rectangle (left-to-right or right-to-left) determines which type of window you create.

To create a Window-Inside

- 1 Click to select a point in the drawing.
- 2 Click to the right of the first point to select a second point in the drawing.



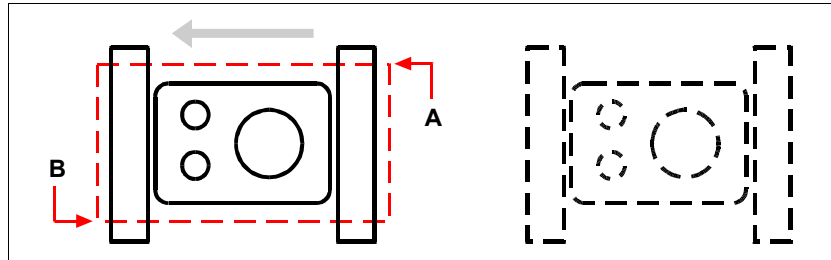
Window-Inside by selecting the first (A) and second (B) points.

Resulting selection.

This method is most commonly referred to as simply a *window* or *selection window*.

To create a Crossing Window

- 1 Click to select a point in the drawing.
- 2 Click to the left of the first point to select a second point in the drawing.



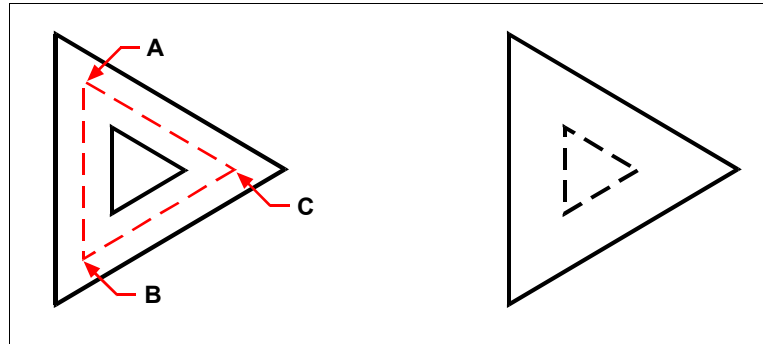
Crossing Window by selecting the first (A) and second (B) points.

Resulting selection.

In addition to a rectangular window, you can define a selection window using other shapes such as a polygon, circle, or fence (a multisegmented line that selects entities it crosses).

To select entities using Window Polygon

- 1 Activate an entity-modification command.
- 2 In the prompt box, choose Window Polygon.
- 3 Specify the vertices of the polygon.
- 4 To complete the selection polygon, press Enter.

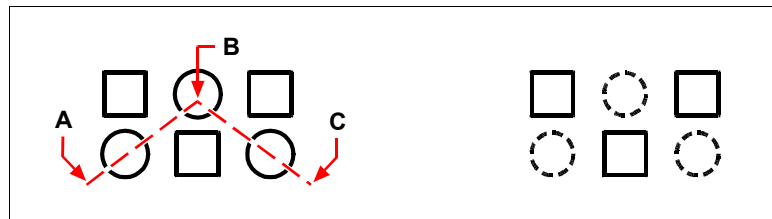


Window Polygon by specifying the vertices of the polygon (A, B, and C).

Resulting selection.

To select entities using Fence

- 1 Activate an entity-modification command.
- 2 In the prompt box, choose Fence.
- 3 Specify the endpoints of the Fence segments.
- 4 To complete the Fence, press Enter.



Fence by specifying the endpoints of the fence segments (A, B, and C).

Resulting selection.

Choosing the command first

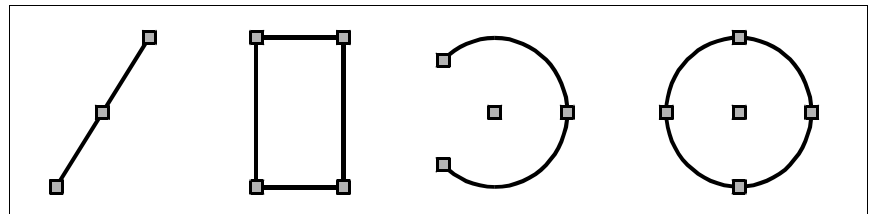
When you choose an entity-modification tool or command, the program prompts you to select entities and displays a prompt box from which you can choose a selection method. You can select individual entities or use other techniques such as selection windows to select multiple entities.

When you select entities, you add them to the selection set. After you select at least one entity, you can remove entities from the selection set. To finish adding entities to the selection set, press Enter. Most entity-modification commands then act on the entire selection set.

Selecting entities first

You can select entities first and then choose how to modify them. As you select each entity, it is highlighted with small squares called grips, which appear at strategic points on the entity.

The locations of the grips depend on the type of entity selected. For example, grips appear at the endpoints and midpoint of a line, at the quadrant points and center point of a circle, and at the endpoints, midpoint, and center of an arc.



Examples of grip locations.

After you select one or more entities, you can choose an entity-modification command, such as Copy or Move, from the Modify menu or toolbar. You can also click the right mouse button to display a shortcut menu containing the entity-modification commands appropriate for the selected entities, and then choose the command from the menu.


When you select entities and then issue a command, the program immediately acts on the entities you've selected. In many cases, a command-specific prompt box provides additional options for that editing operation. If you want to modify the selection set at that point, right-click to display the prompt box with the selection options and choose the option you want. To redisplay the command-specific prompt box, right-click again.

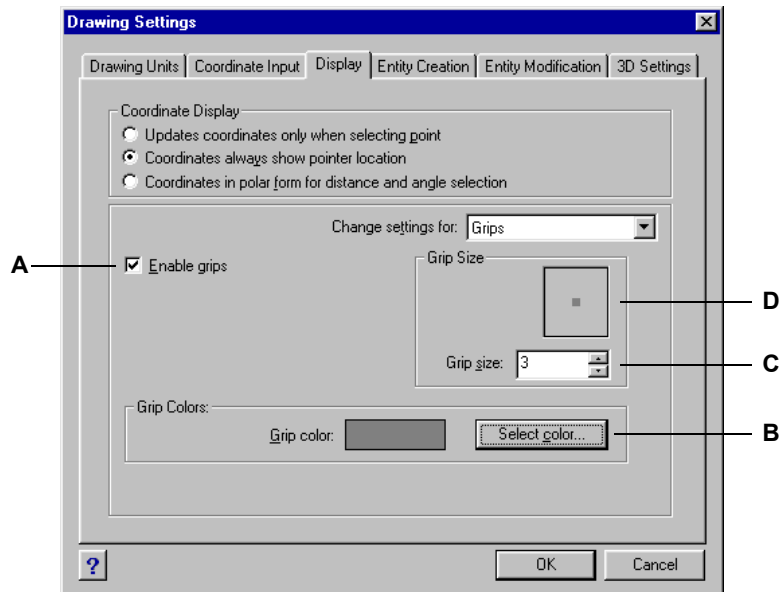
You remove an individual entity from the selection set by selecting it again. To remove all the entities from the selection set, press Escape.

Turning grips on and off

You can turn the use of grips on and off and control the size and color of grips.

To change grip settings

- 1 Do one of the following:
 - Choose Settings > Drawing Settings.
 - On the Settings toolbar, click the Drawing Settings tool (.
 - Type *ddgrips* and then press Enter.
- 2 In the Drawing Settings dialog box, click the Display tab.
- 3 In the Change Settings For list, click Grips.
- 4 Change the desired settings, and then click OK.



- | | |
|---|--|
| A Click to activate grips for all selected entities. | C Specify the grip size. |
| B Click to assign the color for grips. | D Displays the current grip size. |

Editing with grips

To use grips for editing, you select an entity to display the grips, and then click a grip to make it active. The grip you select depends on the type of entity you're modifying and the editing operation you're performing. For example, to move a line entity, drag it by its midpoint grip. To stretch the line, drag one of the endpoint grips. You do not need to enter a command when using grips.


Modifying the properties of entities

You can change the layer, thickness, linetype, color, and linetype scale of one or more entities. Depending on the type of entity or entities you select, you can also change other properties, such as the start point and endpoint of lines, the center point and radius of circles, and the vertices of polylines.

You can modify all the properties of all entities simultaneously. For example, using the *entprop* command, select all entities on a particular layer, and then move the entities to another layer by simply selecting a name from the Layer text box.

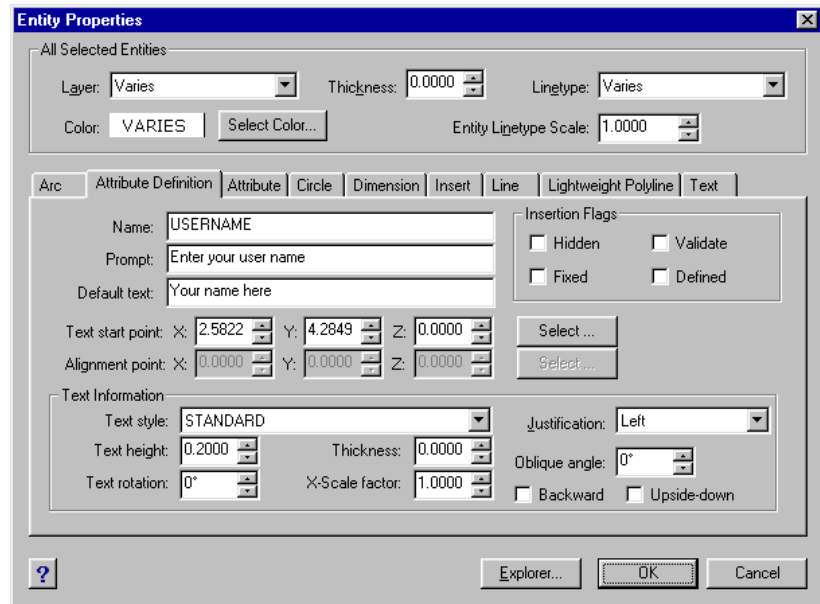
In the Entity Properties dialog box, changes that you make in the Layer, Thickness, Linetype, Color, and Entity Linetype Scale fields affect all selected entities. If you select several entities that all have different properties, the default value initially is *Varies*. Changes that you make in the entity tabs, such as Circle, Line, and Arc, affect all selected entities of that type. You can select the entities to be changed using any entity-selection method.

To modify the properties of multiple entities

- 1 Do one of the following:
 - Choose Modify > Properties.
 - On the Modify toolbar, click the Properties tool ().
 - Type *entprop* and then press Enter.
- 2 Select the entities, and then press Enter.
- 3 Make changes to the properties you want to change, and then click OK.

The Entity Properties dialog box, shown in the following illustration, has two sections. The All Selected Entities section (the upper part of the dialog box) displays properties common to all selected entities, such as Layer, Color, and Thickness. This portion of the dialog box is equivalent to the dialog box displayed by the AutoCAD *ddchprop* command.

The lower section of the Entity Properties dialog box contains options specific to the selected entities. Each tab displays the properties appropriate for the entity. This feature is equivalent to repeatedly applying the AutoCAD *ddmodify* command to one entity at a time.




The IntelliCAD Entity Properties dialog box.

Deleting entities

You can remove entities from a drawing. You can delete entities using any of the entity-selection methods.

To delete a selection set

- 1 Do one of the following:
 - Choose Edit > Delete.
 - On the Standard toolbar, click the Delete tool (.
 - Type *delete* and then press Enter.
- 2 Select the entities, and then press Enter.

TIP *Typing the Undelete command restores the most recently deleted selection set. If you have made additional modifications since deleting the entities, use Undelete rather than Undo to restore those entities without reversing those modifications.*

Copying entities

You can copy one or more entities, making one copy or multiple copies within the current drawing. You can also copy entities between drawings.



Use any of the following methods to copy entities within the current drawing:

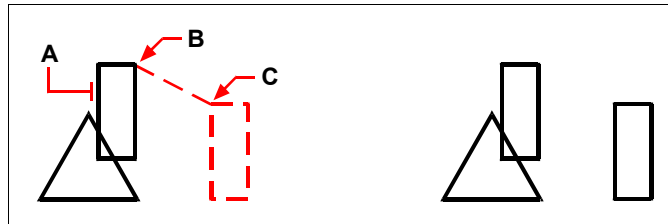
- Create a copy at a location referenced from the original.
- Create a copy aligned parallel to the original.
- Create a copy as a mirror image of the original.
- Create several copies in a rectangular or circular pattern.

Copying entities within a drawing

You can duplicate entities within the current drawing. The default method is to create a selection set and then specify a starting point, or base point, and an endpoint, or displacement point, for the copy. You can also make multiple copies or copy the selection set to a location you specify, using a direction vector.

To copy a selection set once


- 1 Do one of the following:
 - Choose Modify > Copy.
 - On the Modify toolbar, click the Copy tool () (COP).
.
 - Type *copy* and then press Enter.
- 2 Select the entities, and then press Enter.
- 3 Specify the base point.
- 4 Specify the displacement point.

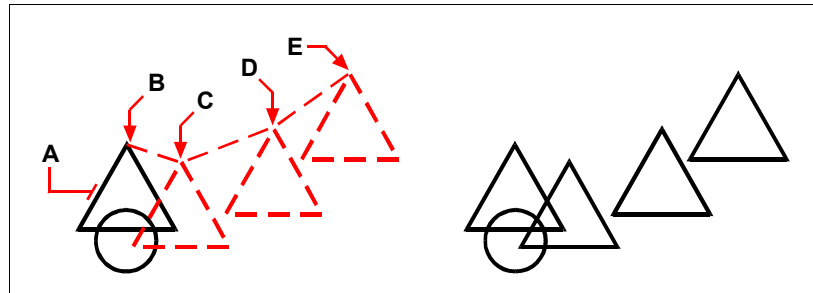


Entity to copy (A), base point (B), and displacement point (C).

Result.

To make multiple copies of a selection set

- 1 Do one of the following:
 - Choose Modify > Copy.
 - On the Modify toolbar, click the Copy tool ().
 - Type *copy* and then press Enter.
- 2 Select the entities, and then press Enter.
- 3 In the prompt box, choose Multiple Copies.
- 4 Specify the base point.
- 5 Specify the displacement point of the first copy.
- 6 Specify the displacement point of the next copy.
- 7 Continue specifying displacement points to place additional copies.
- 8 To complete the command, press Enter.




To make multiple copies of an entity, select the entity to copy (A), specify the base point (B), and then specify the displacement points (C, D, and E).

Result.


Copying between drawings

You can use the Clipboard to cut or copy entities from one drawing to another. Cutting removes the selected entities from a drawing and stores them on the Clipboard. Copying duplicates the selected entities from a drawing and places them on the Clipboard.

To cut entities to the Clipboard


- 1 Select the entities you want to cut.
- 2 Do one of the following:
 - Choose Edit > Cut.
 - On the Standard toolbar, click the Cut tool ().
 - Type *cutclip* and then press Enter.

To copy entities to the Clipboard

- 1 Select the entities you want to copy.
- 2 Do one of the following:
 - Choose Edit > Copy.
 - On the Standard toolbar, click the Copy tool ().
 - Type *copyclip* and then press Enter.

Anything that you can copy to the Clipboard can be pasted into a drawing. The format in which the program adds the Clipboard contents to the drawing depends on the type of information in the Clipboard. For example, if you copy IntelliCAD drawing entities to the Clipboard, the program pastes them into the drawing as IntelliCAD entities. If you copy objects to the Clipboard from other programs, they are pasted into the current drawing as embedded ActiveX objects.

To paste entities from the Clipboard


- 1 Do one of the following:
 - Choose Edit > Paste.
 - On the Standard toolbar, click the Paste tool ().
 - Type *pasteclip* and then press Enter.

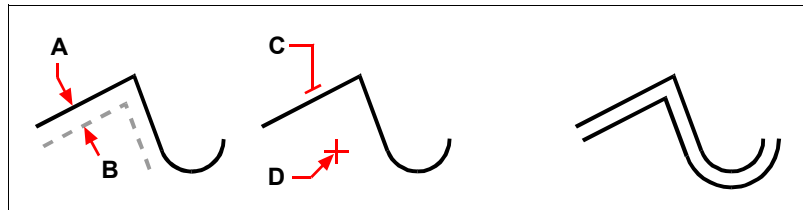
Making parallel copies

You can use the parallel feature to copy selected entities and align them parallel to the original entities at a specified distance. You can make parallel entities using arcs, circles, ellipses, elliptical arcs, lines, two-dimensional polylines, rays, and infinite lines.

Making parallel copies of curved entities creates larger or smaller curves, depending on which side of the original entity you place the copy. For example, placing a parallel copy of a circle outside the circle creates a larger concentric circle; positioning the copy inside the circle creates a smaller concentric circle.

To make a parallel copy by specifying the distance


- 1 Do one of the following:
 - Choose Modify > Parallel.
 - On the Modify toolbar, click the Parallel tool (.
 - Type *parallel* and then press Enter.
- 2 Specify the distance by selecting two points or by entering a distance.
- 3 Select the entity to copy.
- 4 Specify on which side of the entity to place the parallel copy.
- 5 Select another entity to copy, or press Enter to complete the command.

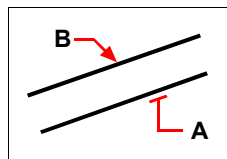


To make a parallel copy, specify the distance between copies by entering a distance or selecting two points (**A** and **B**), select the entity to copy (**C**), and specify on which side to place the copy (**D**).

Result.

To make a parallel copy passing through a point

- 1 Do one of the following:
 - Choose Modify > Parallel.
 - On the Modify toolbar, click the Parallel tool (.
 - Type *parallel* and then press Enter.
- 2 In the prompt box, choose Through Point.
- 3 Select the entity to copy.
- 4 Specify the point for the entity to pass through.
- 5 Repeat steps 3 and 4, or press Enter to complete the command.




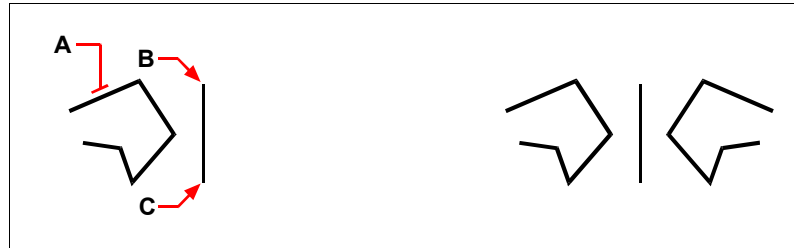
To make a parallel copy passing through a point, select the entity to copy (**A**) and then specify the through point (**B**).

Mirroring entities

You can create a mirror image of an entity. You mirror the entity about a mirror line, which you define by specifying two points in a drawing. You can delete or retain the original entities.

To mirror entities

- 1 Do one of the following:
 - Choose Modify > Mirror.
 - On the Modify toolbar, click the Mirror tool ().
 - Type *mirror* and then press Enter.
- 2 Select the entity, and then press Enter.
- 3 Specify the first point of the mirror line.
- 4 Specify the second point of the mirror line.
- 5 In the prompt box, choose one of the following:
 - Yes-Delete Entities to delete the original entities.
 - No-Keep Entities to retain the original entities.




To mirror an entity, select it (A), and then specify the first point (B) and second point (C) of the mirror line.

Result.

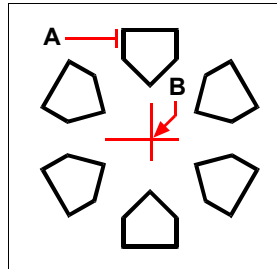
Arraying entities

You can copy an entity in a rectangular or polar (circular) pattern, creating an array. For a rectangular array, you control the number of copies in the array by specifying the number of rows and columns. You also specify the distance between each row and column. For a polar array, you control the number of copies that compose the array and whether to rotate the copies.

To create a polar array


- 1 Do one of the following:
 - Choose Modify > Array.
 - On the Modify toolbar, click the Array tool (.
 - Type *array* and then press Enter.
- 2 Select the entities, and then press Enter.
- 3 In the prompt box, choose Polar.
- 4 Specify the center point of the array.
- 5 Specify the number of items to array, including the original selection set.
- 6 Specify the angle the array is to fill, from 0 to 360 degrees.

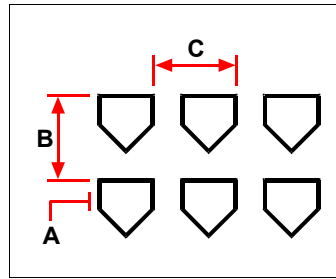
The default setting for the angle is 360 degrees. Positive values create the array in a counterclockwise direction; negative values create the array in a clockwise direction.
- 7 In the prompt box, choose one of the following:
 - Yes-Rotate Entities, to rotate entities as they are arrayed.
 - No-Do Not Rotate, to retain the original orientation of each copy as it is arrayed.



To create a polar array, select the entity to copy (A), specify the center point of the array (B), and then specify the number of items to array, the angle the array is to fill, and whether to rotate the items.

To create a rectangular array

- 1 Do one of the following:
 - Choose Modify > Array.
 - On the Modify toolbar, click the Array tool (.
 - Type *array* and then press Enter.
- 2 Select the entities, and then press Enter.
- 3 In the prompt box, choose Rectangular.
- 4 Type the number of rows.
- 5 Type the number of columns.
- 6 Specify the distance between the rows.
- 7 Specify the distance between the columns.



To create a rectangular array, select the entity to copy (**A**), type the number of rows and columns, and then specify the distance between each row (**B**) and column (**C**).


Rearranging entities

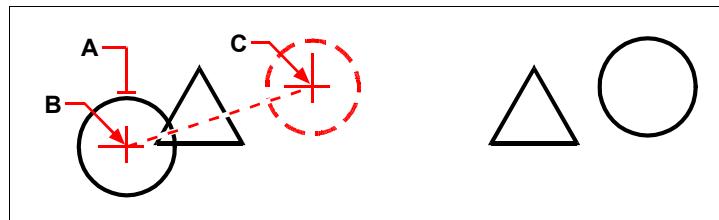
You can move one or more entities, and you can also rotate entities about a specified point.

Moving entities

You can move entities around within the current drawing or from one drawing to another. The default method is to create a selection set and then specify a starting point, or base point, and an endpoint, or displacement point, to define the relocation of the entities. You can also relocate the entities using a direction vector.

To move a selection set

- 1 Do one of the following:
 - Choose Modify > Move.
 - On the Modify toolbar, click the Move tool ().
 - Type *move* and then press Enter.
- 2 Select the entities, and then press Enter.
- 3 Specify the base point.
- 4 Specify the displacement point.



To move an entity, select it (**A**), and then specify the base point (**B**) and the displacement point (**C**).

Result.

You can also move entities using grips. To move an entity using grips, select the entity to display its grips, and then click a grip and drag it. The grip you select depends on the type of entity you're modifying. For example, to move a line entity, select the midpoint grip. To move a curved entity, such as an arc, circle, or ellipse, select the center point grip. Not all entities can be moved using grips.


To move an entity using grips

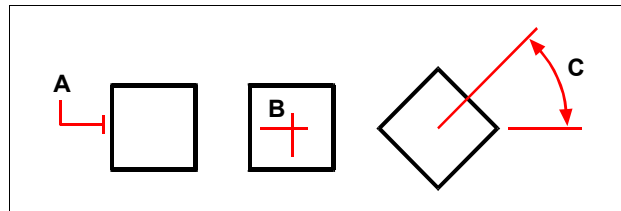
- 1 Select the entity.
- 2 Click a grip to select it.
- 3 Drag the entity to where you want to relocate it.
- 4 Click to release.

Rotating entities

You can rotate entities about a specified point at a specified rotation angle or by an angle referenced to a base angle. The default method rotates the entities using a relative rotation angle from their current orientation.


To rotate a selection set

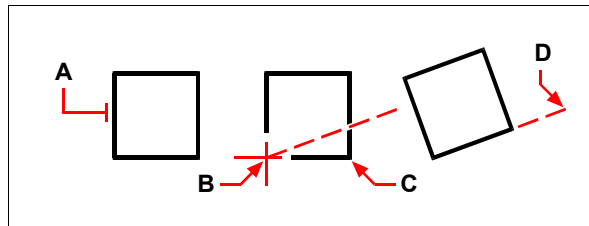
- 1 Do one of the following:
 - Choose Modify > Rotate.
 - On the Modify toolbar, click the Rotate tool (.
 - Type *rotate* and then press Enter.
- 2 Select the entities, and then press Enter.
- 3 Specify the rotation point.
- 4 Specify the rotation angle.



To rotate an entity, select the entity to rotate (**A**), and then specify the rotation point (**B**) and the rotation angle (**C**).

To rotate a selection set in reference to a base angle

- 1 Do one of the following:
 - Choose Modify > Rotate.
 - On the Modify toolbar, click the Rotate tool (.
 - Type *rotate* and then press Enter.
- 2 Select the entities, and then press Enter.
- 3 Specify the rotation point.
- 4 In the prompt box, choose Base Angle.
- 5 Specify the base angle.
- 6 Specify the new angle.



To rotate an entity in reference to a base angle, select the entity (**A**), specify the rotation point (**B**), select the base angle and pick point (**B**) again (or type the @ symbol), specify the second point (**C**), and then specify the point representing the new angle (**D**).


Resizing entities

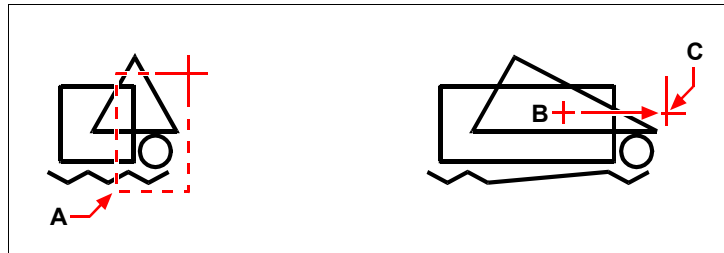
You can change the size of an entity or set of entities by stretching, scaling, extending, trimming, or editing their lengths.

Stretching entities

You can change the size of entities by stretching them. When you stretch entities, you must select the entities using either a crossing window or a crossing polygon. You then specify a displacement distance or select a base point and a displacement point. Entities that cross the window or polygon boundary are stretched; those completely within the crossing window or polygon are simply moved.

To stretch an entity

- 1 Do one of the following:
 - Choose Modify > Stretch.
 - On the Modify toolbar, click the Stretch tool ().
 - Type *stretch* and then press Enter.
- 2 In the prompt box, choose Crossing Window or Crossing Polygon.
- 3 Select the entities, and then press Enter.
- 4 Specify the base point.
- 5 Specify the second point of displacement.

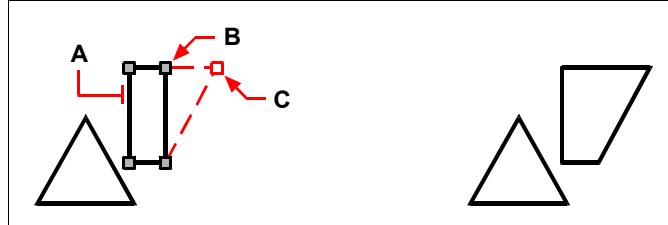


To stretch entities, select them using a crossing window (A) or crossing polygon, and then specify the base point (B) and displacement point (C).

To stretch an entity using grips, you select it to display its grips and then select a grip to make it the active grip. This becomes the base point. Then you move the active grip to a new location. The grip you select depends on the type of entity you're modifying. For example, to stretch one corner of a rectangle, select the corner point grip. To stretch a line, select an endpoint grip. Not all entities can be stretched using grips.

To stretch an entity using grips

- 1 Select the entity.
- 2 Click a grip to activate it.
- 3 Drag the grip.
- 4 Click to release.




To stretch an entity using grips, select the entity (A), select a grip (B), and drag the grip to its new location (C).

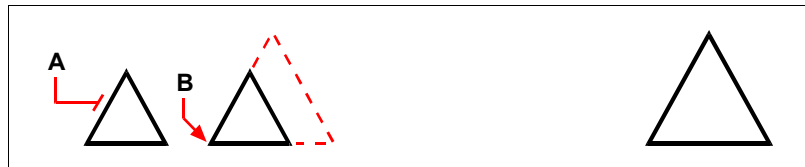
Result.

Scaling entities

You can change the size of a selected entity by scaling it in relation to a base point. You can change the size of an entity by specifying a base point and a length, which is used as a scale factor based on the current drawing units, or by specifying a scale factor. You can also use a scale factor referenced to a base scale factor, for example, by specifying the current length and a new length for the entity.

To scale a selection set by a scale factor

- 1 Do one of the following:
 - Choose Modify > Scale.
 - On the Modify toolbar, click the Scale tool (.
 - Type *scale* and then press Enter.
- 2 Select the entities, and then press Enter.
- 3 Specify the base point.
- 4 Specify the scale factor.



To scale an entity by a scale factor, select the entity (A), and then specify the base point (B) and the scale factor.

Result.

You can also scale some entities using grips. To scale an entity, you select the entity, and then click a grip. You then change the size of the entity by moving the grip. The grip you select depends on the type of entity you're modifying. For example, to scale a circle, select a quadrant point grip.

To scale an entity using grips

- 1 Select the entity.
- 2 Click a grip to select it.
- 3 Drag the grip.
- 4 Click to release.



To scale using grips, select the entity (**A**), click a grip (**B**), and scale the entity by dragging the grip to its new location (**C**).


Result.

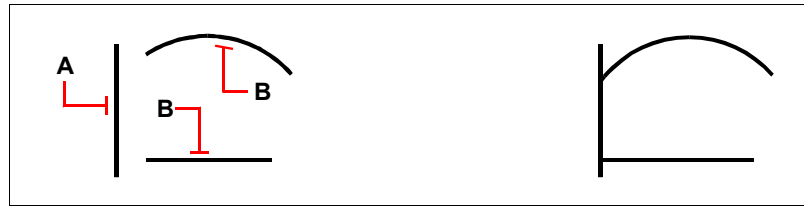
Extending entities

You can extend entities so that they end at a boundary defined by other entities. You can also extend entities to the point at which they would intersect an implied boundary edge. When extending entities, you first select the boundary edges, and then specify the entities to extend, selecting them either one at a time or using the fence selection method.

You can extend arcs, lines, two-dimensional polylines, and rays. Arcs, circles, ellipses, lines, splines, polylines, rays, infinite lines, and viewports in paper space can act as boundary edges.

To extend an entity


- 1 Do one of the following:
 - Choose **Modify > Extend**.
 - On the **Modify** toolbar, click the **Extend** tool (.
 - Type *extend* and then press **Enter**.
- 2 Select one or more entities as boundary edges, and then press **Enter**.
- 3 Select the entity to extend.
- 4 Select another entity to extend, or press **Enter** to complete the command.



To extend entities, select the boundary edge (A), and then select the entities to extend (B).

Result.

To extend an entity to an implied boundary


- 1 Do one of the following:
 - Choose Modify > Extend.
 - On the Modify toolbar, click the Extend tool (.
 - Type *extend* and then press Enter.
- 2 Select one or more boundary edges, and then press Enter.
- 3 In the prompt box, choose Edge Mode.
- 4 In the prompt box, choose Extend.
- 5 Select the entity to extend.
- 6 Select another entity to extend, or press Enter to complete the command.

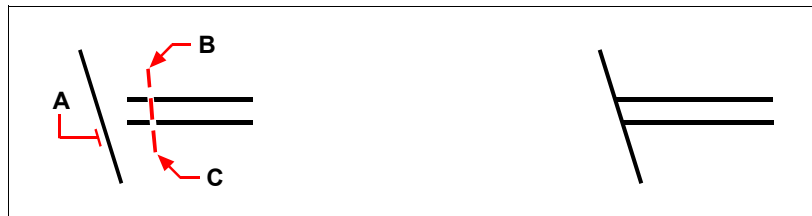


Select the boundary edge (A), and then select the entities to extend (B).

Result.

To extend several entities using the fence selection method

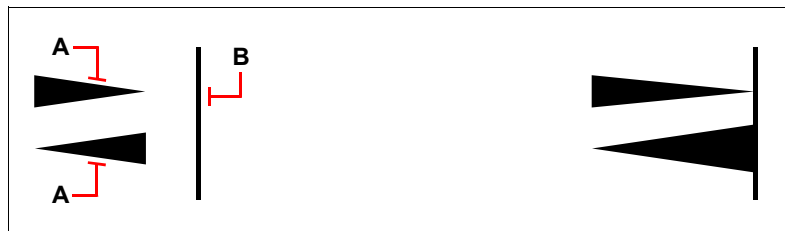
- 1 Do one of the following:
 - Choose Modify > Extend.
 - On the Modify toolbar, click the Extend tool (.
 - Type *extend* and then press Enter.
- 2 Select one or more boundary edges, and then press Enter.
- 3 In the prompt box, choose Fence.
- 4 Specify the first point of the fence.
- 5 Specify the second point of the fence.
- 6 Specify the next fence point, or press Enter to complete the command.



Select the boundary edge (A), and then specify the first point (B) and second point (C) of the fence.

Result.

When you extend a wide polyline, its centerline intersects the boundary edge. Because the end of the polyline is always cut at a 90-degree angle, part of the polyline may extend past the boundary edge. A tapered polyline continues to taper until it intersects the boundary edge. If this would result in a negative polyline width, the ending width changes to 0.



A tapered polyline (A) continues to taper until it intersects the boundary edge (B).


Result.

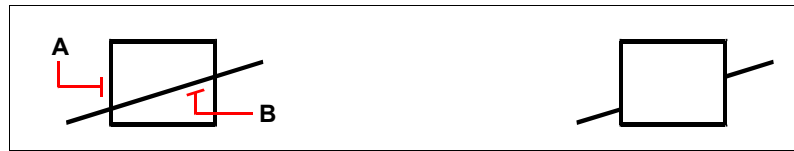
Trimming entities

You can clip, or trim, entities so they end at one or more implied cutting edges defined by other entities. You can also trim entities to the point at which they would intersect an implied cutting edge. When trimming entities, you first select the cutting edges and then specify the entities to trim, selecting them either one at a time or using the fence selection method.

You can trim arcs, circles, lines, open two-dimensional and three-dimensional polylines, and rays. Arcs, circles, lines, polylines, rays, infinite lines, and viewports in paper space can act as cutting edges. An entity can be both a cutting edge and one of the entities being trimmed.

To trim an entity


- 1 Do one of the following:
 - Choose Modify > Trim.
 - On the Modify toolbar, click the Trim tool ().
 - Type *trim* and then press Enter.
- 2 Select one or more cutting edges, and then press Enter.
- 3 Select the entity to trim.
- 4 Select another entity to trim, or press Enter to complete the command.



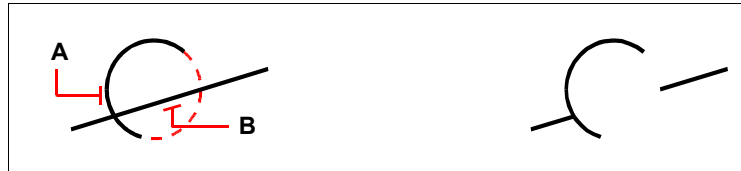
To trim entities, select the cutting edge (A), and then select the entities to trim (B).

Result.

To trim an entity to an implied boundary

- 1 Do one of the following:
 - Choose Modify > Trim.
 - On the Modify toolbar, click the Trim tool ().
 - Type *trim* and then press Enter.
- 2 Select one or more cutting edges, and then press Enter.
- 3 In the prompt box, choose Edge Mode.
- 4 In the prompt box, choose Extend.
- 5 Select the entity to trim.



- 6 Select another entity to trim, or press Enter to complete the command.

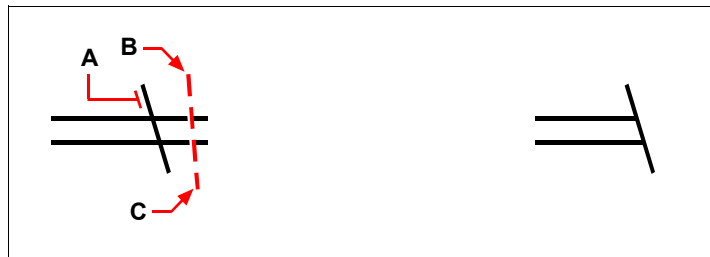


Select the implied boundary edge (**A**), and then select the entities to trim (**B**).

Result.

To trim several entities using the fence selection method

- 1 Do one of the following:
 - Choose Modify > Trim.
 - On the Modify toolbar, click the Trim tool () ().
 - Type *trim* and then press Enter.
- 2 Select one or more cutting edges, and then press Enter.
- 3 In the prompt box, choose Fence.
- 4 Specify the first point of the fence.
- 5 Specify the second point of the fence.
- 6 Specify the next fence point, or press Enter to complete the command.



Select the boundary edge (**A**), and then specify the first point (**B**) and second point (**C**) of the fence.

Result.


Editing the length of entities

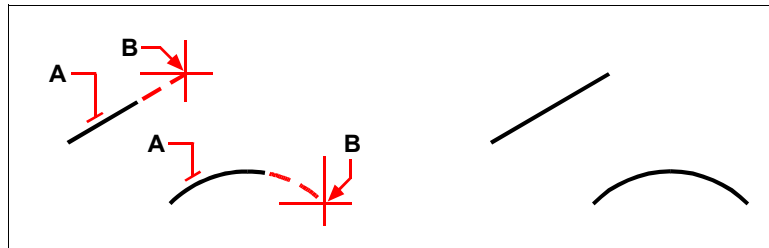
You can change the length of entities or the included angle of arcs. Use any of the following methods to change the length of an entity:

- Dynamically drag the endpoint or angle.
- Specify an incremental length or angle measured from an endpoint.
- Specify the new length as a percentage of the total length or angle.
- Specify a new length or included angle.

You can change the length of arcs, lines, and open polylines.

To change the length of an entity by dragging

- 1 Do one of the following:
 - Choose Modify > Edit Length.
 - On the Modify toolbar, click the Edit Length tool ().
 - Type *editlen* and then press Enter.
- 2 In the prompt box, choose Dynamic.
- 3 Select the entity you want to change.
- 4 Specify the new endpoint or included angle.



Select the entity (A), and then select the new endpoint (B).

Result.


Breaking and joining entities

You can break an entity into two parts, removing a portion of the entity in the process. You can also join two entities into a single entity.

Breaking entities

You can break arcs, circles, ellipses, lines, polylines, rays, and infinite lines. When breaking entities, you must specify two points for the break. By default, the point you use to select the entity becomes the first break point; however, you can use the First option to select a break point different from the one that selects the entity.

To break an entity


- 1 Do one of the following:
 - Choose Modify > Break.
 - On the Modify toolbar, click the Break tool (.
 - Type *break* and then press Enter.
- 2 Select the entity.
- 3 Specify the second break point.

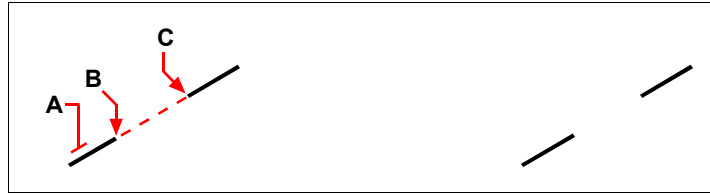


Select the entity (A), and then specify the second break point (B).

Result.

To select an entity and then specify the two break points

- 1 Do one of the following:
 - Choose Modify > Break.
 - On the Modify toolbar, click the Break tool (.
 - Type *break* and then press Enter.
- 2 Select the entity.
- 3 In the prompt box, choose First.
- 4 Specify the first break point.
- 5 Specify the second break point.



Select the entity (A), and then specify the first (B) and second (C) break points.

Result.


TIP To break an entity in two without removing a portion of the entity, specify the same point for the first and second break points by typing the at sign (@) and pressing Enter instead of specifying the second break point.

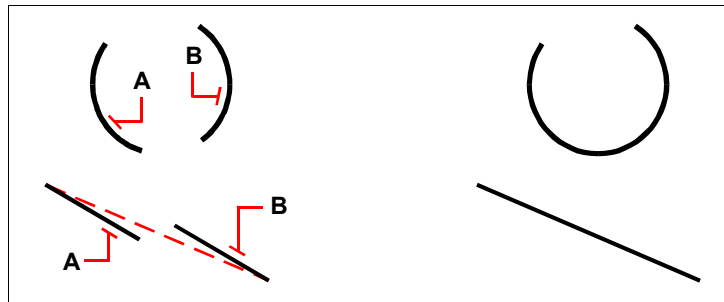
Joining entities

You can join two entities into a single entity. You can join either two lines or two arcs. The two lines must be parallel; the two arcs must share the same center point and radius.

When you join two lines, the farthest endpoints remain at their existing locations; the program draws a new line between these points. Arcs are joined counterclockwise, from the first arc you select to the second.

To join two entities

- 1 Do one of the following:
 - Choose Modify > Join.
 - On the Modify toolbar, click the Join tool (.
 - Type *join* and then press Enter.
- 2 Select the first arc or line.
- 3 Select the second arc or line.



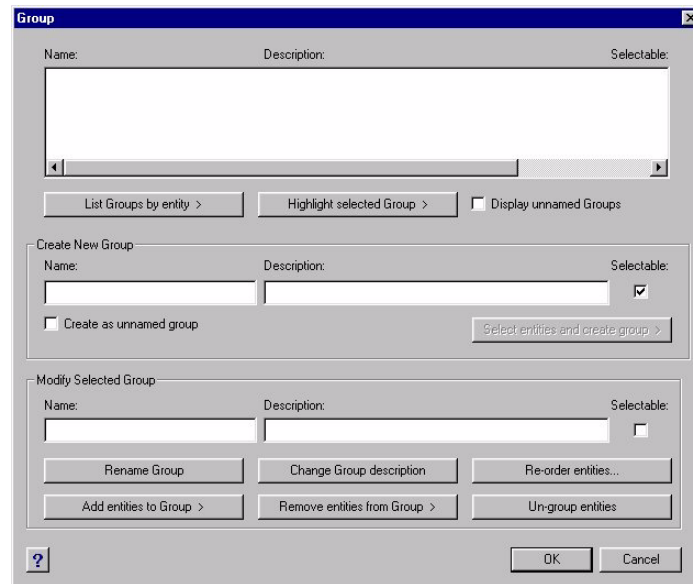
Select the first arc or line (A), and then select the second arc or line (B).

Result.

Grouping entities

A group is a collection of entities saved together as one unit. After you select the entities that belong in the group, you can later add more entities, remove entities, and re-order the entities. If necessary, you can also ungroup the entities at any time to work with the entities separately.


The Group dialog box controls the settings for all groups in a drawing.



Creating groups

When you create a group, you enter a group name and description, and then select the entities for the group.

To create a group


- 1 Do one of the following:
 - Choose Tools > Group.
 - On the Tools toolbar, click the Group tool (.
 - Type *group* and then press Enter.
- 2 Under Create New Group, enter the name and description of the group.
- 3 Click Selectable if you want all entities in the group to be selected when you select one entity of the group in the drawing.
- 4 Click Select Entities and Create Group.
- 5 Select the entities for the group, and then press Enter.

- 6 In the Group dialog box, click OK.


TIP You can enter the name of a group when selecting objects at the command prompt.

Modifying groups

To modify a group and its entities

- 1 Do one of the following:
 - Choose Tools > Group.
 - On the Tools toolbar, click the Group tool ().
 - Type *group* and then press Enter.
- 2 In the Group dialog box, select the group you want to modify.
- 3 Under Modify Selected Group, do one or more of the following:
 - Enter a new name, and then click Rename Group.
 - Enter a new description, and then click Change Group Description.
 - Select whether you want the group to be selectable in the drawing.
 - Click Add Entities to Group, select the entities to add to the group, and then press Enter.
 - Click Remove Entities from Group, select the entities to remove from the group, and then press Enter.
- 4 In the Group dialog box, click OK.

To change the order of entities in a group

- 1 Do one of the following:
 - Choose Tools > Group.
 - On the Tools toolbar, click the Group tool ().
 - Type *group* and then press Enter.
- 2 In the Group dialog box under Modify Selected Group, click Re-order Entities.
- 3 In the Re-Order Grouped Entities dialog box, select the group you want to re-order.
- 4 To see the order of entities in the group, click Highlight. Follow the prompts that display to view the entities, one by one.
- 5 To reverse the order of all entities in the group, click Reverse Order.
- 6 To change the order of specific entities or a range of entities:
 - In Remove from Position, enter the current position of the entity.
 - In Place to Position, enter the new position of the entity.
 - In Number of Entities, enter the number of entities or range of entities to re-order. For example, if you are changing the order of only one entity, enter 1.
 - Click Re-Order.


NOTE *The entities in a group are numbered 0, 1, 2, 3, and so on.*

- 7 Click OK, and then click OK again.

Ungrouping entities

When you ungroup entities, the entities remain in the drawing but the group is deleted from the drawing.

To ungroup entities

- 1 Do one of the following:
 - Choose Tools > Group.
 - On the Tools toolbar, click the Group tool ().
 - Type *group* and then press Enter.
- 2 In the Group dialog box, select the group to delete.
- 3 Under Modify Selected Group, click Ungroup Entities.
- 4 Click OK.


Editing polylines

You can modify any type of two-dimensional or three-dimensional polyline. Entities such as rectangles, polygons, and donuts, as well as three-dimensional entities such as pyramids, cylinders, and spheres, are all variations of polylines that you can edit.

You can edit a polyline by opening or closing it, by changing its overall width or the widths of individual segments, and by converting a polyline with straight line segments into a flowing curve or an approximation of a spline. In addition, you can use the Edit Polyline tool to edit individual vertices, adding, removing, or moving vertices. You can also add new segments to an existing polyline, change the linetypes of a polyline, and reverse the direction or order of the vertices.

To modify a polyline, you first select the polyline, and then select a polyline editing option. The available options vary depending on whether the selected polyline is a two-dimensional or three-dimensional entity. If the selected entity is not a polyline, the Edit Polyline tool provides the option of turning it into one. You can convert only arcs and lines into polylines. If several arcs or lines are joined endpoint to endpoint, they can all be selected and turned into one polyline.

To convert an entity into a polyline


- 1 Do one of the following:
 - Choose Modify > Edit Polyline.
 - On the Modify toolbar, click the Edit Polyline tool (.
 - Type *editpline* and then press Enter.
- 2 Select the entity.
- 3 In the prompt box, choose Yes-Turn Into Polyline.

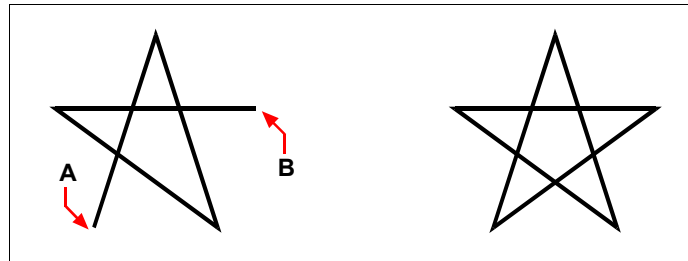
- 4 In the prompt box, choose another option, or choose Done to complete the command.

Opening and closing polylines

When you close a polyline, the program draws a straight polyline segment from the last vertex of the polyline to the first vertex. Opening a polyline removes the closing segment. When you select a polyline for editing, the prompt box displays either the Open or Close option, depending on whether the polyline you select is closed or open.

To close an open polyline

- 1 Do one of the following:
 - Choose Modify > Edit Polyline.
 - On the Modify toolbar, click the Edit Polyline tool ().
 - Type *editpline* and then press Enter.
- 2 Select the polyline.
- 3 In the prompt box, choose Close.
- 4 In the prompt box, choose another option, or choose Done to complete the command.




Closing an open polyline adds a straight polyline segment between the first (A) and last (B) vertices.

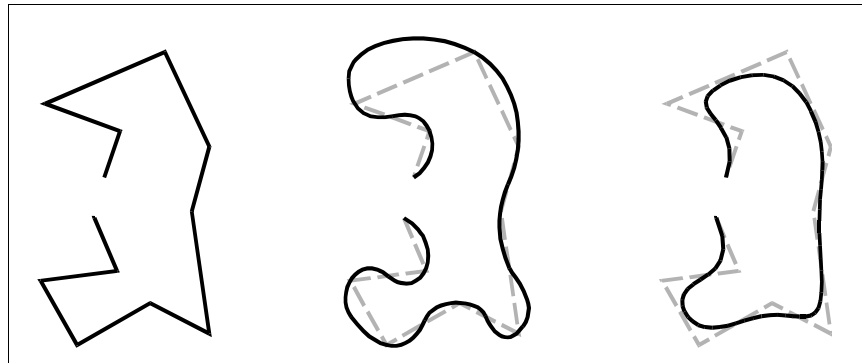
Result.

Curving and decurving polylines

You can convert a multisegment polyline into a smooth curve using either the Fit or Spline option. The Fit option creates a smooth curve connecting all the vertices. The Spline option computes a smooth curve that is pulled toward the vertices but passes through only the first and last vertices. The Decurve option removes Fit or Spline curves and arcs, leaving straight segments between the vertices.

To fit a curve to a polyline

- 1 Do one of the following:
 - Choose Modify > Edit Polyline.
 - On the Modify toolbar, click the Edit Polyline tool ().
 - Type *editpline* and then press Enter.
- 2 Select the polyline.
- 3 In the prompt box, choose Fit.
- 4 In the prompt box, choose another option, or choose Done to complete the command.



Original polyline.

After applying Fit curve.

After applying Spline.


Joining polylines

You can add an arc, line, or polyline entity to an existing open polyline, forming one continuous polyline entity. To join an entity to a polyline, that entity must already share an endpoint with an end vertex of the selected polyline.

When you join an entity to a polyline, the width of the new polyline segment depends on the width of the original polyline and the type of entity you are joining to it:

- A line or an arc assumes the same width as the polyline segment for the end vertex to which it is joined.
- A polyline joined to a tapered polyline retains its own width values.
- A polyline joined to a uniform-width polyline assumes the width of the polyline to which it is joined.


To join an arc, line, or polyline to an existing polyline

- 1 Do one of the following:
 - Choose Modify > Edit Polyline.
 - On the Modify toolbar, click the Edit Polyline tool ().
 - Type *editpline* and then press Enter.
- 2 Select the polyline.
- 3 In the prompt box, choose Join.
- 4 Select the arc, line, or polyline to join.
- 5 In the prompt box, choose another option, or choose Done to complete the command.


Changing the polyline width

You can change the width of an entire polyline, applying a uniform width to the entire entity or tapering the polyline uniformly along its entire length.

To apply a uniform width to an entire polyline

- 1 Do one of the following:
 - Choose Modify > Edit Polyline.
 - On the Modify toolbar, click the Edit Polyline tool ().
 - Type *editpline* and then press Enter.
- 2 Select the polyline.
- 3 In the prompt box, choose Width.
- 4 Specify the new polyline width.
- 5 In the prompt box, choose another option, or choose Done to complete the command.

To taper a polyline uniformly along its length

- 1 Do one of the following:
 - Choose Modify > Edit Polyline.
 - On the Modify toolbar, click the Edit Polyline tool ().
 - Type *editpline* and then press Enter.
- 2 Select the polyline.
- 3 In the prompt box, choose Taper.
- 4 Specify the starting width.
- 5 Specify the ending width.
- 6 In the prompt box, choose another option, or choose Done to complete the command.


Editing polyline vertices

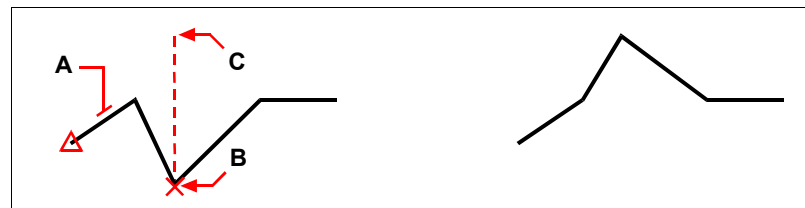
You can use the Edit Vertices option to modify individual polyline vertices. When you select this option, the program switches into a special vertex editing mode and places an *x* on the first vertex. The *x* indicates the vertex you are editing. The Next and Previous options move the *x* to the next or previous vertex. You can edit only one vertex at a time.

When editing vertices, you can modify the polyline in the following ways:

- Convert a polyline segment into a curve by specifying a new tangent angle.
- Break a polyline into two separate polylines.
- Insert a new vertex after the current vertex.
- Move the current vertex.
- Straighten the polyline segment between two vertices.
- Change the width of the polyline segment between two vertices.

To move a polyline vertex


- 1 Do one of the following:
 - Choose Modify > Edit Polyline.
 - On the Modify toolbar, click the Edit Polyline tool (.
 - Type *editpline* and then press Enter.
- 2 Select the polyline.
- 3 In the prompt box, choose Edit Vertices.
- 4 In the prompt box, choose Next Vertex.
Repeat until the *x* reaches the vertex you want to move.
- 5 In the prompt box, choose Move.
- 6 Specify the new location for the vertex.
- 7 In the prompt box, choose another option, or choose Exit to stop editing vertices.
- 8 In the prompt box, choose another option, or choose Done to complete the command.

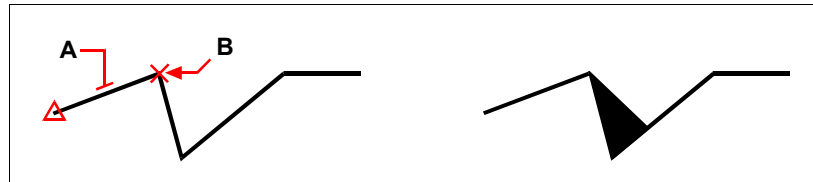


Select the polyline (A), move the current vertex marker to the vertex you want to move (B), and then specify the new vertex location (C).

Result.

To taper the width of an individual polyline segment

- 1 Do one of the following:
 - Choose Modify > Edit Polyline.
 - On the Modify toolbar, click the Edit Polyline tool () .
 - Type *editpline* and then press Enter.
- 2 Select the polyline.
- 3 In the prompt box, choose Edit Vertices.
- 4 In the prompt box, choose Next Vertex.
Repeat until the *x* reaches the first vertex of the segment you want to taper.
- 5 In the prompt box, choose Width.
- 6 Specify the starting width.
- 7 Specify the ending width.
- 8 In the prompt box, choose another option, or choose Exit to stop editing vertices and update the display.
- 9 In the prompt box, choose another option, or choose Done to complete the command.



Select the polyline (**A**), move the current vertex marker to the first vertex of the segment you want to taper (**B**), and then specify the new starting and ending widths for that segment.

Result.


Exploding entities

You can convert a complex entity, such as a block or polyline, from a single entity into its component parts. Exploding a polyline, rectangle, donut, polygon, dimension, or leader reduces it to a collection of individual line and arc entities that you can then modify individually. Blocks are converted to the individual entities, possibly including other, nested blocks that composed the original entity.

With the following exceptions, exploding an entity usually has no visible effect on a drawing:

- If the original polyline had a width, the width information is lost when you explode it. The resulting lines and arcs follow the centerline of the original polyline.
- If you explode a block containing attributes, the attributes are lost, but the original attribute definitions remain.
- Colors and linetypes assigned BYBLOCK may appear different after exploding an entity, because they will adopt the default color and linetype until inserted into another block.

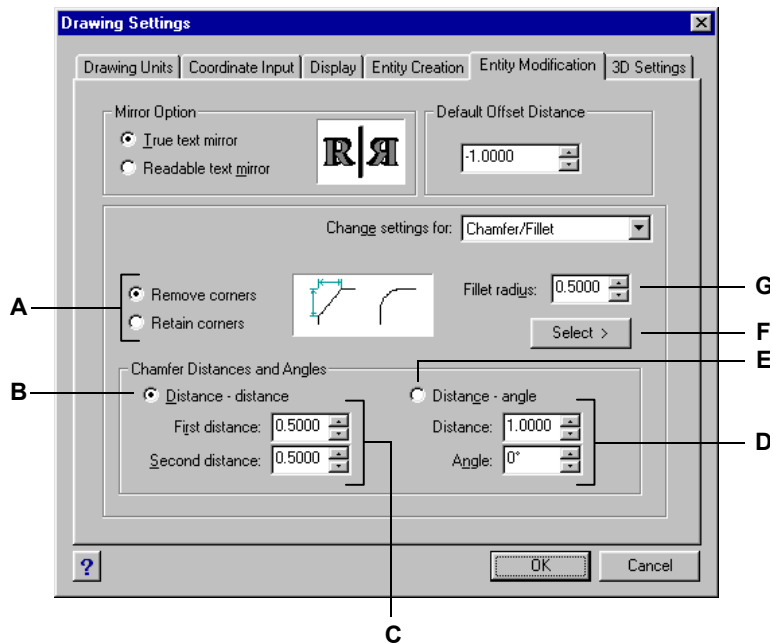
To explode an entity

- 1 Do one of the following:
 - Choose Modify > Explode.
 - On the Modify toolbar, click the Explode tool ()
 - Type *explode* and then press Enter.
- 2 Select the entities to explode.
- 3 Press Enter.

Chamfering and filleting entities

You can chamfer or fillet entities. A chamfer connects two nonparallel entities with a line to create a beveled edge. A fillet connects two entities with an arc of a specified radius to create a rounded edge. If both entities you are working with are on the same layer, the chamfer or fillet is drawn on that layer. If they are on different layers, the chamfer or fillet is drawn on the current layer.

The Chamfer/Fillet settings in the Drawing Settings dialog box control the chamfer and fillet settings. The portions of the entities that extend beyond the chamfer or fillet are normally deleted when you create the chamfer or fillet. You can retain these original entities, however, by changing the settings in the dialog box.




- A Click to remove or retain portions of entities that extend beyond the chamfer or fillet.
- B Click to create a chamfer using two chamfer distances (distance-distance method).
- C Specify the first and second chamfer distances when using the distance-distance method.
- D Specify the chamfer length and angle when using the distance-angle method.
- E Click to create a chamfer using the chamfer length and angle (distance-angle method).
- F Click to specify the fillet radius by selecting two points in the drawing.
- G Specify the fillet radius.

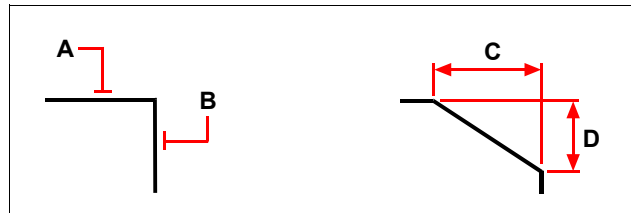
Chamfering entities

You can connect two nonparallel entities by extending or trimming them and then joining them with a line to create a beveled edge. You can chamfer lines, polylines, rays, and infinite lines. When creating a chamfer, you can specify how far to trim the entities back from their intersection (distance-distance method), or you can specify the length of the chamfer and the angle it forms along the first entity (distance-angle method).

When chamfering a polyline, you can chamfer multiple segments between two selected polyline segments, or you can chamfer the entire polyline.


To chamfer two entities using the distance-distance method

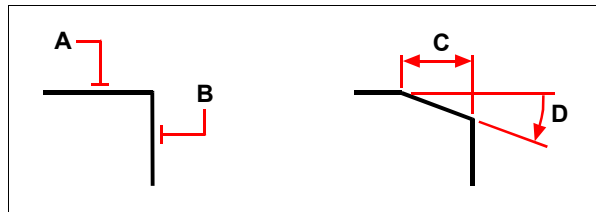
- 1 Do one of the following:
 - Choose Modify > Chamfer.
 - On the Modify toolbar, click the Chamfer tool ().
 - Type *chamfer* and then press Enter.
- 2 In the prompt box, choose Chamfer Settings.
- 3 In the Drawing Settings dialog box, click the Entity Modification tab.
- 4 Under Chamfer Distances And Angles, click Distance-Distance.
- 5 Under Chamfer Distances And Angles, specify the first and second chamfer distances.
- 6 Click OK.
- 7 Select the first entity.
- 8 Select the second entity.



Select the first (A) and second (B) entities. The chamfer is drawn, based on the first (C) and second (D) chamfer distances.


To chamfer two entities using the distance-angle method

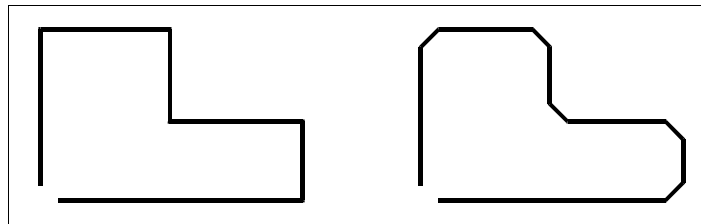
- 1 Do one of the following:
 - Choose Modify > Chamfer.
 - On the Modify toolbar, click the Chamfer tool (.
 - Type *chamfer* and then press Enter.
- 2 In the prompt box, choose Chamfer Settings.
- 3 In the Drawing Settings dialog box, click the Entity Modification tab.
- 4 Under Chamfer Distances And Angles, click Distance-Angle.
- 5 Under Chamfer Distances And Angles, specify the chamfer distance and angle.
- 6 Click OK.
- 7 Select the first entity.
- 8 Select the second entity.



Select the first (A) and second (B) entities. The chamfer is drawn, based on the distance measured along the first entity (C) and the angle (D) formed with the first entity.

To chamfer all vertices in a polyline


- 1 Do one of the following:
 - Choose Modify > Chamfer.
 - On the Modify toolbar, click the Chamfer tool (.
 - Type *chamfer* and then press Enter.
- 2 In the prompt box, choose Polyline.
- 3 Select the polyline.

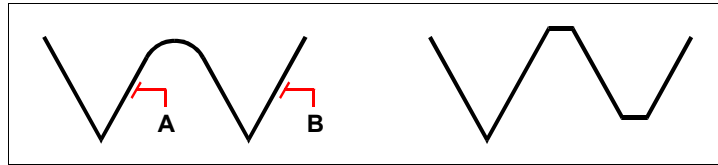


Original polyline.

Result after chamfering.

To chamfer selected vertices in a polyline

- 1 Do one of the following:
 - Choose Modify > Chamfer.
 - On the Modify toolbar, click the Chamfer tool (.
 - Type *chamfer* and then press Enter.
- 2 Select the polyline along the segment where you want to begin the chamfer.
- 3 Select the polyline along the segment where you want to end the chamfer.




Select the polyline along the (A) and (B) segments.

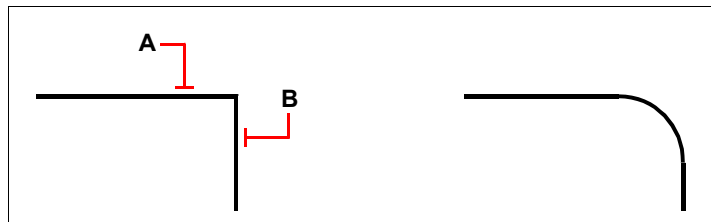
Result after chamfering.

Filleting entities

You can connect two entities with an arc of a specified radius to create a rounded edge. You can fillet pairs of line segments, straight polyline segments, arcs, circles, rays, and infinite lines. You can also fillet parallel lines, rays, and infinite lines. When filleting a polyline, you can fillet multiple segments between two selected segments, or you can fillet the entire polyline.

To fillet two entities


- 1 Do one of the following:
 - Choose Modify > Fillet.
 - On the Modify toolbar, click the Fillet tool (.
 - Type *fillet* and then press Enter.
- 2 In the prompt box, choose Fillet Settings.
- 3 In the Drawing Settings dialog box, specify the fillet radius.
- 4 Click OK.
- 5 Select the first entity.
- 6 Select the second entity.



Select the first (A) and second (B) entities.

Result after filleting.

To fillet an entire polyline


- 1 Do one of the following:
 - Choose Modify > Fillet.
 - On the Modify toolbar, click the Fillet tool () .
 - Type *fillet* and then press Enter.
- 2 In the prompt box, choose Polyline.
- 3 Select the polyline.

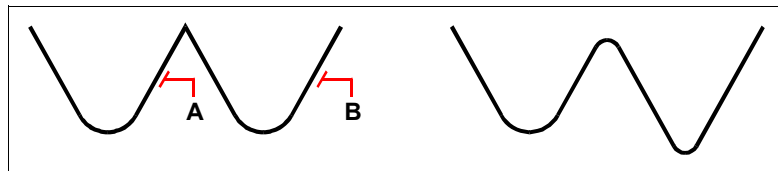


Select the polyline (A).

Result after filleting.

To fillet selected vertices in a polyline

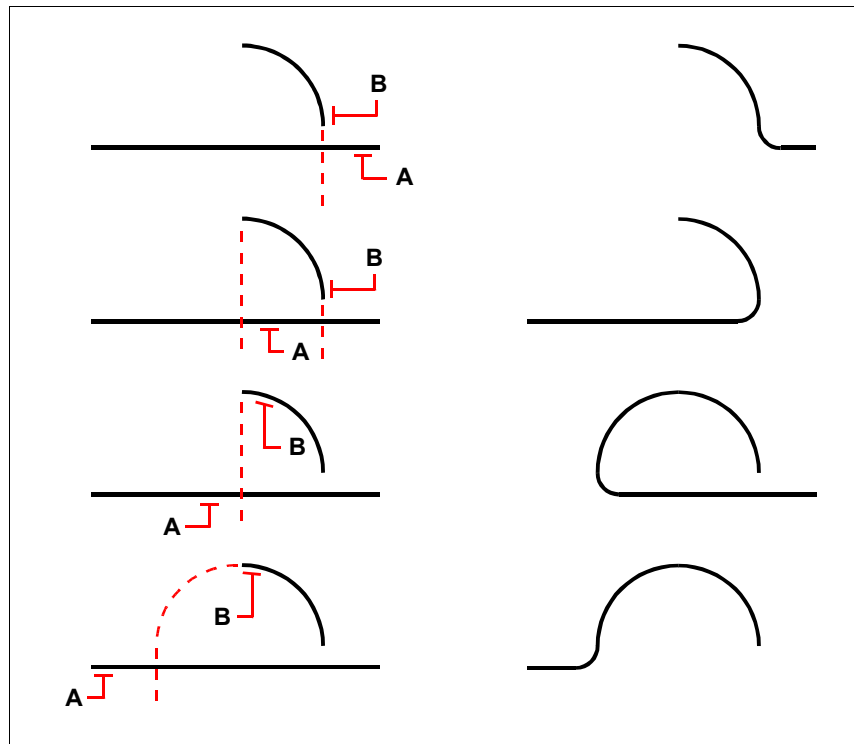
- 1 Do one of the following:
 - Choose Modify > Fillet.
 - On the Modify toolbar, click the Fillet tool () .
 - Type *fillet* and then press Enter.
- 2 Select the polyline along the segment where you want to begin the fillet.
- 3 Select the polyline along the segment where you want to end the fillet.



Select the polyline along the (A) and (B) segments.

Result after filleting.

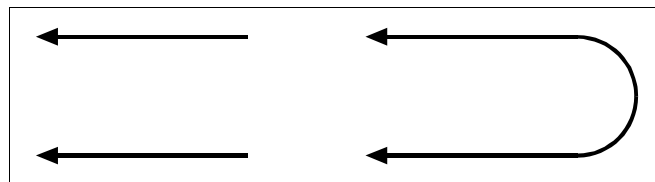
When you fillet circles and arcs, more than one fillet can exist between the entities. The point at which you select the entities determines the fillet.



Select entities (**A** and **B**).

Results after filleting.

You can fillet parallel lines, rays, and infinite lines. The first entity must be a line or ray; the second entity can be a line, ray, or infinite line. The diameter of the fillet arc is always equal to the distance between the parallel entities. The current fillet radius is ignored.



Original entities.

Result after filleting.

Working with text

You can insert text into your drawing and control its appearance, allowing you to provide additional information for your IntelliCAD® drawings. This chapter explains how to:

- Create line text.
- Create paragraphs.
- Create text styles.
- Format text.
- Change text.
- Change paragraph text.
- Use an alternate text editor.


Topics in this chapter

<i>Creating line text</i>	240
<i>Creating paragraph text</i>	241
<i>Working with text styles</i>	243
<i>Formatting text</i>	244
<i>Changing text</i>	248

Creating line text

When you create text, you end each line of text by pressing Enter. Each line of text is created as a separate entity that you can modify.

To create text

- 1 Do one of the following:
 - Choose Insert > Text.
 - On the Draw 2D toolbar, click the Text tool () .
 - Type *dtext* and then press Enter.
- 2 Specify the insertion point for the first character.
- 3 Specify the height of the text.
- 4 Specify the text rotation angle.
- 5 Type the text, and then press Enter at the end of each new line.
- 6 To complete the command, press Enter again.


TIP *If you've already created text and want new text to appear immediately below the previous text, choose Insert > Text. When prompted for an insertion point, press Enter. The new text will keep the same height and rotation angle as the previous text.*

Creating paragraph text

Paragraph text consists of one or more lines of text or paragraphs that fit within a boundary width that you specify. Each paragraph text entity you create is treated as a single entity regardless of the number of individual paragraphs or lines of text it contains.

When you create paragraph text, you first determine the paragraph's boundary width by specifying the opposite corners of a rectangle. The paragraph text automatically wraps so that it fits within this rectangle. The first corner of the rectangle determines the default attachment point of the paragraph text. You can change the location of the attachment point in reference to the rectangle, and you can determine the direction in which text flows within the rectangle. You can also select the text style, text height, and the rotation angle of the entire paragraph text entity.

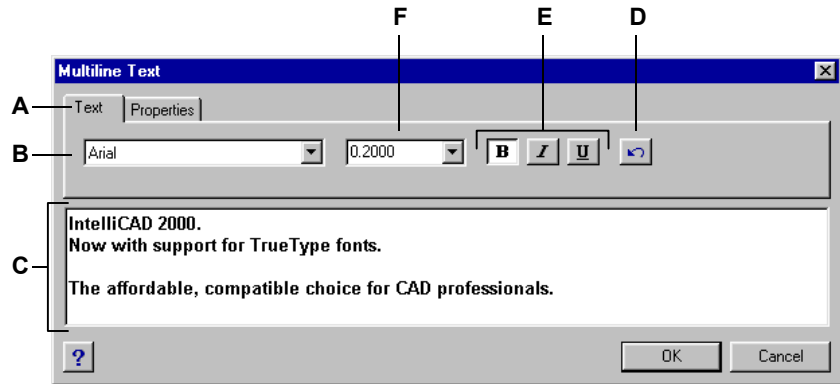
To create paragraph text

- 1 Do one of the following:
 - Choose Insert > Multiline Text.
 - On the Draw 2D toolbar, click the Multiline Text tool ()
 - Type *mtext* and then press Enter.
- 2 Select the first corner of the text area.
- 3 In the MTEXT prompt box, select the properties you want to change, or proceed directly to step 4.

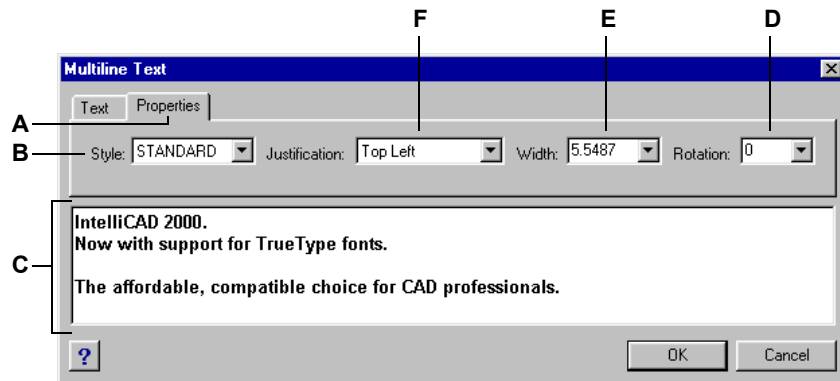
You can select these properties in steps 7 and 8.
- 4 Select the second corner of the text area.
- 5 In the Multiline Text dialog box, click the Text tab.
- 6 In the window, type the text you want.

To create paragraphs, press Enter and continue typing.
- 7 Make any selections or changes you want to the font, height, and text variations for bold, italic, and underline.
- 8 Click the Properties tab, and make selections or changes you want to the text Style, Justification, Width, and Rotation.
- 9 Click OK.

TIP You can paste text from the Clipboard into the Multiline Text dialog box.



- A Text attributes tab.
- B Font selections.
- C Text area.
- D Undoes last action.
- E Changes font attributes of highlighted text.
- F Text height selections.



- A Properties tab.
- B Text style selections.
- C Text area.
- D Angle of text box selections.
- E Width of text box selections.
- F Justification of text box selections.

Working with text styles

When you add text to a drawing, it uses the current text style. Text style determines the font, size, angle, orientation, and other characteristics.


Every drawing has a default text style, named Standard, which initially uses the *icad.fnt* font. You cannot delete the Standard style, but you can rename it or modify it. You can change the font, the size of the font, and the obliquing angle applied to it. If you change the font or orientation of an existing style, all existing text entities created using that style are automatically updated to reflect the new font or orientation. Changing any other characteristic has no effect on existing text. You also can create and use an unlimited number of additional text styles.

The text style determines the characteristics shown in the following table.

Style characteristics

Characteristic	Default	Description
Style name	Standard	The name of the style, up to 31 characters.
Font file	icad.fnt	The font file on which the style is based.
Text height	0	The character height. A value of 0 prompts for text height upon insertion.
Width factor	1	The horizontal expansion or compression of the text. Values less than 1 compress the text; values greater than 1 expand the text.
Obliquing angle	0	The slant of the text, in degrees. Negative values slant the text to the left; positive values slant the text to the right.
Backward	No	Determines whether text appears backward.
Upside down	No	Determines whether text appears upside down.
Vertical	No	Determines whether text has a vertical orientation.

To create a text style

- 1 Do one of the following:
 - Choose Settings > Explore Text Styles.
 - On the Settings toolbar, click the Explore Text Styles tool ().
 - Type *expfonts* and then press Enter.
- 2 Choose Edit > New > Style.
- 3 Type a new text style name, or press Enter to accept the default name.
- 4 Choose Edit > Properties to open the Styles dialog box.
- 5 Under Text Font, select the name, style, and language of the font you want to use.
- 6 Under Text Measurements, enter the Fixed Text Height, Width Factor, and Oblique Angle measurement.
- 7 Under Text Generation, select the check boxes you want to indicate the direction for printed text to appear.
- 8 Close the Styles dialog box, then close the IntelliCAD Explorer dialog box.
- 9 To begin using the new style, choose Insert > Text.
- 10 In the prompt box, select Use Defined Style.


Formatting text

When you create text, you choose the text style and set the alignment. The style determines the font characteristics for the text. For line text, the alignment determines how the text aligns with the text insertion point. For paragraph text, the alignment determines the location of the attachment point in relation to the paragraph text boundary and the direction in which text flows within the boundary.

Setting the line text style

You can set the text style before you specify the insertion point. You select the text style by typing the name of a previously defined style.


To specify a line text style

- 1 Do one of the following:
 - Choose Insert > Text.
 - On the Draw 2D toolbar, click the Text tool ()
 - Type *dtext* and then press Enter.
- 2 In the prompt box, choose Use Defined Style.
- 3 Type the name of a previously defined text style, and then press Enter.
To display a list of available text styles, type a question mark (?), and then press Enter.
- 4 Specify the text insertion point.
- 5 Specify the text height.
- 6 Specify the rotation angle.
- 7 Type the text line, and then press Enter.
- 8 To complete the command, press Enter again.

Setting the paragraph text style

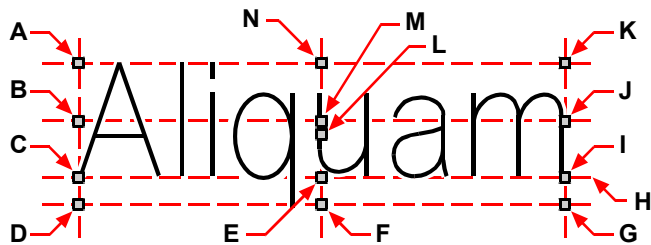
You can set the paragraph text style before you specify the insertion point. You select the text style by typing the name of a previously defined style.

To specify a paragraph text style

- 1 Do one of the following:
 - Choose Insert > Multiline Text.
 - On the Draw 2D toolbar, click the Multiline Text tool ()
 - Type *mtext* and then press Enter.
- 2 Specify the first point of the Multiline Text box.
- 3 In the prompt box, choose Text Style.
- 4 Type the name of a previously defined text style, and then press Enter.
- 5 Specify the text height.
- 6 Specify the rotation angle.
- 7 Specify the opposite corner of the Multiline Text box.
- 8 Type the text, and then press Enter.
- 9 To complete the command, press Enter again.

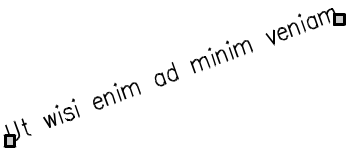
Setting the line text alignment

When you create text, you can set the text alignment before you specify the insertion point. You set the alignment by choosing it in the prompt box. By default, text is left justified. You can align text at the left, center, or right and at the top, middle, or baseline of the text or at the bottom of descending letters.



- | | |
|-----------------|-----------------|
| A Top left | H Baseline |
| B Middle left | I Right |
| C Left | J Middle right |
| D Bottom left | K Top right |
| E Center | L Middle |
| F Bottom center | M Middle center |
| G Bottom right | N Top center |

You can also align text so that it fits or aligns between two points. The Align option creates text that scales up or down while maintaining a constant height/width ratio; the Fit option expands or compresses the text to fit between the two points.




Text aligned between two points maintains a constant height/width ratio.



Text fit between two points expands or compresses to fit.

To specify the line text alignment

- 1 Do one of the following:
 - Choose Insert > Text.
 - On the Draw 2D toolbar, click the Text tool().
 - Type *dtext* and then press Enter.
- 2 In the prompt box, choose an alignment option, or choose Justification Options to display all the justification options.
- 3 Specify the text insertion point, and then continue creating the line text.

Setting the paragraph text alignment

When you create paragraph text, you can set the text alignment by specifying the attachment point location in relation to the paragraph text boundary and the direction in which text flows within the boundary. You can set the paragraph text alignment either in the prompt box displayed after you specify the first corner of the paragraph text boundary or from the Multiline Text dialog box. You can specify the attachment point at the top left, top center, top right, middle left, middle center, middle right, bottom left, bottom center, or bottom right. The paragraph text can flow left to right, right to left, top to bottom, or bottom to top.

Including special text characters

You can use control codes to overscore or underscore text or to include special characters. Both overscore and underscore can be active at the same time. To include control codes, as you type text, type two percent symbols (%%) followed by the special control code or character. A single percent sign is treated as a normal text character. A triple-percent control code is provided for those instances where a control-code sequence must follow a percent sign in the text.

Special text characters	
Control code	Function
%%o	Toggles overscore mode on and off.
%%u	Toggles underscore mode on and off.
%%d	Draws a degree symbol (°).
%%p	Draws the plus-or-minus symbol (±).
%%c	Draws the circle diameter symbol (Ø).
%%%	Forces a single percent sign.
%%nnn	Draws special character number <i>nnn</i> .

Ut wisi enim[°] ad± minim Ø veniam


Text created using special text characters: Ut wisi %%uenim%%d ad%%p%%u minim %%c %%oveniam.

Changing text


Changing line text

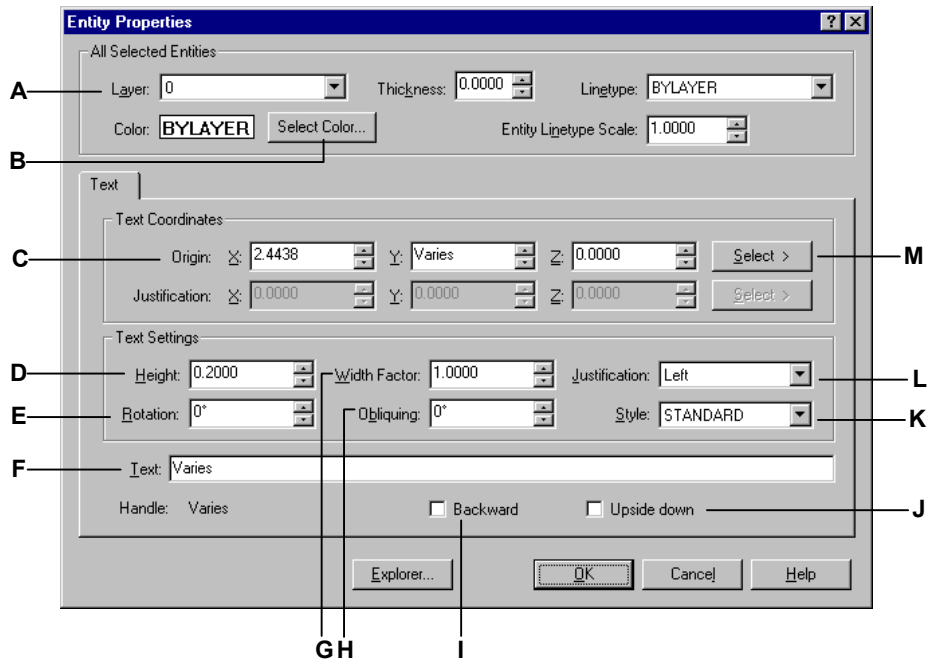
You can edit and modify the text as you would any other drawing entity. That is, you can delete, move, rotate, and scale text.

To edit text

- 1 Do one of the following:
 - Choose Modify > Edit Text.
 - On the Modify toolbar, click the Edit Text tool ().
 - Type *ddedit* and then press Enter.
- 2 Select the text entity.
- 3 In the Text field, edit the text, and then click OK.

To change text properties

- 1 Do one of the following:
 - Choose Modify > Edit Text.
 - On the Modify toolbar, click the Edit Text tool().
 - Type *ddedit* and then press Enter.
- 2 Select the text entity.
- 3 Under Text Settings, change the text properties you want.
- 4 Click OK.




- | | |
|---|---|
| <p>A Click to change layer.</p> <p>B Click to change color.</p> <p>C Specify new text insertion point.</p> <p>D Specify text height.</p> <p>E Specify text rotation angle.</p> <p>F Edit the existing text.</p> <p>G Specify the width factor.</p> | <p>H Specify the obliquing angle.</p> <p>I Select to insert backward text.</p> <p>J Select to insert upside-down text.</p> <p>K Click to change text style.</p> <p>L Click to change text justification.</p> <p>M Click to select a new text insertion point.</p> |
|---|---|


Changing paragraph text

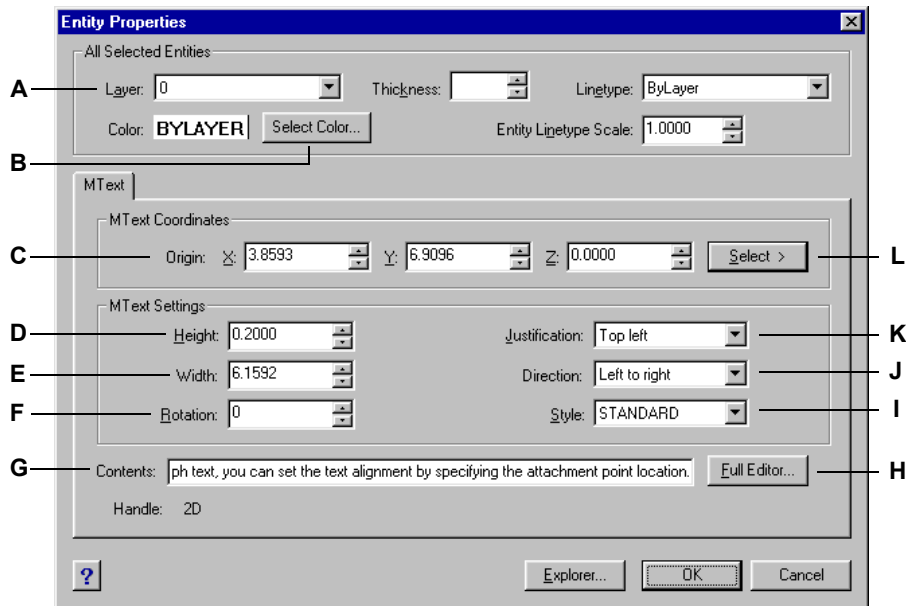
You can modify the text as you would any other drawing entity. That is, you can delete, move, rotate, and scale text.

To edit paragraph text

- Do one of the following:
 - Choose Modify > Edit Text.
 - On the Modify toolbar, click the Edit Text tool ().
- Select the text entity.
- Edit the text in the Contents field of the Entity Properties dialog box.
- To apply font style changes to the text, click Full Editor.
- Click OK.

To change paragraph text properties

- 1 Do one of the following:
 - Choose Modify > Edit Text.
 - On the Modify toolbar, click the Edit Text tool ().
- 2 Select the text entity.
- 3 Change the text properties you want under the Text section of the Entity Properties dialog box.
- 4 To apply font style changes to the text, click Full Editor.
- 5 Click OK.



- | | |
|--|---|
| A Click to change layer. | G Edit the existing text. |
| B Click to change color. | H Click to change font styles. |
| C Specify new attachment point. | I Click to change text style. |
| D Specify text height. | J Click to change direction in which text flows. |
| E Specify width of text boundary rectangle. | K Click to change attachment point in relation to text boundary rectangle. |
| F Specify text rotation angle. | L Click to select a new attachment point. |

Using an alternate text editor

IntelliCAD includes a built-in text editor for creating paragraph text using the MTEXT command described earlier in this chapter (See *Creating paragraph text* 241). You can also specify an alternate text editor for the MTEXT command.

Selecting an alternate text editor


Before you can use an alternate text editor, you must specify the editor by setting the MTEXTED system variable.

To select an alternate text editor

- 1 Type *mtexted* and then press Enter.
- 2 Enter the path and name of the executable file for the text editor you want to use to create or edit multiline text. For example, to use Microsoft Wordpad, you would type something similar to the following (adjusting the path name as necessary):
C:\Program Files\Windows NT\Accessories\Wordpad.exe

Creating paragraph text in an alternate text editor

To use an alternate text editor

- 1 Do one of the following:
 - Choose Insert > Multiline Text.
 - On the Draw 2D toolbar, click the Multiline Text tool ().
 - Type *mtext* and then press Enter.
- 2 Select the first and second corners of the text area, as described earlier in this chapter.
- 3 In the Multiline Text dialog box, click the Text tab.
- 4 In the window, type the text you want, using the special characters from the table shown below to achieve special formatting. Enter \P to end a paragraph and start a new paragraph on the next line. For example, to use an alignment value of 1 and stack two numbers to display them as a fraction:


```
{\A1;\S1/2;} \P
```
- 5 When your text is complete, save the changes and exit the text editor.

Special formatting characters

Format characters	Function
\O...o	Toggles overscore mode on and off.
\L...l	Toggles underscore mode on and off.
\~	Inserts a nonbreaking space.
\	Inserts a backslash.
\{...}	Inserts an opening and closing brace.
\Cvalue;	Sets the color to a specified value.
\File name;	Sets the font based on a specified font file name.
\Hvalue;	Sets the text height to a specified value.
\Hvaluex;	Sets the text height to a multiple of the current text height.
\S...^...;	Stacks the subsequent text at the /, #, or ^ symbol.
\Tvalue;	Adjusts the space between characters, from 0.75 to 4 times.
\Qangle;	Changes obliquing angle.
\Wvalue;	Changes width factor to produce wide text.
\A	Sets the alignment value.
\P	Ends paragraph.

Using Unicode characters

IntelliCAD supports the Unicode character encoding standard, which enables you to display and write text in different languages using different letters. Unicode fonts contain many more characters than typically defined in a system. See "Including special text characters" and "Using an alternate text editor" earlier in this chapter for more information.

Dimensioning your drawing

The IntelliCAD® dimensioning tools let you add measurements to a drawing. You can quickly add dimensions by simply pointing to entities. You can also add tolerance symbols to your drawings.

The program's many dimensioning variables let you control the appearance of the dimensions. With dimension styles, you can save dimension variable settings so you can reuse them without having to re-create them.

This chapter explains how to:

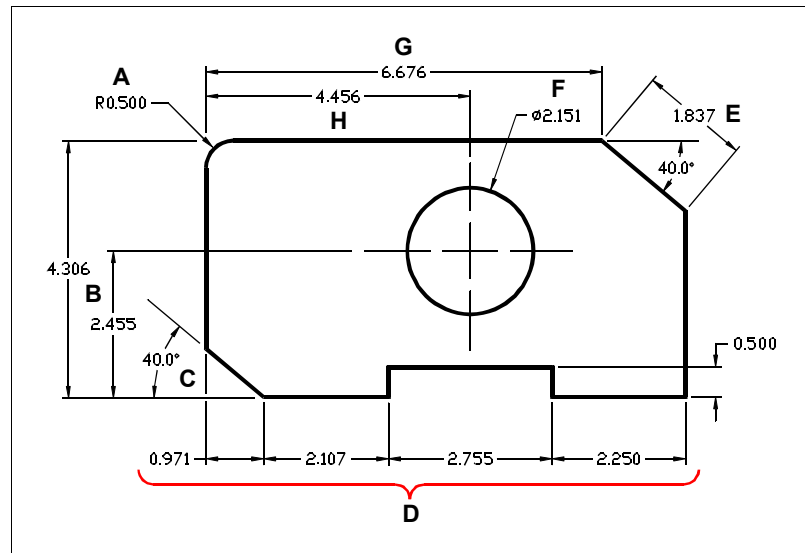
- Create dimensions as linear, angular, diametral, radial, and ordinate.
- Create leaders and annotations.
- Edit dimensions.
- Use dimension styles and variables.
- Add geometric tolerances.
- Control dimension tolerance.
- Control alternate dimension units.

Topics in this chapter

<i>Understanding dimensioning concepts</i>	254
<i>Creating dimensions</i>	256
<i>Editing dimensions</i>	266
<i>Understanding dimension styles and variables</i>	269
<i>Adding geometric tolerances</i>	280

Understanding dimensioning concepts

You can create five basic types of dimensions: linear, angular, radial, diametral, and ordinate. You can create dimensions for existing entities by selecting them, or you can create dimensions by selecting points within a drawing. For example, you can create a linear dimension either by selecting the entity to be dimensioned or by specifying the first and second extension line origins.



A Radial dimension.

B Vertical linear dimension.

C Angular dimension.

D Linear continued dimensions.

E Aligned dimension.

F Diametral dimension.

G Horizontal linear dimension.

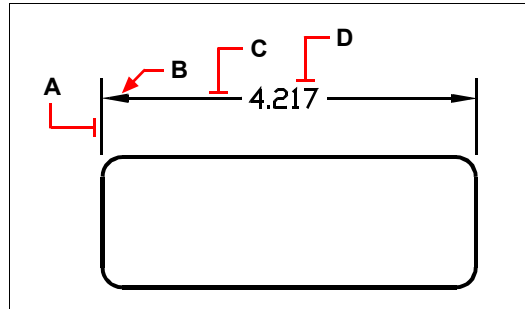
H Linear baseline dimension.

When you create a dimension, the program draws it on the current layer, using the current dimension style. Each dimension has an associated dimension style, which controls the appearance of the dimension, such as the types of arrowheads, text style, and colors of various components. You can modify existing dimension styles by changing one of the dimension variable settings and then updating the dimension style to reflect the new settings.

Each dimension you create consists of several parts. A dimension line shows where a dimension begins and ends. When you create an angular dimension, the dimension line is a dimension line arc that subtends the measured angle.

Extension lines, also called projection lines, are lines that extend away from the entity for which you are creating a dimension, so that you can place the dimension line away from the entity. Arrowheads form the termination at each end of the dimension line.

Dimension text contains the measured dimension and can also include prefixes, suffixes, tolerances, and other optional text. As you insert dimensions, you can control the dimension text and specify its position and orientation.



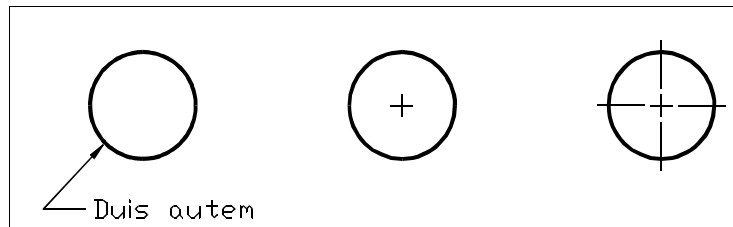
A Extension line.

C Dimension line.

B Arrowhead.

D Dimension text.

Dimensions can also contain other optional components. A leader is a line leading from a feature of the drawing to an annotation. Leaders begin with an arrowhead, and you can use them to place a dimension away from the dimension line or to add notes. When you create a radial dimension, you can add a center mark, which is a small cross that marks the center of a circle or an arc, or you can add centerlines, which are crossing lines that extend out from the center of a circle or an arc.



Leader.

Center mark.

Centerlines.

Creating dimensions

You can create dimensions by:

- Selecting the entity to dimension and specifying the dimension line location.
- Specifying the extension line origins and the dimension line location.


When you create dimensions by selecting an entity, the program automatically places the extension line origins at the appropriate definition points based on the type of entity you select. For example, the definition points are located at the endpoints of arcs, lines, and polyline segments. When you create dimensions by specifying the extension line origins, the points you specify determine the definition points. To establish these points precisely, use entity snaps.

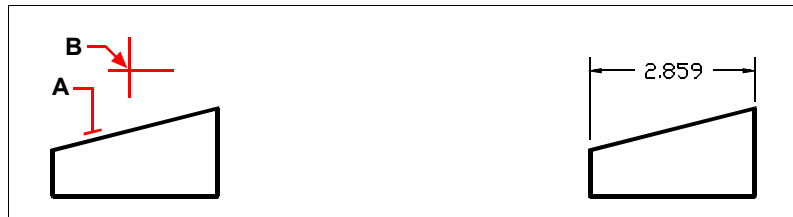
Creating linear dimensions

Linear dimensions annotate linear distances or lengths and can be oriented horizontally, vertically, or aligned parallel to an existing entity or to the selected extension origin points. After you create a linear dimension, you can add a baseline dimension or a continued dimension. A linear baseline dimension inserts an additional dimension from a common first extension line origin of a previous linear dimension. A linear continued dimension continues a linear dimension from the second extension line of a previous linear dimension.

TIP *To select precise ordinate points, use entity snaps.*

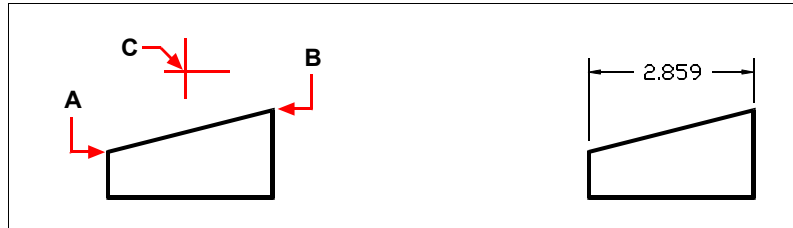
To create a horizontal or vertical dimension

- 1 Do one of the following:
 - Choose Insert > Dimensions > Linear.
 - On the Dimensioning toolbar, click the Linear tool ()
 - Type *dimlinear* and then press Enter.
- 2 Press Enter, and then select the entity to dimension.
 Or, you can insert the dimension by specifying the first and second extension line origins.
- 3 Specify the dimension line location.



To insert a linear dimension by selecting the entity, select the entity (**A**) to dimension, and then specify the dimension line location (**B**).


Result.



To insert a linear dimension by selecting the extension line origins, select the first extension origin (**A**), select the second extension origin (**B**), and then specify the dimension line location (**C**).

Result.

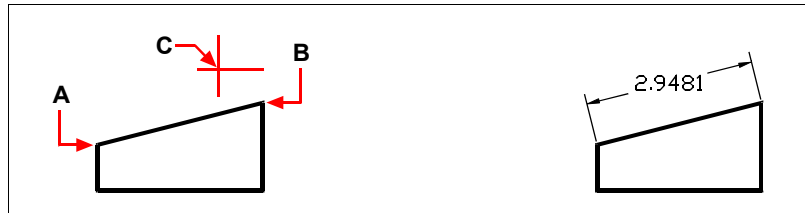
To create an aligned dimension

- 1 Do one of the following:
 - Choose Insert > Dimensions > Aligned.
 - On the Dimensioning toolbar, click the Aligned tool ().
 - Type *dimaligned* and then press Enter.
- 2 Press Enter, and then select the entity to dimension.
Or, you can insert the dimension by specifying the first and second extension line origins.
- 3 Specify the dimension line location.



To insert an aligned dimension by selecting the entity, select the entity (**A**) to dimension, and then select the dimension line location (**B**).

Result.




To insert an aligned dimension by selecting the extension line origins, select the first extension origin (**A**), select the second extension origin (**B**), and then specify the dimension line location (**C**).

Result.

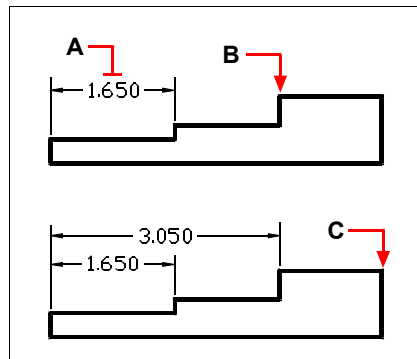
To create a linear baseline dimension

NOTE Before you can use this procedure, you must first create a dimension.

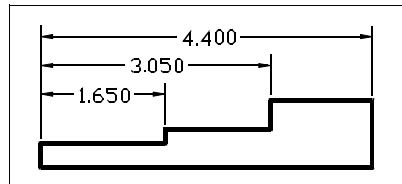
- 1 Do one of the following:
 - Choose Insert > Dimensions > Baseline.
 - On the Dimensioning toolbar, click the Baseline tool ().
 - Type *dimbaseline* and then press Enter.
- 2 To select a starting dimension, press Enter.
- 3 Select the next extension line origin, and then press Enter.

Or press Enter, and then select an existing dimension for the baseline. Select the origin of the next extension line, and then press Enter.

The program automatically places the new baseline dimension above or below the previous dimension line. The distance between the two dimension lines is determined by the Baseline Offset value in the Dimension Settings dialog box.




To add a baseline dimension to an existing linear dimension, select the existing dimension (**A**), select the next extension line origin (**B**), and select as many additional points as you want (**C**).

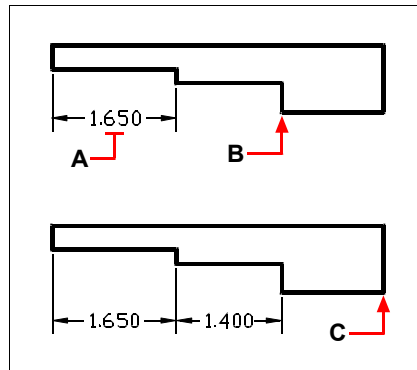


Result.

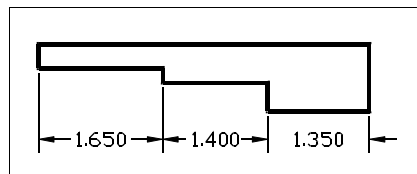
To create a linear continued dimension

NOTE Before you can use this procedure, you must first create a dimension.

- 1 Do one of the following:
 - Choose Insert > Dimensions > Continue.
 - On the Dimensioning toolbar, click the Continue tool ()
 - Type *dimcontinue* and then press Enter.
- 2 To select a starting dimension, press Enter.
- 3 Select the next extension line origin, and then press Enter.
Or press Enter, and then select an existing dimension to continue.
- 4 To add continued dimensions, continue selecting extension line origins.
- 5 To end the command, press Enter twice.



To add a continued dimension to an existing linear dimension, select the existing dimension (**A**), select the next extension line origin (**B**), and select another extension line origin (**C**).




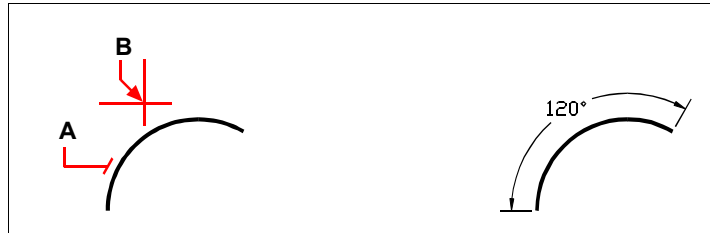
Result.

Creating angular dimensions

Angular dimensions annotate the angle measured between two lines. You can also dimension an angle by selecting an angle vertex and two endpoints. After you create an angular dimension, you can add a baseline dimension or a continued dimension. An angular baseline dimension inserts an additional dimension from a common first extension line origin of a previous angular dimension. An angular continued dimension continues an angular dimension from the second extension line of a previous angular dimension.

To dimension an angle encompassed by an arc


- 1 Do one of the following:
 - Choose Insert > Dimensions > Angular.
 - On the Dimensioning toolbar, click the Angular tool ().
 - Type *dimangular* and then press Enter.
- 2 Select the arc.
- 3 Specify the dimension arc location.



To dimension the angle subtended by an arc, select the arc (A), and then specify the dimension arc location (B).

Result.

To dimension an angle between two lines

- 1 Do one of the following:
 - Choose Insert > Dimensions > Angular.
 - On the Dimensioning toolbar, click the Angular tool ().
 - Type *dimangular* and then press Enter.
- 2 Select one line.
- 3 Select the other line.
- 4 Specify the dimension line location.




Select one line (A), select the other line (B), and then specify the dimension line location (C).

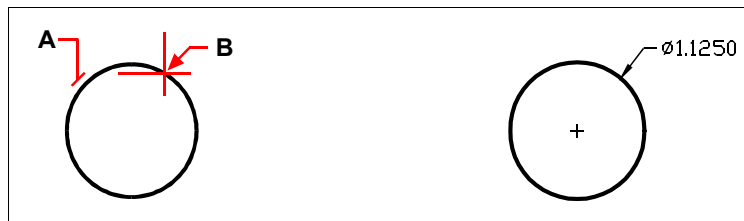
Result.

Creating diametral and radial dimensions

Diameter and radius dimensions annotate the radii and diameters of arcs and circles. You can optionally include centerlines or center marks.

To create a diametral dimension


- 1 Do one of the following:
 - Choose Insert > Dimensions > Diameter.
 - On the Dimensioning toolbar, click the Diameter tool ().
 - Type *dimdiameter* and then press Enter.
- 2 Select the arc or circle.
- 3 Specify the dimension line location.

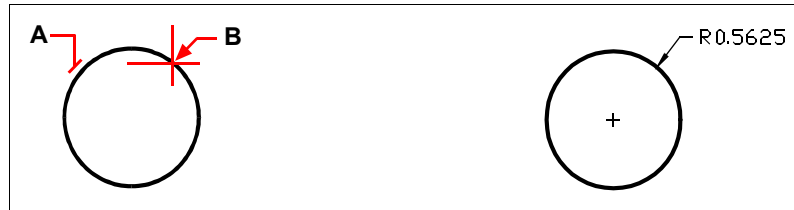


Select the circle (A), and then specify the dimension line location (B).

Result.

To create a radial dimension

- 1 Do one of the following:
 - Choose Insert > Dimensions > Radius.
 - On the Dimensioning toolbar, click the Radius tool ().
 - Type *dimradius* and then press Enter.
- 2 Select the arc or circle.
- 3 Specify the dimension line location.



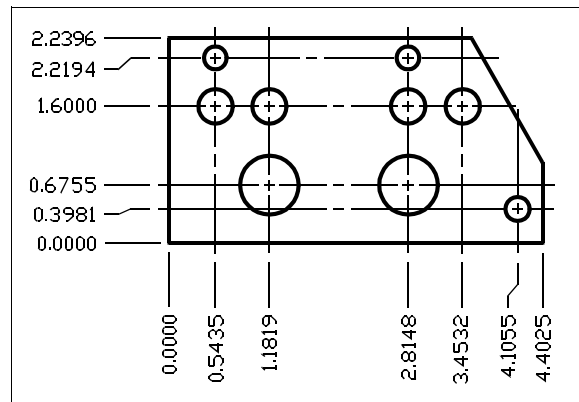
Select the circle (A), and then specify the dimension line location (B).

Result.

Creating ordinate dimensions


An ordinate dimension annotates the perpendicular distance from an origin or base point (the origin of the current user coordinate system [UCS]). Ordinate dimensions consist of an x- or y-coordinate and a leader. An x-ordinate dimension measures distances along the x-axis; a y-ordinate dimension measures distances along the y-axis.

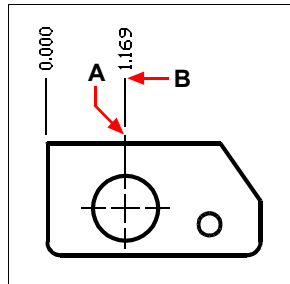
As you select ordinate points, the program automatically determines whether the point is an x- or y-ordinate based on which direction you drag the second point. You can also specify whether the ordinate represents an x- or y-ordinate. Ordinate dimension text is always aligned with the ordinate leader lines, regardless of the text orientation specified by the current dimension style.



Ordinate dimensions measure the distance along the x- or y-axis from an origin to a selected ordinate point.

To create an ordinate dimension

- 1 Do one of the following:
 - Choose Insert > Dimensions > Ordinate.
 - On the Dimensioning toolbar, click the Ordinate tool ().
 - Type *dimordinate* and then press Enter.
- 2 Select the point for ordinate dimension.
- 3 Specify the ordinate leader endpoint.




Select the ordinate point (**A**), and then specify the ordinate leader endpoint (**B**).

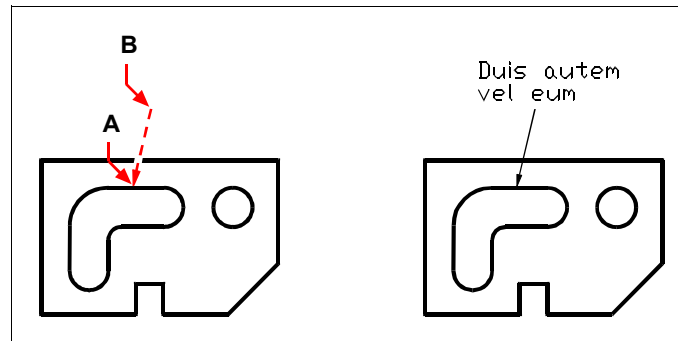
TIP To select precise ordinate points, use *entity snaps*.

Creating leaders and annotations

Leaders consist of a line or series of lines that connects a feature in a drawing to an annotation. Generally, you place an arrowhead at the first point. An annotation, created as dimension text, is placed immediately adjacent to the last point. By default, the text placed at the end of the leader line consists of the most recent dimension. You can also type an annotation as a single line of text.

To create a leader and an annotation

- 1 Do one of the following:
 - Choose Insert > Dimensions > Leader.
 - On the Dimensioning toolbar, click the Leader tool ()
 - Type *dimleader* and then press Enter.
- 2 Specify the starting point of the leader.
- 3 Specify the endpoint of the leader line segment.
- 4 Specify additional leader line segment endpoints.
- 5 After you specify the last endpoint, press Enter.
- 6 Type the annotation, or press Enter to accept the most recent dimension as the default annotation.



Specify the starting point of the leader (A) and the endpoint of the leader line segment (B).

Result.


Editing dimensions

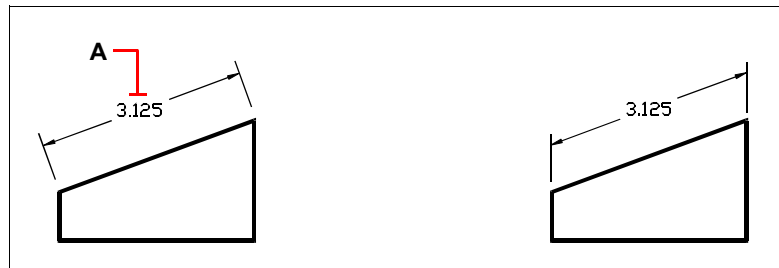
You can use grips to edit entity dimensions. You can also edit the dimension text. You can rotate dimension lines and dimension text at any angle, and you can reposition the dimension text anywhere along the dimension line.

Making dimensions oblique

Extension lines are normally created at a perpendicular angle to the dimension line. You can change the angle of the extension lines, however, so that they tilt relative to the dimension line.

To make oblique extension lines

- 1 Do one of the following:
 - Choose Insert > Dimensions > Make Oblique.
 - On the Dimensioning toolbar, click the Make Oblique tool () .
 - Type *dimedit*, press Enter, and then in the prompt box, choose Oblique Lines.
- 2 Select the linear dimension, and then press Enter.
- 3 Type the obliquing angle, and then press Enter.



Select the dimension to be made oblique (**A**), and then type the obliquing angle.

Result.

TIP To align the oblique angle if you don't know the exact measurement, use snaps to pick two points on the entity.


Editing dimension text

You can rotate the text of an existing dimension, move the dimension text to a new position, or replace selected dimension text with new text. You can also restore dimension text to its original position as defined by the current dimension style.

When you rotate or replace selected text, you specify the change first, and then select one or more dimensions to which to apply the change. All the selected dimensions are updated simultaneously.

To rotate dimension text

Advanced experience level

- 1 Do one of the following:
 - Choose Insert > Dimensions > Rotate Dimension Text.
 - On the Dimensioning toolbar, click the Rotate Dimension Text tool (.
 - Type *dimedit*, press Enter, and then in the prompt box, choose Rotate Text.
- 2 Type the new dimension text angle, and then press Enter.
- 3 Select the dimension to be rotated, and then press Enter.




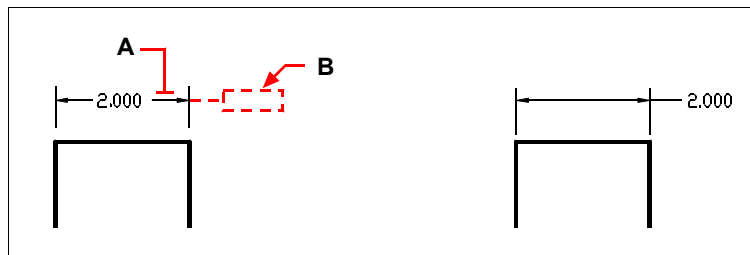
Select the dimension to be rotated (A), and then type the rotation angle.

Result.

To move dimension text

Advanced experience level

- 1 Do one of the following:
 - Choose Insert > Dimensions > Reposition Dimension Text.
 - On the Dimensioning toolbar, click the Reposition Dimension Text tool (.
 - Type *dimtedit* and then press Enter.
- 2 Select the dimension to reposition text.
- 3 Select the new text position.




Select the dimension to be moved (A), and then select the new text position (B).

Result.


To restore dimension text to its home position

Advanced experience level

- 1 Do one of the following:
 - Choose Insert > Dimensions > Restore Text Position.
 - On the Dimensioning toolbar, click the Restore Text Position tool ().
 - Type *dimedit*, press Enter, and then in the prompt box, choose Restore Text.
- 2 Select the dimension text to restore, and then press Enter.

To replace existing dimension text with new text

Advanced experience level

- 1 Do one of the following:
 - Choose Insert > Dimensions > Edit Dimension Text.
 - On the Dimensioning toolbar, click the Edit Dimension Text tool ().
 - Type *dimedit* and then in the prompt box, choose Edit Text.
- 2 Type the new dimension text, and then press Enter.
- 3 Select the dimension to be replaced, and then press Enter.


Understanding dimension styles and variables

Dimensions that you insert are created using the current dimension style. You can create, save, restore, and delete named dimension styles.


To display information about the current dimension style and compare it with other style names, you can use the `dimstyle` command.

Dimension styles provide a way for you to change various settings that control the appearance of dimensions. You can then save those settings for reuse. If you don't define a dimension style before creating dimensions, the program uses the Standard dimension style, which stores the default dimension variable settings. Each option in the Dimension Settings dialog box relates to a variable that you can set manually.


To create a dimension style

- 1 Do one of the following:
 - Choose Settings > Dimension Settings.
 - On the Settings toolbar, click the Dimension Settings tool ().
 - Type `setdim` and then press Enter.
- 2 In the Dimension Settings dialog box, click New.
- 3 Type the name of the new dimension style.
- 4 Click Create.
- 5 In the Dimension Settings dialog box, click one of the other tabs, and then change the dimension settings as necessary.
Repeat this step for each tab, as needed.
- 6 To end the command, click OK.

To rename a dimension style

- 1 Do one of the following:
 - Choose Settings > Dimension Settings.
 - On the Settings toolbar, click the Dimension Settings tool ().
 - Type `setdim` and then press Enter.
- 2 In the Dimension Settings dialog box, click Rename.
- 3 In the Rename list, click the dimension style to be renamed.
- 4 In the To box, type the new dimension style name.
- 5 Click Rename.
- 6 Click OK.

To delete a named dimension style

- 1 Do one of the following:
 - Choose Settings > Dimension Settings.
 - On the Settings toolbar, click the Dimension Settings tool ()
 - Type *setdim* and then press Enter.
- 2 In the Dimension Settings dialog box, click Delete.
- 3 Select the dimension style to delete.
- 4 Click Delete.
- 5 Click OK.

To display information about the current style


- 1 Type *dimstyle* and then press Enter.
- 2 Type *v* and then press Enter to display information about the variables.
- 3 Type the dimension style name, and press Enter.

Controlling dimension arrows

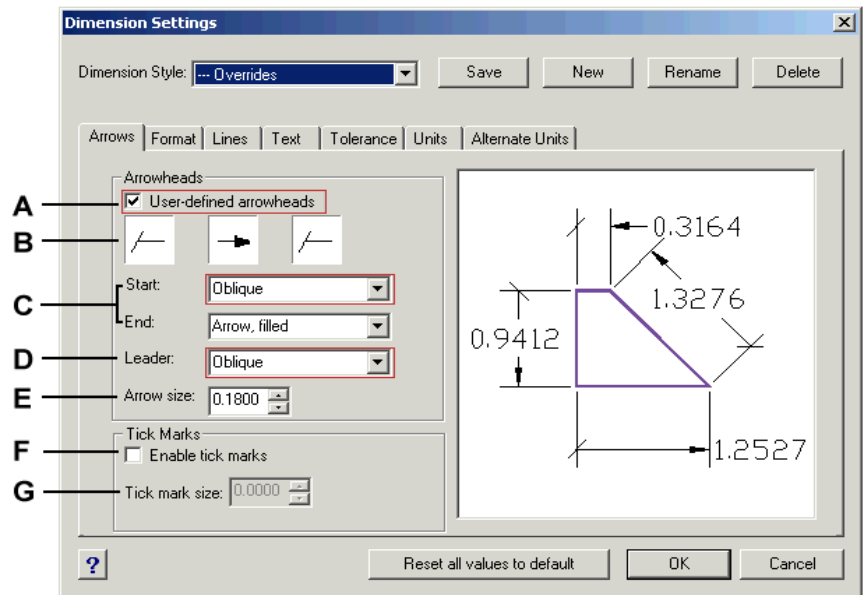
You can control the appearance and size of arrowheads or tick marks placed at the ends of dimension lines. Any changes you make affect the current dimension style. The arrowheads you choose display both below the User-Defined Arrowheads check box and in the image tile on the right side of the Dimension Settings dialog box.

You can choose from a number of arrowhead types. You can specify different arrowheads for each end of a dimension line. The Start arrow corresponds to the first extension line; the End arrow corresponds to the second extension line. The Arrow Size value determines the size of the arrowhead, measured in drawing units. You can also use tick marks instead of arrowheads.

To choose an arrowhead

- 1 Do one of the following:
 - Choose Settings > Dimension Settings.
 - On the Settings toolbar, click the Dimension Settings tool ()
 - Type *setdim* and then press Enter.
- 2 Click the Arrows tab.
- 3 Select the check box for User-Defined Arrowhead.
- 4 In the Start or End list, click to select the Start or End arrowhead, respectively.
- 5 Click OK.

NOTE You can also specify leader arrow types using the *DIMLDRBLK* system variable.

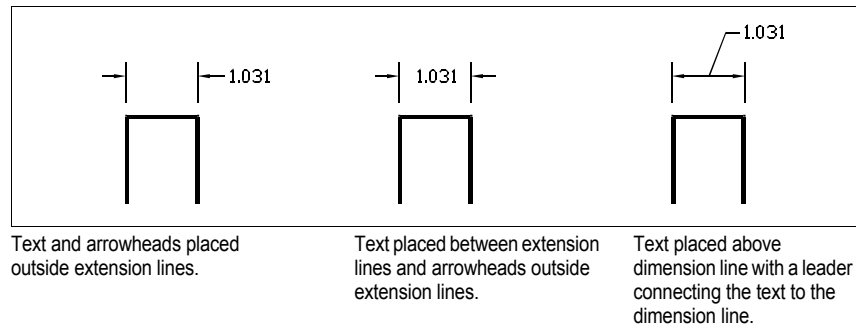


- A Click to select user-defined arrowheads.
- B Click to toggle Start and End arrowheads.
- C Click to select Start and End arrowheads.
- D Type or select arrowhead size.
- E Select to enable tick marks instead of arrowheads.
- F Type or select tick mark size.


Controlling dimension format

You can control the way dimension text and arrowheads are placed in relation to the dimension lines. Any changes you make affect the current dimension style. The image tile on the right side of the Dimension Settings dialog box shows the appearance of dimensions based on the current dimension style settings.

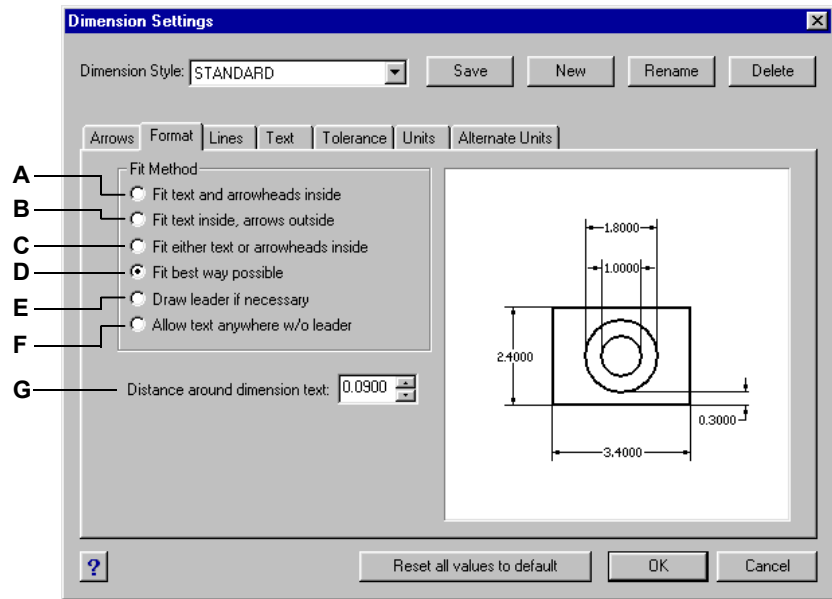
The program determines whether both dimension text and arrowheads will fit between the extension lines by comparing the distance between the extension lines to the size of the dimension text, the size of the arrowheads, and the amount of space required around dimension text. The program applies the best fit method based on the available space. If possible, both the dimension text and arrowheads are placed between the extension lines. If both will not fit between the extension lines, you can determine how text and arrowheads are placed using the Fit Method settings on the Dimension Settings dialog box.



To format dimensions

- 1 Do one of the following:
 - Choose Settings > Dimension Settings.
 - On the Settings toolbar, click the Dimension Settings tool ().
 - Type *setdim* and then press Enter.
- 2 Click the Format tab.
- 3 Click the Fit option that you want.
- 4 Click OK.

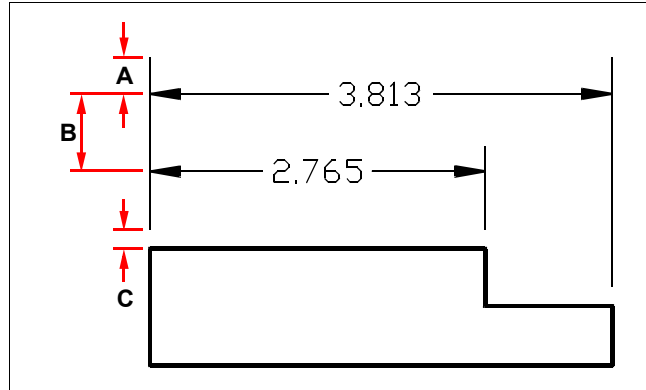
NOTE You can also specify how dimension text and arrows are arranged using the *DIMATFIT* system variable. You can specify how dimension text is moved using the *DIMTMOVE* system variable.



- A** Click to place both text and arrowheads inside the extension lines when both do not automatically fit between them.
- B** Click to place text only between extension lines and arrowheads outside extension lines when both do not fit between them.
- C** Click to fit either text or arrowheads between extension lines when both do not fit between them.
- D** Click to automatically determine the best fit method.
- E** Click to place text above the dimension line with a leader connecting the text to the dimension line when both text and arrowheads do not fit between the extension lines.
- F** Click to place text above the dimension line without a leader when both text and arrowheads do not fit between the extension lines.
- G** Type or select the distance around the dimension text.

Controlling line settings

You can control settings affecting dimension lines, extension lines, and center marks. Any changes you make affect the current dimension style. The image tile on the right side of the Dimension Settings dialog box shows the appearance of the dimensions based on the current dimension style settings.




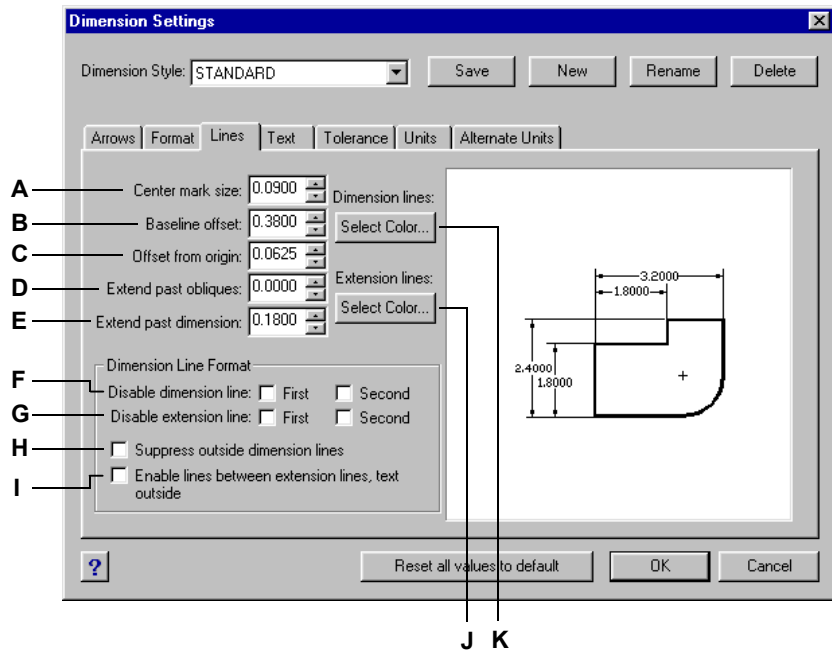
A Extend past dimension.

C Offset from origin.

B Baseline offset.

To set the color for dimension lines

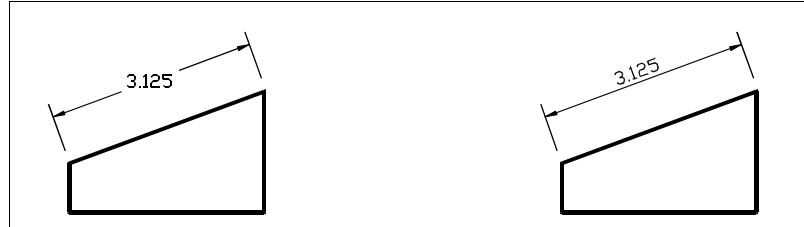
- 1 Do one of the following:
 - Choose Settings > Dimension Settings.
 - On the Settings toolbar, click the Dimension Settings tool ().
 - Type *setdim* and then press Enter.
- 2 Click the Lines tab.
- 3 Under Dimension Lines, click Select Color.
- 4 In the Color dialog box, click the dimension line color, and then click OK.
- 5 Click OK.



- A** Type or select center mark size. Positive values create a center mark. Negative values create centerlines.
- B** Type or select the baseline offset distance, the distance to offset successive dimension lines when creating baseline dimensions.
- C** Type or select the offset from origin, the distance extension lines are offset from their origin points.
- D** Type or select the distance dimension lines extend beyond extension lines.
- E** Type or select the distance extension lines extend beyond dimension lines.
- F** Select to prevent the creation of the first and second dimension lines.
- G** Select to prevent the creation of the first and second extension lines.
- H** Select to prevent the creation of dimension lines outside extension lines.
- I** Select to draw dimension lines between extension lines when text and arrows are placed outside extension lines.
- J** Click to select the extension line color.
- K** Click to select the dimension line color.

Controlling dimension text


You can control the settings affecting the appearance of dimension text. Any changes you make affect the current dimension style. The image tile on the right side of the Dimension Settings dialog box shows the appearance of the dimensions based on the current dimension style settings.

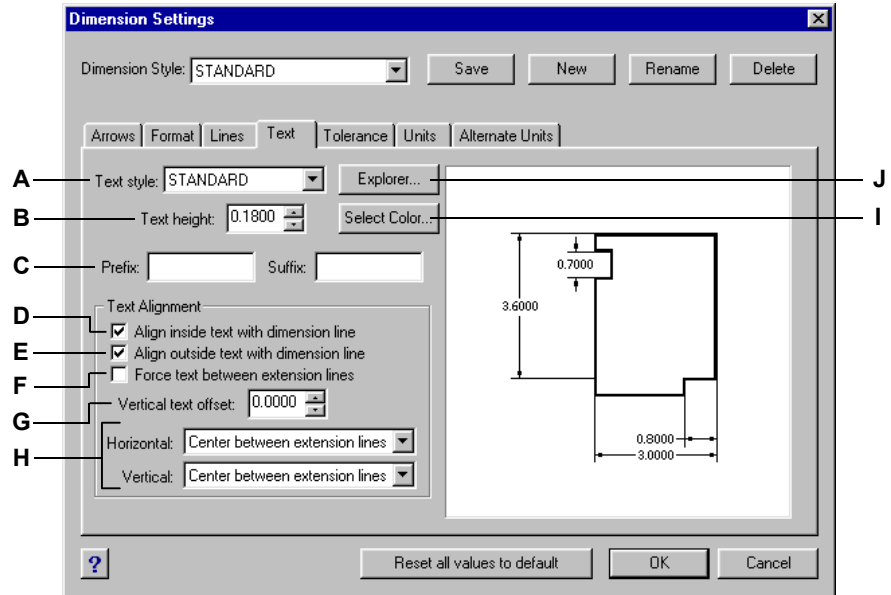


Text between extension lines aligned horizontally.

Text between extension lines aligned with dimension line.

To align dimension text with the dimension line

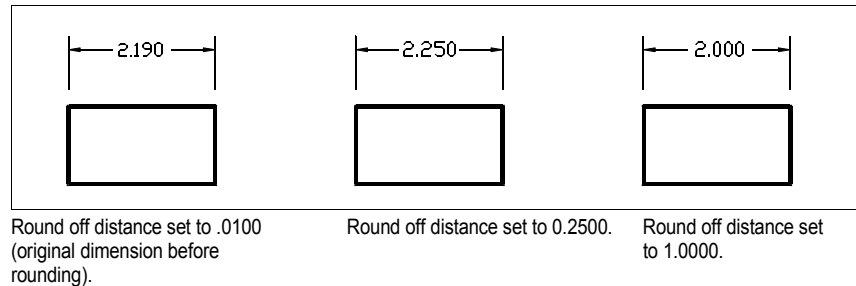
- 1 Do one of the following:
 - Choose Settings > Dimension Settings.
 - On the Settings toolbar, click the Dimension Settings tool ().
 - Type *setdim* and then press Enter.
- 2 Click the Text tab.
- 3 Select the Align Inside Text With Dimension Line check box.
- 4 Click OK.




- A** Click to select the text style used for dimension text.
- B** Type or select the text height, measured in drawing units.
- C** Type a prefix or suffix to be appended to dimension text.
- D** Select to align text placed between the extension lines with the dimension line.
- E** Select to align text placed outside the extension lines with the dimension line.
- F** Select to force text between the extension lines.
- G** Type or select the vertical text offset distance.
- H** Click to select the horizontal or vertical justification of dimension text.
- I** Click to select the dimension text color.
- J** Click to display the IntelliCAD Explorer, Styles element.

Controlling dimension units

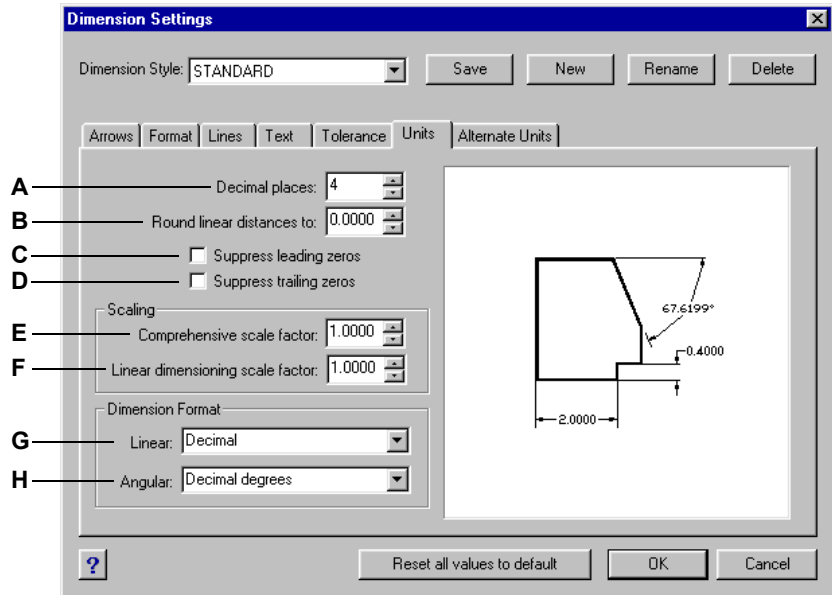
You can determine the appearance and format of the primary and alternate dimension units. The image tile on the right side of the Dimension Settings dialog box shows the appearance of the dimensions based on the current dimension style settings.



To round off dimensions

- 1 Do one of the following:
 - Choose Settings > Dimension Settings.
 - On the Settings toolbar, click the Dimension Settings tool ().
 - Type *setdim* and then press Enter.
- 2 Click the Units tab.
- 3 In the Round Linear Distances To field, type or select the nearest value to which you want to round off dimensions.
- 4 Click OK.

NOTE You can also specify units for linear dimensions using the *DIMLUNIT* system variable. You can specify fraction formats using the *DIMFRAC* system variable.

















- A** Type or select the number of decimal places you want displayed in dimension text.
- B** Type or select the nearest value to which you want to round off linear distances.
- C** Select to prevent the inclusion of leading zeros or the inclusion of feet in dimension text when the dimension is less than one foot.
- D** Select to prevent the inclusion of trailing zeros or the inclusion of inches in dimension text when the number of inches is zero.
- E** Type or select the scale factor applied to all dimensions.
- F** Type or select the linear scale factor applied to all lengths measured by dimensioning commands.
- G** Click to select the format for linear dimensions.
- H** Click to select the format for angular dimensions.

Adding geometric tolerances

Geometric tolerances indicate the maximum allowable variations in the geometry defined by a drawing. IntelliCAD draws geometric tolerances using a feature control frame, which is a rectangle divided into compartments.

Each feature control frame consists of at least two compartments. The first compartment contains a geometric tolerance symbol that indicates the geometric characteristic to which the tolerance is applied, such as location, orientation, or form. For example, a form tolerance may indicate the flatness or roundness of a surface. The geometric tolerance symbols and their characteristics are shown in the following table.

Geometric tolerance symbols

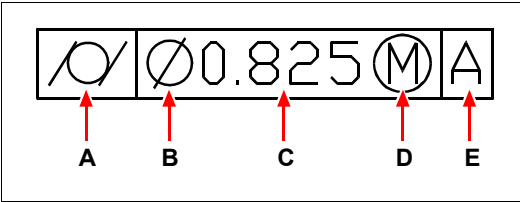
Symbol	Characteristic	Type
	Position	Location
	Concentricity or coaxiality	Location
	Symmetry	Location
	Parallelism	Orientation
	Perpendicularity	Orientation
	Angularity	Orientation
	Cylindricity	Form
	Flatness	Form
	Circularity or roundness	Form
	Straightness	Form
	Profile of a surface	Profile
	Profile of a line	Profile
	Circular runout	Runout
	Total runout	Runout

The second compartment contains the tolerance value. When appropriate, the tolerance value is preceded by a diameter symbol and followed by a material condition symbol. The material conditions apply to features that can vary in size. The material condition symbols and their meanings are shown in the following table.

Material conditions

Symbol	Definition
Ⓜ	At maximum material condition (MMC), a feature contains the maximum amount of material stated in the limits.
Ⓛ	At least material condition (LMC), a feature contains the minimum amount of material stated in the limits.
Ⓢ	Regardless of feature size (RFS) indicates that the feature can be any size within the stated limits.

The tolerance value can then be followed by primary, secondary, and tertiary datum reference letters, along with the material conditions of each datum. Datum reference letters are generally used as reference tolerances to one of up to three perpendicular planes from which a measurement is made, although datum reference letters can also indicate an exact point or axis.



- A

Geometric characteristic symbol.
- B

Diameter symbol.
- C

Tolerance value.
- D

Material condition symbol.
- E

Datum reference.

When two tolerances apply to the same geometry, you can also add a composite tolerance consisting of a primary tolerance value followed by a secondary tolerance value. To make a tolerance even more specific, it can also contain a projected tolerance consisting of a height value followed by a projected tolerance symbol. For example, you can use a projected tolerance to indicate the perpendicularity of an embedded part.

To add a geometric tolerance

- 1 Do one of the following:
 - Choose Insert > Dimensions > Tolerance.
 - On the Dimensions toolbar, click the Tolerance tool (\pm).
 - Type *tolerance* and then press Enter.
- 2 To display the geometric tolerance symbols, on the first line, click the Sym box.
- 3 Click to select a geometric tolerance symbol.
- 4 Under Tolerance 1, click the Dia box to add a diameter symbol.
- 5 In the field, type the first tolerance value.
- 6 To display the material condition symbols, click the M.C. box.
- 7 Click to select a material condition.
- 8 Under Tolerance 2, repeat steps 4 through 7 to add a secondary tolerance value, if appropriate.
- 9 Under Datum 1, type the primary datum reference letter.
- 10 To display the material condition symbols, click the M.C. box.
- 11 Click to select a material condition.
- 12 Repeat steps 9 through 11 to add secondary and tertiary datum, if appropriate.
- 13 In the second row, repeat steps 2 through 12 to add composite tolerances, if appropriate.
- 14 In the Height box, type a projected tolerance zone height value, if appropriate.
- 15 To insert a projected tolerance zone symbol, click the Projected Tolerance Zone box, if appropriate.
- 16 Click OK.
- 17 In the drawing, specify the location of the feature frame.

The dialog box is titled "Geometric Tolerance". It contains several sections for defining tolerances and datums. Labels A through Q point to specific elements:

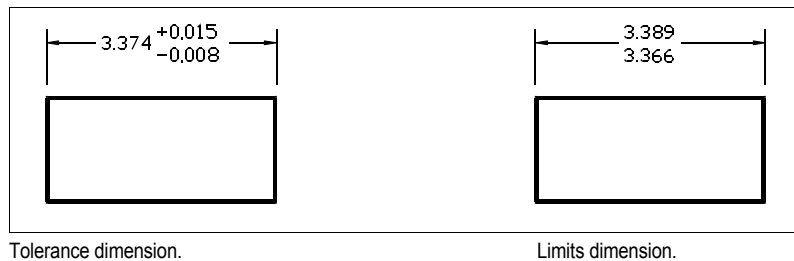
- A**: Points to the "Sym" (Symbol) button.
- B**: Points to the "Height" input field.
- C**: Points to the "Datum identifier" input field.
- D**: Points to the "Projected tolerance zone" checkbox.
- E**: Points to the "M.C." (Material Condition) button for Datum 3.
- F**: Points to the "Datum 3" label.
- G**: Points to the "M.C." (Material Condition) button for Datum 2.
- H**: Points to the "Datum 2" label.
- I**: Points to the "M.C." (Material Condition) button for Datum 1.
- J**: Points to the "Datum 1" label.
- K**: Points to the "M.C." (Material Condition) button for Tolerance 2.
- L**: Points to the "Tolerance 2" input field.
- M**: Points to the "Dia." (Diameter) button for Tolerance 2.
- N**: Points to the "M.C." (Material Condition) button for Tolerance 1.
- O**: Points to the "Tolerance 1" input field.
- P**: Points to the "Dia." (Diameter) button for Tolerance 1.
- Q**: Points to the "Sym" (Symbol) button.

Buttons at the bottom include "?", "OK", and "Cancel".


- A** Use this row to include composite tolerances.
- B** Type a projected tolerance height value.
- C** Type a datum identifier.
- D** Click to include a projected tolerance symbol.
- E** Click to select the material condition symbol for tertiary data.
- F** Type the tertiary datum reference letter.
- G** Click to select the material condition symbol for secondary datum.
- H** Type the secondary datum reference letter.
- I** Click to select the material condition symbol for primary datum.
- J** Type the primary datum reference letter.
- K** Click to select the material condition symbol for the second tolerance value.
- L** Type the second tolerance value.
- M** Click to include a diameter symbol for the second tolerance value.
- N** Click to select the material condition symbol for the first tolerance value.
- O** Type the first tolerance value.
- P** Click to include a diameter symbol for the first tolerance value.
- Q** Click to select a geometric tolerance symbol.

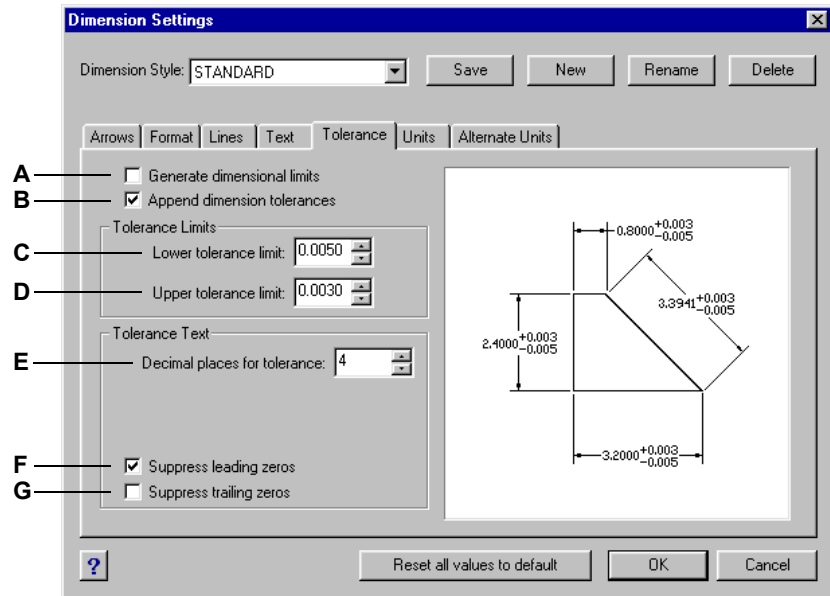
Controlling dimension tolerance

You can create dimensions as either tolerance or limits dimensions. When creating a tolerance dimension, you can control the upper and lower tolerance limits as well as the number of decimal places of the dimension text. The image tile on the right side of the Dimension Settings dialog box shows the appearance of tolerance and limits dimensions based on the current dimension style settings.



To create a tolerance dimension

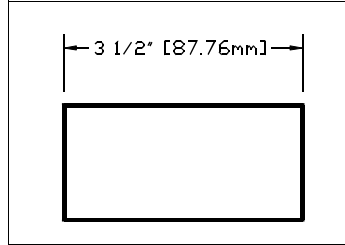
- 1 Do one of the following:
 - Choose Settings > Dimension Settings.
 - On the Settings toolbar, click the Dimension Settings tool ().
 - Type *setdim* and then press Enter.
- 2 Click the Tolerance tab.
- 3 Select the Append Dimension Tolerances check box.
- 4 Type or select the lower tolerance limit.
- 5 Type or select the upper tolerance limit.
- 6 Click OK.
- 7 Insert the dimension.



- A Select to insert dimensions as upper and lower tolerance limits.
- B Select to include plus and minus tolerance values with the dimension text.
- C Type or select the minimum tolerance or lower limit value.
- D Type or select the maximum tolerance or upper limit value.
- E Type or select the number of decimal places displayed in limits or tolerance dimensions.
- F Select to prevent the inclusion of leading zeros or the inclusion of feet in dimension limits when the dimension is less than one foot.
- G Select to prevent the inclusion of trailing zeros or the inclusion of inches in dimension limits when the number of inches is zero.


Controlling alternate dimension units

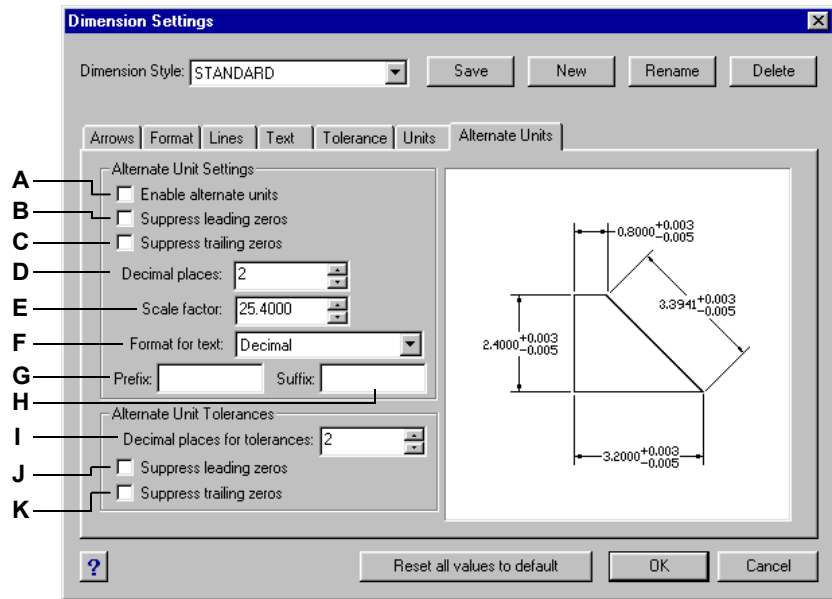
You can include alternate dimensions in addition to the primary dimension text. You can also determine the appearance and format of the alternate dimensions, including the scale factor applied to generate alternate dimensions. The image tile on the right side of the Dimension Settings dialog box shows the appearance of the dimensions based on the current dimension style settings.



Alternate dimension created using a scale factor of 25.4, with an appended suffix.

To create an alternate dimension

- 1 Do one of the following:
 - Choose Settings > Dimension Settings.
 - On the Settings toolbar, click the Dimension Settings tool ().
 - Type *setdim* and then press Enter.
- 2 Click the Alternate Units tab.
- 3 Select the Enable Alternate Units check box.
- 4 Type or select the scale factor.
- 5 In the Suffix field, type a suffix to be appended to the alternate dimension.
- 6 Click OK.
- 7 Insert the dimension.



- A** Select to include alternate dimensions.
- B** Select to prevent the inclusion of leading zeros or the inclusion of feet in alternate dimensions when the dimension is less than one foot.
- C** Select to prevent the inclusion of trailing zeros or the inclusion of inches in alternate dimensions when the number of inches is zero.
- D** Type or select the number of decimal places displayed in alternate dimensions.
- E** Type or select the scale factor applied to measured dimensions to generate the alternate dimensions.
- F** Click to select the format for alternate dimensions.
- G** Type a prefix to be appended to alternate dimensions.
- H** Type a suffix to be appended to alternate dimensions.
- I** Type or select the number of decimal places displayed in limits or tolerances included as part of alternate dimensions.
- J** Select to prevent the inclusion of leading zeros or the inclusion of feet in limits or tolerances included as part of alternate dimensions.
- K** Select to prevent the inclusion of trailing zeros or the inclusion of inches in limits or tolerances included as part of alternate dimensions.

Working with blocks, attributes, and external references

Blocks, attributes, and external references provide mechanisms for managing entities in your drawings and for including additional information with the standard drawing entities. With blocks, you can combine numerous entities into a single entity, and then reuse it, inserting multiple copies. With attributes, you can associate text, such as part numbers or prices, with blocks, and then extract the text-attribute information to a separate file, such as a database, for further analysis. With external references, you can link separate reference drawing files to a drawing to combine information without adding the contents of the reference drawings to the current drawing. If you make changes to the referenced file, all references are updated automatically.

This chapter explains how to:

- Create, insert, and redefine blocks.
- Create, edit, and insert attributes.
- Extract attribute data to a separate file.
- Attach and work with external references.

Topics in this chapter

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Working with blocks

Usually, blocks are several entities combined into one that you can insert into a drawing and manipulate as a single entity. A block can consist of visible entities such as lines, arcs, and circles, as well as visible or invisible data called attributes. Blocks are stored as part of the drawing file.

Blocks can help you better organize your work, quickly create and revise drawings, and reduce drawing file size. Using blocks, you can create a library of frequently used symbols. Then you can insert a symbol as a block rather than redraw the symbol from scratch.

After you create a block from multiple entities, you save it once, which also saves disk space. You insert only multiple references to a single block definition. You can change the block definition to quickly revise a drawing, and then update all instances of the block.

If you insert a block that contains entities originally drawn on layer 0 and assigned color and linetype BYLAYER, it is placed on the current layer and assumes the color and linetype of that layer. If you insert a block that contains entities originally drawn on other layers or with explicitly specified colors or linetypes, the block retains the original settings.

If you insert a block that contains entities originally assigned color and linetype BYBLOCK, and the block itself has the color and linetype BYLAYER, those entities adopt the color and linetype of the layer onto which they are inserted. If the block is assigned an explicit color or linetype, such as red or dashed, those entities adopt those qualities.

A procedure called nesting occurs when you include other blocks in a new block that you are creating. Nesting is useful when you want to combine and include small components, such as nuts and bolts, into a larger assembly and you need to insert multiple instances of that assembly into an even larger drawing.

Creating blocks

The tools and commands for creating blocks appear on the Tools toolbar and the Tools menu, respectively, when you set the program to the Advanced experience level. You can also use the IntelliCAD Explorer to create blocks.


You can create blocks in two ways:

- By saving a block for use within the current drawing only.
- By saving the block as a separate drawing file that you can insert into other drawings.

When you create a block, you specify its name, its insertion point, and the entities that compose the block. The insertion point is the base point for the block and serves as the reference point when you later insert the block into a drawing.

To create a block for use within a current drawing

Advanced experience level


- 1 Do one of the following:
 - Choose Tools > Create Block.
 - On the Tools toolbar, click the Create Block tool () .
 - Type *block* and then press Enter.
- 2 Type a name for the block, and then press Enter.
- 3 Specify the insertion point for the block.
- 4 Select the entities that you want in the block, and then press Enter.
The block is created and exists only in the current drawing. The entities you select are removed from the display, because they are now part of the block.
- 5 To restore the original entities to the drawing while retaining the new block, type *undelete* or *oops*.

NOTE *If you frequently restore original entities after you define a block, you can customize the program to add the Undelete command to a menu or toolbar.*

You can create a block as a separate drawing file that you can insert into other drawings.

To save a block as a separate drawing file

Advanced experience level

- 1 Do one of the following:
 - Choose Tools > Save Block To Disk.
 - On the Tools toolbar, click the Save Block To Disk tool () .
 - Type *wblock* and then press Enter.
- 2 In the File Name field, type the name of the drawing file you want to create.
- 3 Click Save.
- 4 In the prompt box, choose one of the following:
 - **Multiple Blocks** This option saves one or more existing block entities to a separate drawing file. When prompted, type the name of the block(s).
 - **All Entities** This option immediately saves the entire drawing to a separate drawing file.
 - **Select Entities** This option saves those entities you select to a separate drawing file. When prompted, specify the insertion point for the block, select the entities for the block, and then press Enter.

NOTE *When saving multiple blocks or saving the entire drawing as a separate drawing file, the program assigns the 0,0,0 coordinate as the insertion base point. You can change the base point by opening the drawing and redefining the block.*


Inserting blocks

You can insert blocks and other drawings into the current drawing. When you insert a block, it is treated as a single entity. When you insert a drawing, it is added to the current drawing as a block. You can then insert multiple instances of the block without reloading the original drawing file. If you change the original drawing file, those changes have no effect on the current drawing unless you redefine the block by reinserting the changed drawing.


You can also insert blocks from another drawing into the current drawing, using the IntelliCAD Explorer. Both drawings must be open at the same time to do this. (See Chapter 8, "Working with the IntelliCAD Explorer.")

When you insert a block or drawing, you must specify the insertion point, scale, and rotation angle. The block's insertion point is the reference point specified when you created the block. When you insert a drawing as a block, the program takes the specified insertion point as the block insertion point. You can change the insertion point, however, by first opening the original drawing and redefining the block.

To insert a block

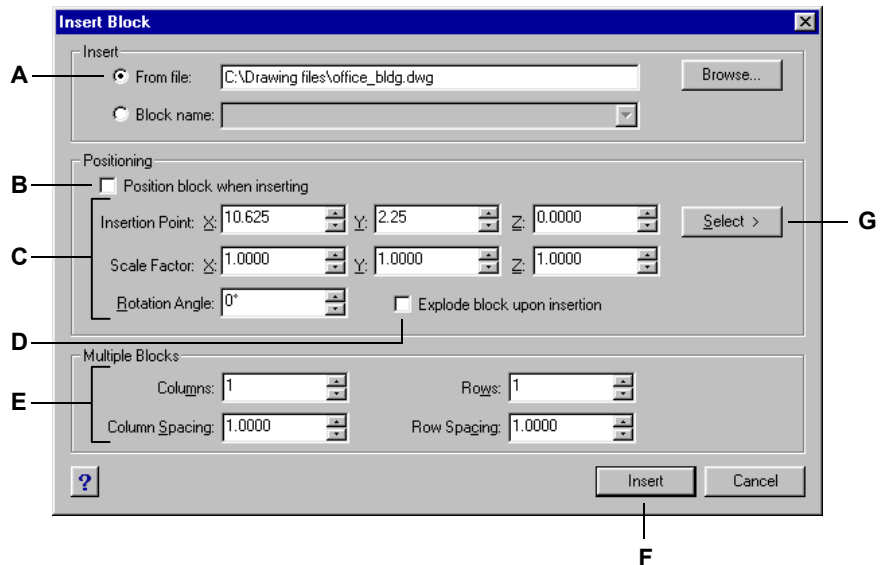
- 1 Display the Insert Block dialog box by doing one of the following:
 - Choose Insert > Block.
 - On the Draw 2D toolbar, click the Block tool (.
 - Type `ddinsert` and then press Enter.
- 2 In the Insert Block dialog box, under Insert, click Block Name.
- 3 In the Block Name box, select the name of the block you want to insert.
- 4 Click Insert.
- 5 Specify the insertion point for the block.
- 6 Specify the x, y, and z scale factors and the rotation angle, or press Enter to accept the default values.

To insert an entire drawing into the current drawing

- 1 Do one of the following:
 - Choose Insert > Block.
 - On the Draw 2D toolbar, click the Block tool ().
 - Type *ddinsert* and then press Enter.
- 2 In the Insert Block dialog box, under Insert, click From File.
- 3 Type the path and the drawing file name, or click Browse to specify the file from the Insert Drawing dialog box, and click Open.
- 4 Click Insert.

- 5 Specify the insertion point for the block.
- 6 Specify the x, y, and z scale factors and the rotation angle, or press Enter to accept the default values.

NOTE You can specify the insertion point, scale factors, and rotation angle in the Insert Block dialog box before inserting the block. You can also control whether the block is exploded back into its original component entities after insertion. Under Positioning, clear the Position Block When Inserting check box, and specify the appropriate coordinates. If you want to explode the block immediately, select the Explode Upon Insertion check box.




- A** Click and then enter the path and drawing file name to insert the entire drawing file as a block.
- B** Click to position the block when inserting.
- C** Specify the insertion point, scale factors, and rotation angle before you insert the block (available only when Position Block When Inserting is cleared).
- D** Click to explode the block on insertion.
- E** Specify columns, column spacing, rows, and row spacing.
- F** Click to insert the block.
- G** Click to select the block insertion point in the drawing before inserting the block (available only when the Position Block When Inserting check box is cleared).

Redefining blocks

You can redefine all instances of a block within the current drawing. To redefine a block that was created in the current drawing, you create a new block using the same name. You can update all the blocks in the current drawing by redefining the block. If the block was inserted from a separate drawing file that was subsequently updated, reinsert that block to update all other instances in the current drawing.

To redefine a block in the current drawing

Advanced experience level

- 1 Do one of the following:
 - Choose Tools > Create Block.
 - On the Tools toolbar, click the Create Block tool ()
 - Type *block* and then press Enter.
- 2 Type the name of the block you want to redefine, and then press Enter.
- 3 In the prompt box, choose Yes-Redefine Block.
- 4 Specify the insertion point for the block.
- 5 Select the entities for the block, and then press Enter.

The block is immediately redefined, and all instances of the block in the drawing are updated. The entities you select for inclusion in the block are removed from the drawing, because they are now part of the block.

TIP *To restore the original entities to the drawing while retaining the new block, type undelete or oops.*


You can update all instances of a block inserted from a separate drawing by reinserting the drawing.

Exploding blocks

You can explode an inserted block to its original component entities. When you explode a block, only that single instance of the block is affected. The original block definition remains in the drawing, and you can still insert additional copies of the original block. If you explode a block that contains attributes, the attributes are lost, but the original attribute definitions remain.

Exploding dissociates component entities to their next simplest level of complexity; blocks or polylines in a block become blocks or polylines again.

To explode a block

- 1 Do one of the following:
 - Choose Modify > Explode.
 - On the Modify toolbar, click the Explode tool ().
 - Type *explode* and then press Enter.
- 2 Select the block.
- 3 Press Enter.

Working with attributes

An attribute is a particular entity that you can save as part of a block definition. Attributes consist of text-based data. You can use attributes to track such things as part numbers and prices. Attributes have either fixed or variable values. When you insert a block containing attributes, the program adds the fixed values to the drawing along with the block, and you are prompted to supply any variable values.

After you insert blocks containing attributes, you can extract the attribute information to a separate file and then use that information in a spreadsheet or database to produce a parts list or bill of materials. You can also use attribute information to track the number of times a particular block is inserted into a drawing.


Attributes can be visible or hidden. Hidden attributes are neither displayed nor plotted, but the information is still stored in the drawing and written to a file when you extract it.

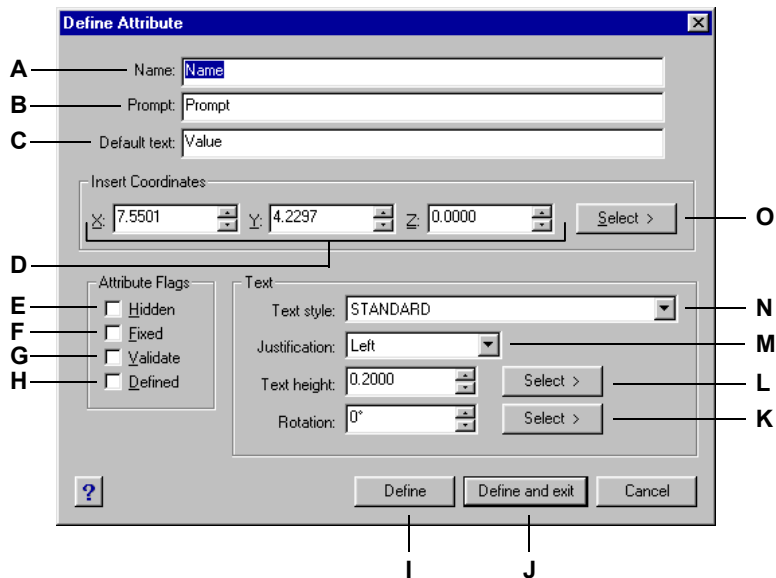
Defining attributes

You add an attribute to a drawing by first defining it and then saving it as part of a block definition. To define an attribute, you specify the characteristics of the attribute, including its name, prompt, and default value; the location and text formatting; and optional modes (hidden, fixed, validate, and predefined).

To define an attribute

Advanced experience level

- 1 Do one of the following:
 - Choose Tools > Define Attributes.
 - On the Tools toolbar, click the Define Attributes tool ().
 - Type *ddattdef* and then press Enter.
- 2 In the Define Attribute dialog box, type the name, prompt, and default value.
- 3 Under Insert Coordinates, specify the location of the attribute, or click Select to select a point in the drawing.
- 4 Under Attribute Flags, select the optional attribute modes.
- 5 Under Text, specify the text characteristics.
- 6 To add the attribute to the drawing, do one of the following:
 - Click Define to add the attribute and keep the dialog box active so you can define another attribute.
 - Click Define And Exit to add the attribute and end the command.




- A** Type the name you want to assign to the attribute.
- B** Enter the identifying prompt information displayed when you insert a block containing the attribute.
- C** Enter the default or constant value. For variable attributes, the default value is replaced by the actual value when you later insert a block containing the attribute.
- D** Specify the x-, y-, and z-coordinates for the attribute insertion point.
- E** Select to create a hidden attribute.
- F** Select to create a fixed-value attribute.
- G** Select to create an attribute whose value must be validated when you later insert a block containing the attribute.
- H** Select to create an attribute whose value is defined and not requested when you later insert a block containing the attribute, but that you can edit after the block is inserted.
- I** Click to add the attribute and keep the dialog box active so you can define another attribute.
- J** Click to add the attribute and end the command.
- K** Specify the text rotation angle, or click to specify the rotation angle by selecting two points in the drawing.
- L** Specify the text height, or click to specify the height by selecting two points in the drawing.
- M** Choose the text justification.
- N** Choose the text style from those styles already defined in the drawing.
- O** Click to specify the attribute insertion point by selecting a point in the drawing.

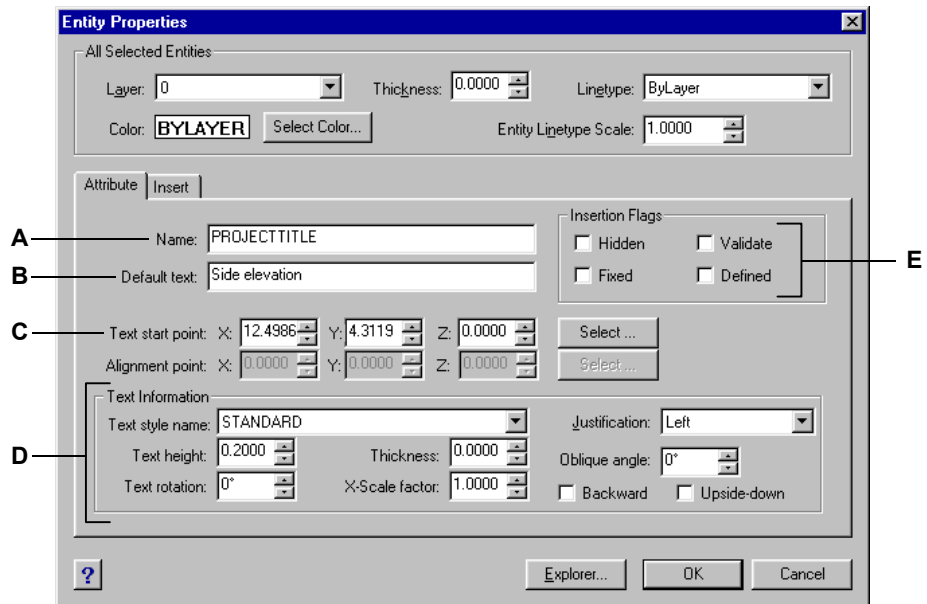
Editing attribute definitions

You can edit an attribute definition before you associate it with a block and before it is saved as part of a block definition.

To edit an attribute definition

Advanced experience level

- 1 Do one of the following:
 - Choose Modify > Edit Text.
 - On the Modify toolbar, click the Edit Text tool ().
 - Type *ddedit* and then press Enter.
- 2 Select the attribute definition text to edit.
- 3 Modify the attribute name, prompt string, default value, and other attribute definition characteristics.
- 4 Click OK.



- | | |
|--|---|
| <p>A Modify the name assigned to the attribute.</p> <p>B Modify the identifying prompt information displayed when you insert a block containing the attribute.</p> <p>C Modify the attribute insertion point.</p> | <p>D Modify the attribute text style and appearance.</p> <p>E Modify the attribute insertion flags to create hidden, fixed-value, validated, or defined attributes.</p> |
|--|---|

Attaching attributes to blocks


You can attach attributes to a block after you define it and select it as one of the entities to include. Include the attributes when the program prompts you for the entities to include in the selection set for a block. After the attribute is incorporated into a block, the program prompts you each time you insert the block, so you can specify different values for the attributes each time you insert it into a new drawing.

Editing attributes attached to blocks

You can edit the attribute values of a block that has been inserted into a drawing.

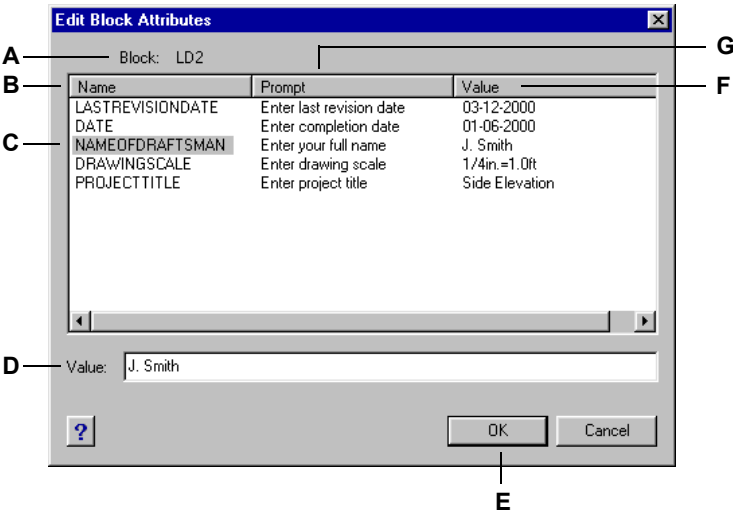
To edit an attribute attached to a block

Advanced experience level

- 1 Do one of the following:
 - Choose Tools > Edit Block Attributes.
 - On the Tools toolbar, click the Edit Block Attributes tool ().
 - Type *ddatte* and then press Enter.
- 2 Select the block to edit.

The Edit Block Attributes dialog box displays all the attributes attached to the block you select.
- 3 Edit the attribute values as necessary.
- 4 Click OK.


- A Identifies the name of the block.
- B Displays the names of all attributes attached to the block.
- C Click to select attribute.
- D Type the new value for the selected attribute.
- E Click to update the attribute values and exit.
- F Displays the value of each attribute attached to the block.
- G Displays the prompt for each attribute attached to the block.

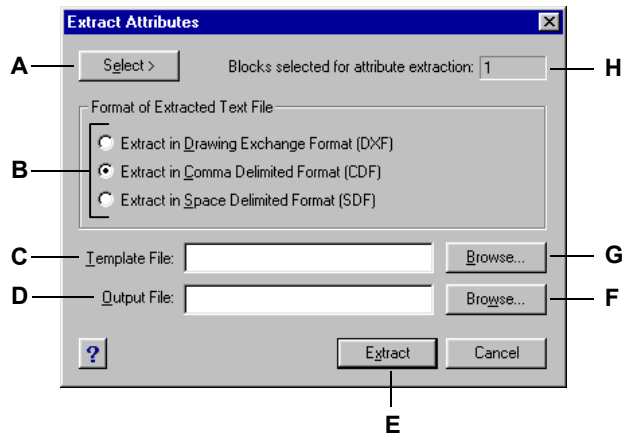


To create a template file

- 1 Create a template file using any ASCII text editor (such as Microsoft Notepad or Microsoft WordPad) or a word-processing program such as Microsoft Word.
- 2 Include the necessary fields in the template file.
- 3 Save the template file in ASCII text format.

To extract attribute information

- 1 Do one of the following:
 - Choose Tools > Extract Attributes.
 - On the Tools toolbar, click the Extract Attributes tool (.
 - Type *ddatttext* and then press Enter.
- 2 Click Select, specify the entities from which to extract attributes, and then press Enter.
- 3 Specify the format of the extracted file.
- 4 For CDF and SDF formats, specify the template file.
- 5 Specify the extract output file.
- 6 Click Extract.



- | | |
|--|--|
| <p>A Click to select blocks in the drawing containing attributes you want to extract.</p> <p>B Click to specify the format of the extracted file.</p> <p>C Specify the template file for CDF and SDF extracts.</p> <p>D Specify the extract output file.</p> | <p>E Click to extract attributes.</p> <p>F Click to specify the output file using a file dialog box.</p> <p>G Click to specify the template file using a file dialog box.</p> <p>H Indicates the number of blocks with attributes selected for extraction.</p> |
|--|--|

Working with external references

You can link entire drawings to the current drawing as external references. Unlike inserting a drawing as a block, in which you add all the entities from the separate drawing into the current drawing, external references attach a pointer to the external file. The entities in the external reference appear in the current drawing, but the entities themselves are not added to the drawing. Thus, attaching an external reference does not significantly increase the size of the current drawing file.

External references provide additional capabilities not available when you insert a drawing as a block. When you insert a drawing as a block, the entities are stored in the drawing. Any changes you make to the original drawing are not reflected in the drawing in which you inserted it. When you attach an external reference, however, any changes you make to the original drawing file are reflected in the drawings that reference it. These changes appear automatically each time you open the drawing containing the external reference. If you know that the original drawing was modified, you can reload the external reference anytime you're working on the drawing.

External references are useful for assembling master drawings from component drawings. Use external references to coordinate your work with others in a group. External references help reduce drawing file size and ensure that you are always working with the most recent version of a drawing.

Attaching external references


Attaching a separate drawing to the current one creates an external reference. The external reference appears in the drawing as a block definition, but the drawing entities are linked rather than added to the current drawing. If you modify the linked drawing, you can reload the external reference so that the current drawing reflects the latest version of the external reference.

When you attach an external reference, its layers, linetypes, text styles, and other elements are not added to the current drawing. Rather, these elements are also loaded from the referenced file each time you reload the external reference. Attached reference files can themselves contain other, nested reference files. When you attach an external reference, any nested references contained in the file also appear in the current drawing.

You can attach as many copies of an external reference file as you want. Each copy can have a different position, scale, and rotation angle.

To attach an external reference

Advanced experience level


- 1 Do one of the following:
 - Choose Tools > External Reference.
 - On the Tools toolbar, click the External Reference tool ().
 - Type *xref* and then press Enter.
- 2 In the prompt box, choose Attach.
- 3 Specify the drawing file to attach as an external reference, and then click Open.
- 4 Specify the insertion point for the external reference.
- 5 Specify the x, y, and z scale factors and the rotation angle, or choose Done to accept the default values.

Detaching external references

To remove an external reference from your drawing, you must detach the reference file. Deleting the external reference does not remove elements such as layers and line-types added to the current drawing.

To detach an external reference

Advanced experience level


- 1 Do one of the following:
 - Choose Tools > External Reference.
 - On the Tools toolbar, click the External Reference tool ().
 - Type *xref* and then press Enter.
- 2 In the prompt box, choose Detach.
- 3 Type the name of the external reference you want to detach from the drawing, and then press Enter.

Reloading external references

If you modify a drawing that is attached to the current drawing as an external reference, you can update the current drawing to display the latest version of the external reference drawing.

To reload an external reference

Advanced experience level

- 1 Do one of the following:
 - Choose Tools > External Reference.
 - On the Tools toolbar, click the External Reference tool ()
 - Type *xref* and then press Enter.
- 2 In the prompt box, choose Reload.
- 3 Type the name of the external reference you want to reload, and then press Enter.


NOTE *The program automatically reloads all external references each time you open a drawing containing external references and each time you print or plot a drawing containing external references.*

Overlaying external references

When a drawing that contains overlaid external references is itself attached or overlaid as an external reference in another drawing, the overlays do not appear as part of the external reference. Use overlaying when you want to see reference geometry in a drawing but you do not need to include that geometry in drawings that will be used by others.

To overlay an external reference

Advanced experience level


- 1 Do one of the following:
 - Choose Tools > External Reference.
 - On the Tools toolbar, click the External Reference tool ()
 - Type *xref* and then press Enter.
- 2 In the prompt box, choose Overlay.
- 3 In the Select File To Overlay dialog box, specify the drawing file to be overlaid as an external reference, and then click Open.
- 4 Specify the insertion point for the external reference.
- 5 Specify the x, y, and z scale factors and the rotation angle, or choose Done to accept the default values.

Changing the path for external references

If the file associated with an external reference is moved to a different directory or renamed, the program displays a message indicating that it cannot load the external reference. You can reestablish the link to the file by changing the path for the external reference.

To change the external reference path

Advanced experience level

- 1 Do one of the following:
 - Choose Tools > External Reference.
 - On the Tools toolbar, click the External Reference tool ()
 - Type *xref* and then press Enter.
- 2 In the prompt box, choose Path.
- 3 Type the name of the external reference whose path you want to change.
- 4 Type the new path, and then press Enter.


Inserting and binding external references to drawings

External references are not part of the drawing. Rather, they are links to an externally referenced file. To provide a copy of a drawing containing external references to someone else, you must also provide all the external reference files. In addition, the person receiving the drawings must either re-create the same paths you used when linking the external references or change the paths for the external references.

The Insert command in the External Reference feature lets you insert an externally referenced drawing as a block. To provide a copy of a drawing that contains an external reference, it is best to insert the external reference as a block.

To insert an external reference as a block


Advanced experience level

- 1 Do one of the following:
 - Choose Tools > External Reference.
 - On the Tools toolbar, click the External Reference tool ()
 - Type *xref* and then press Enter.
- 2 In the prompt box, choose Insert.
- 3 Type the name of the external reference you want to insert into the drawing, and then press Enter.

To provide a copy of a drawing that contains external references, it is often easier to first bind the external references to the drawing. Binding the external references makes them a permanent part of the drawing, which is the same as inserting a separate drawing as a block.

To bind an external reference to a drawing

Advanced experience level

- 1 Do one of the following:
 - Choose Tools > External Reference.
 - On the Tools toolbar, click the External Reference tool ().
 - Type *xref* and then press Enter.
- 2 In the prompt box, choose Bind.
- 3 Type the name of the external reference you want to bind to the drawing, and then press Enter.

Clipping external references using boundaries

After attaching a drawing as an external reference, you can define a clipping boundary using the XCLIP command. Defining a clipping boundary enables you to display only a portion of an external reference and to suppress the display of geometry outside the boundary. Clipping applies to an individual instance of an external reference, not the external reference definition itself. The portion of the external reference within the clipped boundary remains visible, and the remainder of the external reference becomes invisible. The referenced geometry is not altered, only the display of the external reference is edited.

You can use the *xclip* command to do the following:

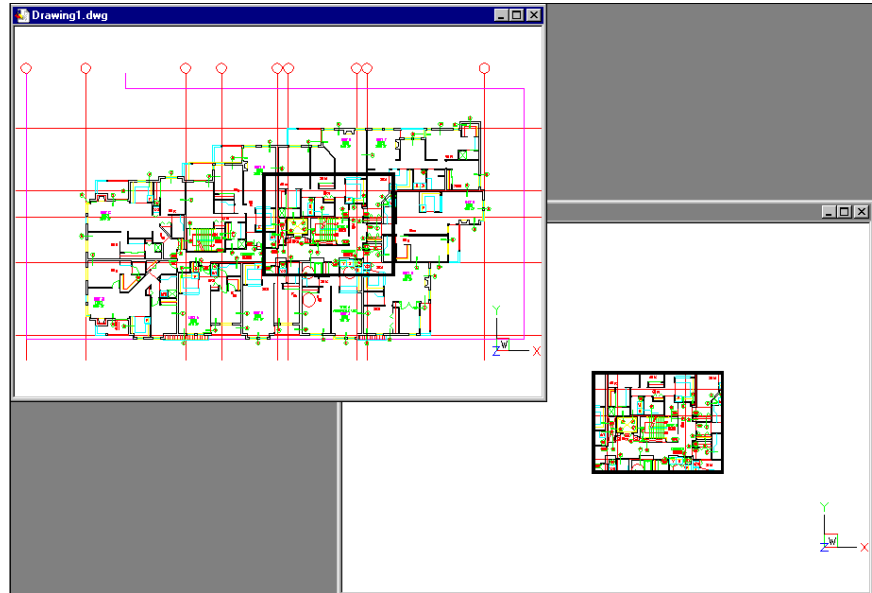
- Create a new clipping boundary
- Delete an existing boundary
- Generate a polyline object coincident with vertices of the clipping boundary

You can turn *xref* clipping on or off. When a clipping boundary is turned off, the boundary does not display and the entire external reference is visible, provided that the geometry is on a layer that is on and thawed. When a clipping boundary is turned off, it still exists and can be turned on. However, deleting a clipping boundary is permanent.

After an external reference has been clipped, it can be edited, moved, or copied just as an unclipped external reference. The boundary moves with the reference. If an external reference contains nested clipped external references, they appear clipped in the drawing. If the parent external reference is clipped, the nested external reference is also clipped.

TIP You can also partially hide blocks using the *xclip* command.

Clipping boundaries are moved, rotated and scaled along with the object.



Example of an external reference clipped by a clipping boundary. The clipping boundary is the rectangle in the top view.

To define a rectangular clipping boundary

- 1 Type *xclip* and then press Enter.
- 2 Select the xrefs and/or blocks you want to be affected by the clipping boundary. All of the selected xrefs and blocks become highlighted.
- 3 Press Enter to complete the selection.
- 4 Press Enter to create a new boundary (the default option).
- 5 If prompted, press Enter to delete the existing boundary.
- 6 Choose Rectangular.
- 7 Define the first corner of the clipping rectangle.
- 8 Define the second corner of the clipping rectangle.

The selected external reference(s) and/or block(s) are clipped by the rectangle.

TIP You can first select all blocks and/or external references, then right-click and select *Xref Clip* from the shortcut menu.

To define a clipping boundary using a polyline

- 1 Type *xclip* and then press Enter.
- 2 Select the xrefs and/or blocks you want to be affected by the clipping boundary. All of the selected xrefs and blocks become highlighted.
- 3 Press Enter to complete the selection.
- 4 Press Enter to create a new boundary (the default option).
- 5 If prompted, press Enter to delete the existing boundary.
- 6 Choose Select Polyline.
- 7 Select the polyline to use as clipping boundary.

Xclip options

Option	Effect
On	Activates all clipping boundaries in the drawing.
Off	Switches off all clipping boundaries.
ClipDepth (3D only)	Defines the clipping depth.
Delete	Deletes the clipping boundary for the selected objects.
Generate Polyline	Creates a polyline from the current clipping boundaries.
New Boundary	Defines a new boundary. If a boundary already exists for the selected objects you are prompted to delete the current boundary.

If you want to see the clipping boundaries, you can turn on the *xclipframe* system variable. The *xclipframe* system variable determines whether the clipping boundary frame displays. When the clipping frame is on (set to 1), it can be selected as part of the object and plotted.

To control the display of the clipping boundaries

- 1 Type *xclipframe* and then press Enter.
- 2 Choose On or Off from the context menu to toggle the display of the clipping boundaries.

Formatting and printing drawings

To print a copy of your drawing, you can use workspaces to organize different views. You can print a copy of the drawing exactly as you created it, or you can switch to paper space and create multiple views. You can then control which portion of your drawing prints and at what scale.

This chapter explains how to:

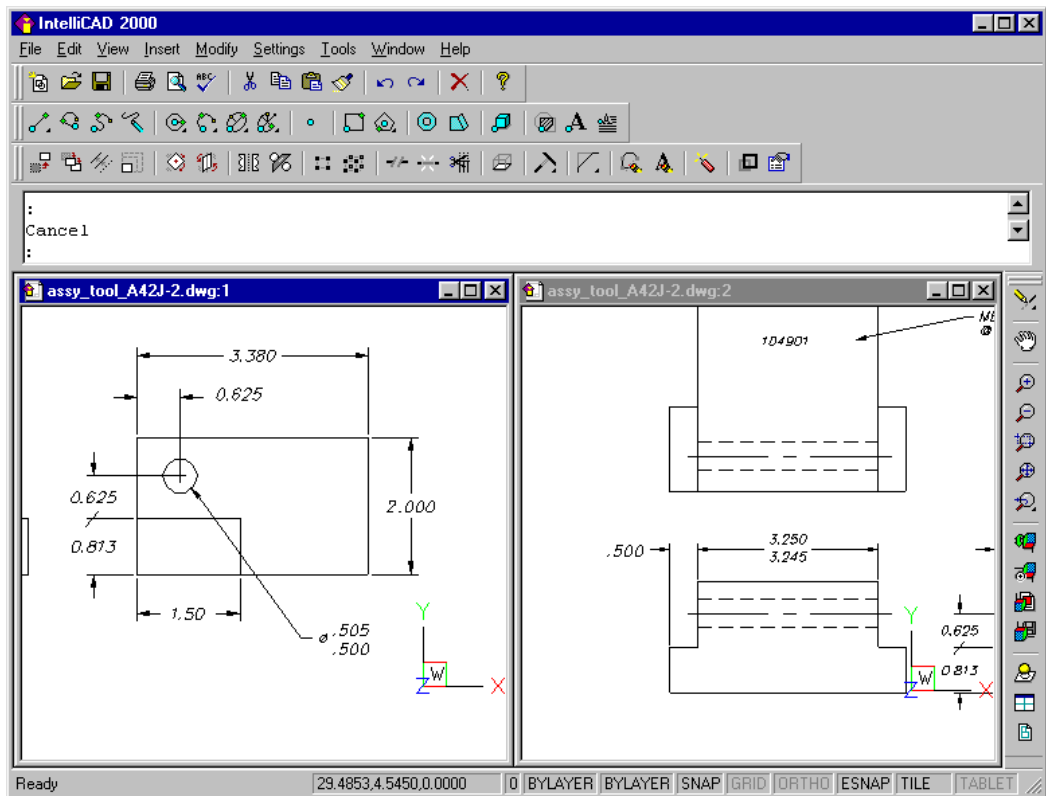
- Switch between paper space and model space.
- Create floating viewports.
- Print or plot your drawing.

Topics in this chapter

<i>Using paper space and model space</i>	<i>310</i>
<i>Preparing a layout</i>	<i>314</i>
<i>Printing or plotting your drawing</i>	<i>317</i>
<i>Selecting a printer or plotter</i>	<i>328</i>

Using paper space and model space

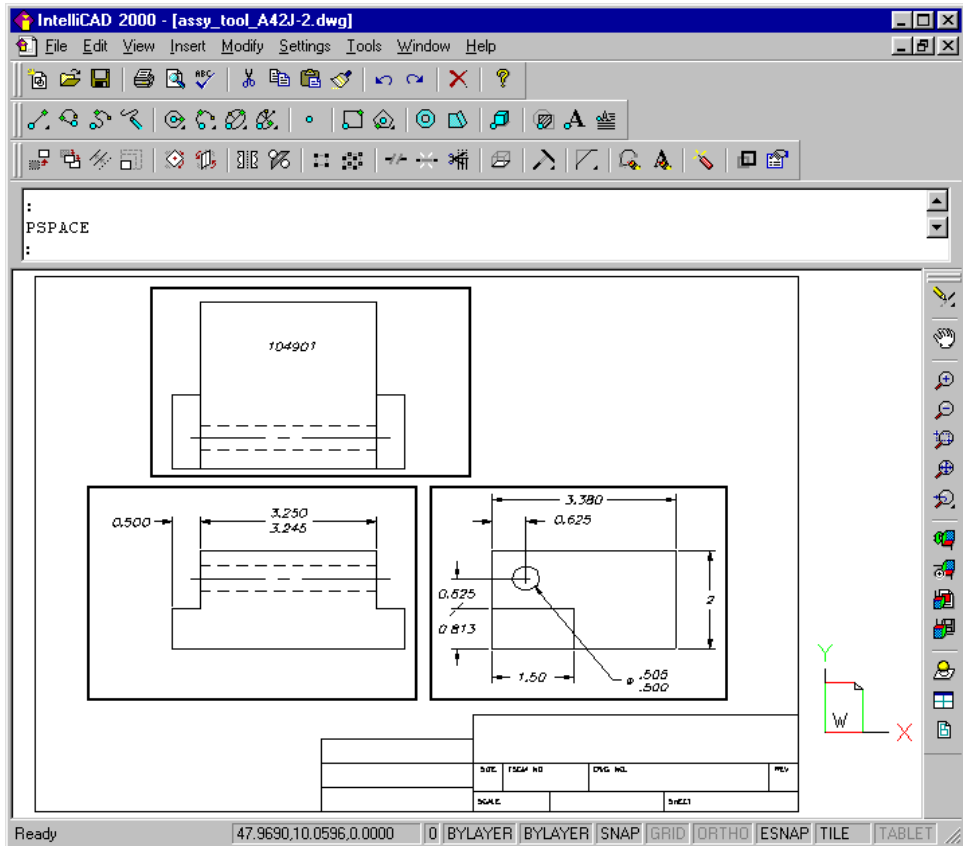
When you start a drawing session, your initial working area is called model space. Model space is an area in which you create two-dimensional and three-dimensional entities based on either the World Coordinate System (WCS) or a user coordinate system (UCS). Your view of this area is a single viewport that fills the screen. You can add viewports, each showing the same or different two-dimensional or three-dimensional views, all of which are displayed in a tiled manner. You can work in only one of these viewports at a time, and you can print only the current viewport.



Model space with tiled viewports (tilemode = 1).

IntelliCAD® provides an additional workspace, called paper space. Paper space represents the paper layout of your drawing. In this working area, you can create and arrange different views of your drawing similar to the way you arrange detail drawings or orthogonal views on a sheet of paper. You can also add annotations, create a border, and create a title block.

The paper space views that you create are *floating* rather than tiled. In paper space, you can place the viewports anywhere on the screen; their edges can be touching or not; and you can print them all at the same time. You do not need to use paper space to print your drawing, but it offers several advantages.



Paper space with floating viewports (tilemode = 0).


After you switch from model space to paper space and arrange different views of your drawing, each view is created as a floating viewport, and each viewport is treated as a separate entity that you can move, copy, or delete. In paper space, you cannot modify the individual entities within the viewport, and zooming or panning the drawing affects the entire drawing.

To edit the entities rather than the layout, you can switch to a third workspace, called model space with floating viewports. In this workspace, each viewport functions as a window into your model space drawing. You can click any floating viewport to make it the current viewport, and then add or modify entities in that viewport. Any changes you make in one viewport are immediately visible in the other viewports. Zooming or panning in the current viewport affects only that viewport.

Status bar workspace indicators


Indicator	Workspace
TILE	Model space, with tiled viewports
MODEL	Model space, with floating viewports
PAPER	Paper space

To switch to paper space


- 1 Do one of the following:
 - Choose View > Workspaces.
 - On the View toolbar, click the Workspaces tool ().
 - On the status bar, double-click the workspace indicator.
 - Type *pmspace* and then press Enter.
- 2 Click Paper Space.
- 3 Click the Active Paper Space layout drop-down list to select a layout.
- 4 Click OK.

The first time you switch to paper space, your drawing seems to disappear. This is normal. When you switch to paper space, you must create at least one floating model space viewport to see your work.

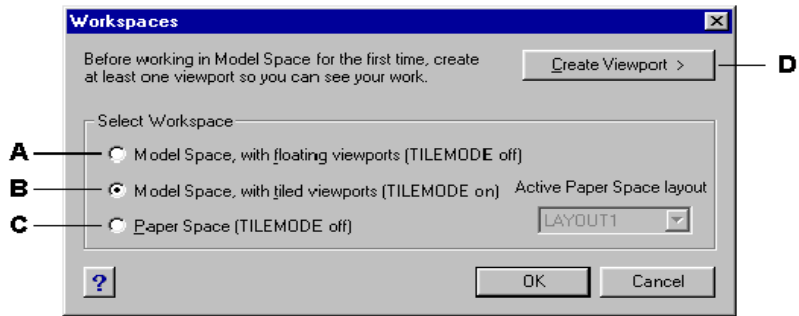
To switch to model space with floating viewports

- 1 Do one of the following:
 - Choose View > Workspaces.
 - On the View toolbar, click the Workspaces tool ().
 - On the status bar, double-click the workspace indicator.
 - Type *pmspace* and then press Enter.
- 2 Click Model Space, With Floating Viewports.
- 3 Click OK.

To switch to model space with tiled viewports

- 1 Do one of the following:
 - Choose View > Workspaces.
 - On the View toolbar, click the Workspaces tool ().
 - On the status bar, double-click the workspace indicator.
 - Type *pmspace* and then press Enter.
- 2 Click Model Space, With Tiled Viewports.
- 3 Click OK.

When you switch from model space with floating viewports to model space with tiled viewports, your floating viewports seem to disappear. This is normal. Floating viewports do not display when you switch to this workspace. They are retained, however, and display normally when you switch back to model space with floating viewports.



- | | |
|--|---|
| <p>A Click to display model space with floating viewports.</p> <p>B Click to display model space with tiled viewports.</p> | <p>C Click to display paper space.</p> <p>D Click to create a floating viewport in paper space.</p> |
|--|---|

Preparing a layout

When you begin working on a drawing, it consists of a single view of your model in a tiled model space viewport. You may have created additional tiled viewports by dividing the drawing space into multiple windows, but each is a separate tiled model space viewport.


In paper space, you can create floating viewports and arrange them on the screen to simulate the paper on which you will print a copy of your drawing. You can separately control the view, scale, and contents of each floating viewport.

When you switch to paper space, all of your model space viewports disappear. You must create at least one floating viewport to see your work.

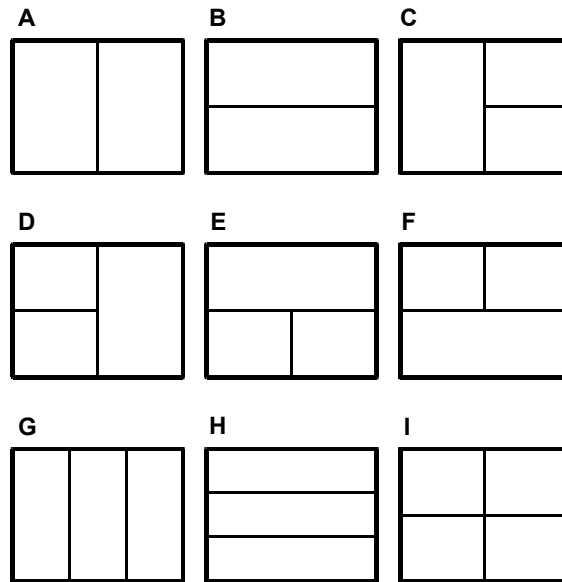
Creating floating viewports

You can create floating viewports anywhere inside the drawing area. You can control the number of viewports created and the arrangement of the viewports.

To create floating viewports


- 1 Make sure that `tilemode` is set to OFF.
 - In the command bar, type `tilemode` and then press Enter.
 - In the Setvar prompt box, choose Off.
- 2 Do one of the following:
 - Choose View > Paper Space Views.
 - On the Views toolbar, click the Paper Space Views tool (.
 - Type `mview` and then press Enter.
- 3 In the prompt box, choose Fit To View, Create 2 Viewports, Create 3 Viewports, or Create 4 Viewports, or specify two opposing corners to create a custom viewport.
- 4 In the prompt box, choose the viewport orientation.
- 5 Do one of the following:
 - To arrange the viewports to fill the current graphic area, in the prompt box, choose Fit To Screen.
 - To fit the viewports within a bounding rectangle, specify the corners of a rectangle.

TIP When you create a floating viewport, the program creates the viewport border on the current layer. You can make viewport borders invisible by creating a new layer before you create floating viewports and then turning off that layer after you create the viewports. To select the viewport borders, you must turn that layer back on before you can rearrange or modify the viewports.



You can create a single floating viewport, or you can divide the graphic area into two viewports arranged vertically (A) or horizontally (B); three viewports arranged left (C), right (D), above (E), below (F), vertically (G), or horizontally (H); or four viewports (I).

To name and save a viewport configuration

- 1 Do one of the following:
 - Choose View > Viewports.
 - On the View toolbar, click the Viewports tool (.
 - Type *vports* and then press Enter.
- 2 In the prompt box, choose Save.
- 3 Type a configuration name, and then press Enter.

The name can be up to 31 characters in length and can contain letters, numbers, the dollar sign (\$), hyphen (-), and underscore (_), or any combination.

Modifying floating viewports

After you create floating viewports, you can modify them as needed. In paper space, you can snap to the viewport borders using entity snap. You can also copy, delete, move, scale, and stretch viewports as you would any other drawing entity. Modifying a viewport while in paper space does not affect the entities within the viewport.

Modifying the contents of floating viewports

After you create floating viewports, you can modify the entities in a viewport by switching to model space with floating viewports. Select one of the viewports to make it the current viewport, and then modify the entities in the viewport using any entity modification command. Changes you make are immediately reflected in all the viewports. Changes you make to the grid, snap settings, zoom magnification, or viewpoint orientation, however, affect only the current viewport.

To edit the contents of a floating viewport

- 1 Switch to model space with floating viewports.
- 2 Click a floating viewport to make it current.
- 3 Edit the drawing.

The tools that affect the drawing display and viewpoint orientation operate the same within floating model space viewports as within tiled model space windows with the exception of the zoom tools. When you work in paper space, you can control the scale of views in floating viewports by specifying a scale factor relative to paper space units by appending the suffix *xp* to the scale factor. For example, to increase the scale of the entities in the viewport to twice the size of paper space units, type *2xp*. To decrease the scale to half the size of paper space units, type *.5xp*.

To change the scale of a floating viewport relative to paper space

- 1 Switch to model space with floating viewports.
- 2 Click a floating viewport to make it current.
- 3 Choose View > Zoom > Zoom.
- 4 Type the zoom scale factor relative to paper space, and then press Enter.

Working with multiple layouts

In paper space, you can use multiple layouts for different paper sizes and plot settings. By default, the first layout is called Layout1. You can create new layouts, delete layouts, rename layouts, set a layout as the current layout, and list all layouts.

To create a new layout

- 1 Type *layout* and then press Enter.
- 2 In the prompt box, choose New.
- 3 Type a name for your new layout and then press Enter.

To delete a layout

- 1 Type *layout* and then press Enter.
- 2 In the prompt box, choose Delete.
- 3 Type a name for the layout to be deleted and then press Enter.

To rename a layout

- 1 Type *layout* and then press Enter.
- 2 In the prompt box, choose Rename.
- 3 Type the name of the layout you wish to rename and then press Enter.
- 4 Type a new name for the layout and then press Enter.

When you have multiple layouts, you may wish to change which layout is current.

To make a layout current

- 1 Type *layout* and then press Enter.
- 2 In the prompt box, choose Set.
- 3 Type a name for the layout you wish to make current and then press Enter.

To list all layouts

- 1 Type *layout* and then press Enter.
- 2 In the prompt box, choose ? to list all layouts.
- 3 Type *s* or press Enter to scroll through layouts.


Printing or plotting your drawing

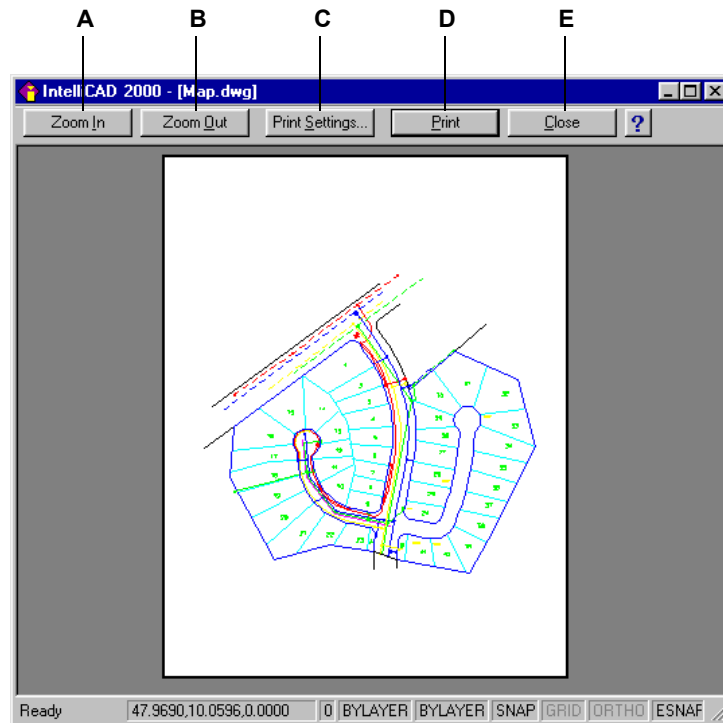
You can print or plot your drawing on any Microsoft Windows-compatible printer or plotter. With IntelliCAD, you can control many aspects of printing, including:

- Selecting which portion of a drawing to print.
- Scaling the drawing for print.

- Mapping screen colors to colors and line widths in your output device.
- Opening plot configuration (PCP) files.
- Creating and saving printer configuration files.
- Specifying header and footer information such as a date and time stamp, your name and company name, or other information you want to appear at the top or bottom of the printed page.
- Specifying the origin of the print area.
- Previewing the printed page.
- Changing default printer settings such as paper size and orientation.

To preview the drawing before printing

- 1 Do one of the following:
 - Choose File > Print Preview.
 - On the Standard toolbar, click the Print Preview tool().
 - Type *ppreview* and then press Enter.
- 2 After checking the preview image, do one of the following:
 - To print the drawing, click Print Settings to display the Print dialog box.
 - To return to the drawing, click Close.



- A Click to zoom in.
- B Click to zoom out. If you have zoomed in several times, click multiple times to restore the entire preview image.
- C Click to display the Print Settings dialog box.
- D Click to print the drawing.
- E Click to close the preview and return to the drawing.


Printing a drawing

The Print dialog box is organized by tabs into three functional areas: scaling and viewing; color and width mapping; and advanced printing options. The print setting options available under each tab are described in the sections that follow.

NOTE You cannot print a rendered image directly to a printer. To print a rendered image, you must first export the drawing to a different format—either a bitmap (.bmp), Postscript (.ps), or TIFF (.tif) file—and then print it from another graphics program. For more information, see Chapter 15, Drawing in Three Dimensions, Creating Rendered Images.

To print a drawing

1 Do one of the following:

- Choose File > Print.
- On the Standard toolbar, click the Print tool ()

If you click the Print tool, the Print dialog box does not display. Your drawing will be sent directly to the selected printer.

- Type *print* and then press Enter.

2 From the Print dialog box, choose the settings you want.

3 Click Print.

NOTE *IntelliCAD saves your print settings each time you print. To restore the IntelliCAD default print settings, click Reset in the Print dialog box.*

Setting the scale and view

You can print or plot the entire drawing or a selected portion, depending on which options you select in the Scale/View tab of the Print dialog box. You can choose to print what is visible on the screen, or you can specify to print an area of the drawing.

You can control the position of the drawing on the paper by specifying the origin of the print area, the location of the lower left corner of the plot area, in relation to the lower left corner of the paper. The origin is normally set to 0,0, which places the lower left corner of the print area as close to the lower left corner of the paper as the printer or plotter will allow. You can specify a different origin, however, by specifying different coordinates.

When you create a drawing, you generally draw entities full-size. When you plot the drawing, you can specify the scale of the resulting print or let the program adjust the size of the drawing to fit the paper. To plot the drawing at a specific scale, specify the scale as a ratio of drawing units to printed units.

To automatically scale the drawing for printing

- 1 Do one of the following:
 - Choose File > Print.
 - Type *print* and then press Enter.
- 2 From the Print dialog box, click the Scale/View tab.
- 3 To scale the drawing to fit on one printed page, select the check box under Print Scale.

To specify the scale factor yourself

- 1 Do one of the following:
 - Choose File > Print.
 - Type *print* and then press Enter.
- 2 From the Print dialog box, click the Scale/View tab.
- 3 Under Print Scale, clear the check box.
- 4 Under User Defined Scale, type the ratio of printed units of measure (inches or millimeters) to drawing units.
- 5 To specify the printed units of measure, click Inches or Millimeters.

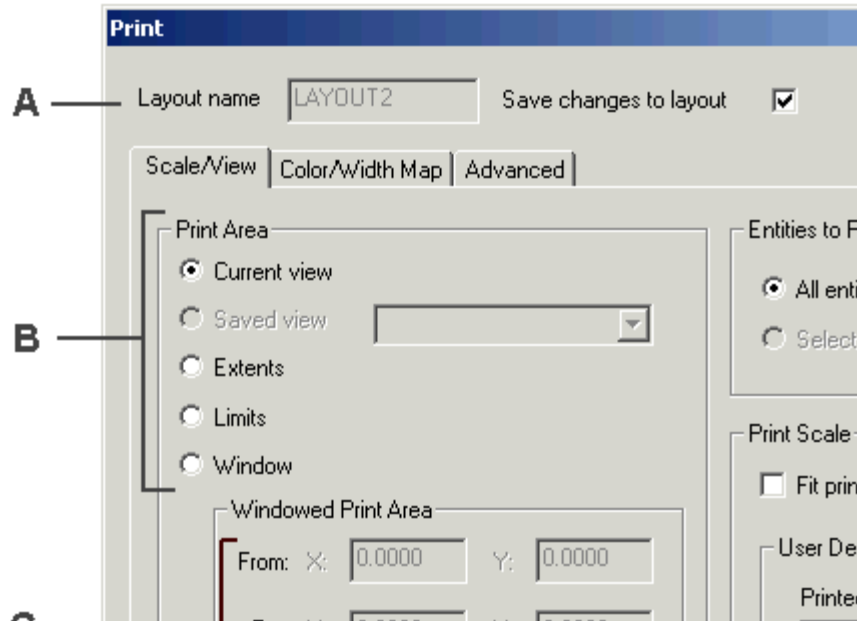
To specify a portion of the drawing to print

- 1 Do one of the following:
 - Choose File > Print.
 - Type *print* and then press Enter.
- 2 From the Print dialog box, click the Scale/View tab.
- 3 Under Print Area, click one of the following:
 - Current View – prints the view on the screen.
 - Saved View – prints the selected saved view.
 - Extents – prints to the full extents of the entities in the drawing.
 - Limits – prints to the limits defined for the drawing.
 - Window – prints the portion of the drawing contained in the specified window, maintaining the aspect ratio of the windowed area to the drawing.

If you clicked Window, you must specify the window. Under Windowed Print Area, enter the diagonal x- and y-coordinates of the window, or select the area on the screen.

To print only the area in the window without considering whether there is extra space on the screen, select the Print Only Area Within Specified Window check box.

- 4 Under Entities To Print, click one of the following:
 - All Entities Within Print Area – prints all drawing entities contained within the specified print area.
 - Selected Entities Within Print Area – prints only the entities you select from within the specified print area.



- A** Click to select the area of the drawing that you want to print.
- B** Type the x- and y-coordinates of the two opposing corners of the rectangular area of the drawing that you want to print; or, to specify coordinates in the drawing window, click Select Print Area.
- C** Select to specify the rectangular area of the drawing that you want to plot by specifying points within the drawing.
- D** Click to specify drawing units and paper size in millimeters or inches.
- E** Specify the scale for the print area by typing the ratio of drawing units to printed inches or printed millimeters.
- F** Select to fit the specified print area to the current paper size.
- G** Click to print selected entities within the specified print area.
- H** Click to print all entities within the specified print area.

To specify a header and footer

- Do one of the following:
 - Choose File > Print.
 - Type *print* and then press Enter.
- Click the Advanced tab.
- Under Header And Footer, type or select header and footer content.

To specify the print area origin

- 1 Do one of the following:
 - Choose File > Print.
 - Type *print* and then press Enter.
- 2 Click the Advanced tab.
- 3 Under Origin Of Print Area, do one of the following:
 - To center the specified print area on the printed page, select the Center On Page check box.
 - To specify an origin for the print area, type the x- and y-coordinates, or click Select Origin and then specify a point on the drawing.

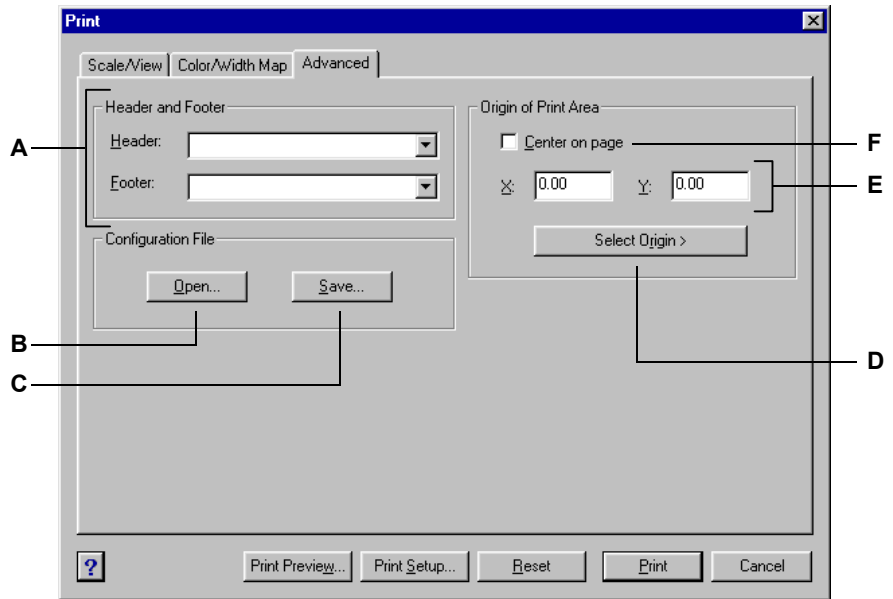
Using printer configuration files

Printer configuration files store the printer information you create for specific drawings, which eliminates the need to completely reconfigure your print settings each time you print a drawing. IntelliCAD supports the plot configuration (PCP) file format used by Autodesk AutoCAD. This feature makes it possible to use existing PCP files saved in AutoCAD, as well as to save your IntelliCAD print configuration settings to a PCP format.

TIP *You can convert an AutoCAD PC2 file to PCP format using the Device And Default selection feature in the AutoCAD Print dialog box.*

To open or save a PCP file

- 1 Do one of the following:
 - Choose File > Print.
 - Type *print* and then press Enter.
- 2 From the Print dialog box, click the Advanced tab.
- 3 Under Configuration File, click Open to open a saved PCP file, or click Save to save the current print configuration settings to a new PCP file.



- A** Type the content for the header and footer, or select it from the lists.

B Click to open a PCP file.

C Click to save the current configuration as a PCP file.
- D** Click to specify the print area origin by selecting a point within the drawing.

E Type x- and y-coordinates to specify the origin of the print area.

F Select to center the print area on the page.

Mapping color and width

You can map the colors that display on your screen to the colors that you want sent to your output device. For example, you can map a screen color of yellow to an output color of purple, so that all entities that display on the screen as yellow will print as purple, in whatever line width you specify.

Rather than focusing on actual pens in specific plotters, IntelliCAD supports mapping to *any* Windows output device, including raster printers.

To change an output color

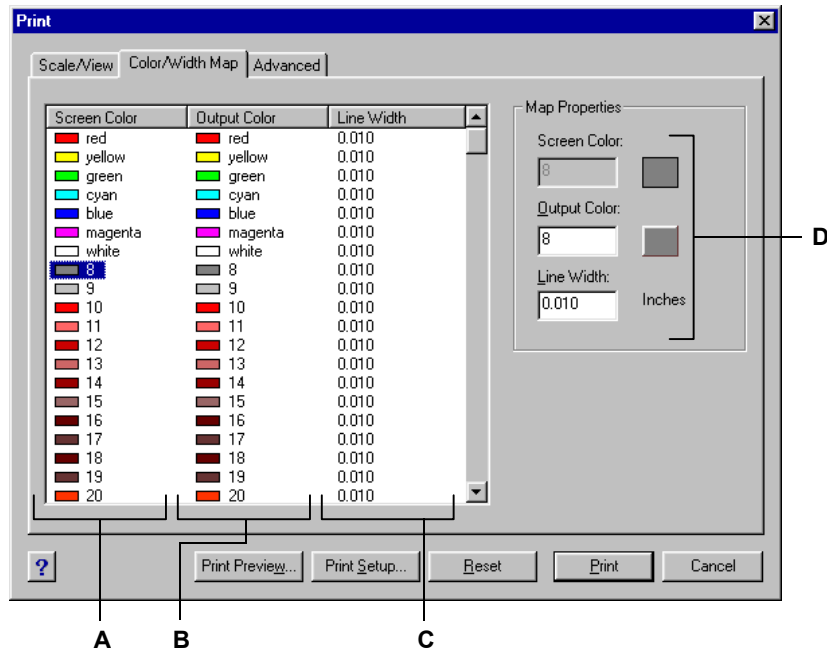
- 1 Do one of the following:
 - Choose File > Print.
 - Type *print* and then press Enter.
- 2 From the Print dialog box, click the Color/Width Map tab.
- 3 From the Output Color column, click the output color you want to change.
The output color corresponds to the screen color in the same row.
- 4 From the Color selection palette, select the new output color, and then click OK.
- 5 Verify or change your selections under Map Properties.

NOTE *To change multiple screen colors to the same output color, first select the screen colors from the Screen Color column, and then select the output color.*

To change a line width

- 1 Do one of the following:
 - Choose File > Print.
 - Type *print* and then press Enter.
- 2 From the Print dialog box, click the Color/Width Map tab.
- 3 In the Line Width column, select the line width you want to change.
The line width corresponds to the output color in the same row.
- 4 Type the new line width value.
- 5 Verify or change your selections under Map Properties.

NOTE *When specifying line width, be sure to consider the limitations of your output device.*



A The color as it appears on the screen (read-only).

B Click an output color to change.

C Click a line width to change.

D Verify or change your selections.

To map all colors to black

1 Do one of the following:

- Choose File > Print.
- Type *print* and then press Enter.

2 From the Print dialog box, click the Color/Width Map tab.

3 From the Screen Color column, select all the colors in the column.

To select all the colors, under Screen Color, click the first color, then scroll to the bottom of the column, and on the last color, press Shift+click.

4 Under Map Properties, click the swatch for Output Color, and then click OK.

Alternatively, from the Output Color column, select black (screen color 250).

5 Verify or change your selections under Map Properties.

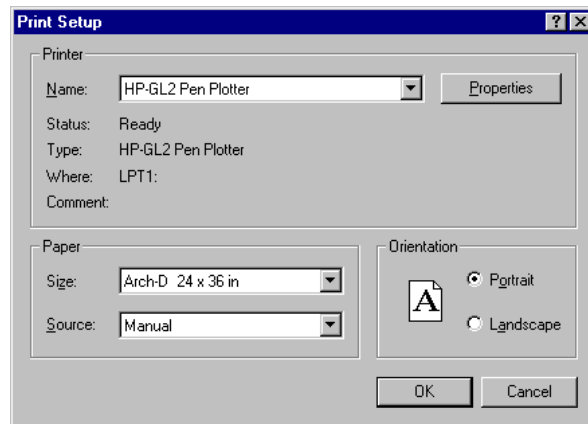
NOTE IntelliCAD saves your print settings each time you print. To restore the IntelliCAD default print settings, click Reset in the Print dialog box.

Selecting a printer or plotter

Before printing or plotting your drawing, make sure that the correct printer or plotter is selected.

To select a printer or plotter

- 1 Do one of the following:
 - Choose File > Print Setup.
 - Type *print* and press Enter, and then click Print Setup.
- 2 From the Name list, select a printer or plotter.



Select a printer or plotter from the Name list.

NOTE Select the page orientation you want from the Print Setup dialog box.

Drawing in three dimensions

Paper drawings typically represent two-dimensional views of three-dimensional entities. With IntelliCAD®, you can create three-dimensional models of three-dimensional entities.

This chapter explains how to:

- View entities in three dimensions.
- Create three-dimensional entities.
- Edit entities in three-dimensional space.

The tools and commands for many of the functions described in this chapter appear on the Draw 3D toolbar and the Insert menu, respectively, when you set the program to the Advanced experience level.

Topics in this chapter

<i>Viewing entities in three dimensions</i>	330
<i>Creating three-dimensional entities</i>	333
<i>Editing in three dimensions</i>	351




Viewing entities in three dimensions

You can view an IntelliCAD drawing from any position in three-dimensional space. From any selected viewing position, you can add new entities, modify existing entities, and generate hidden-line and shaded views. The tools for these methods are on the View toolbar.

Setting the viewing direction


You view three-dimensional drawings by setting the viewing direction. The viewing direction establishes the viewing position, the Cartesian coordinate corresponding to the viewpoint looking back at the origin point, the 0,0,0 coordinate. When you view a drawing from the default viewpoint (0,0,1), you see a plan view of the drawing.

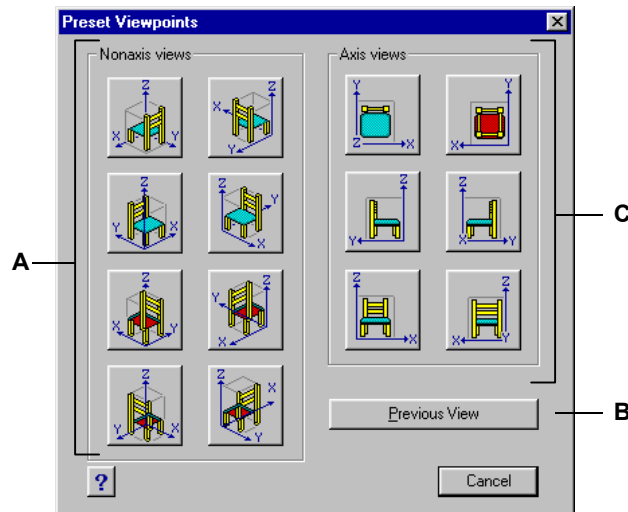
On the View toolbar, you can view a three-dimensional drawing using any of the following methods:

- Preset Viewpoints ()
- Dynamic View Control ()
- Plan View ()

You can change the viewing direction to look at the drawing from a different vantage point or to work on a three-dimensional model from a different orientation.

To set a new viewing direction

- 1 Do one of the following:
 - Choose View > Preset Viewpoints.
 - On the View toolbar, click the Preset Viewpoints tool ().
 - Type *setvpoint* and then press Enter.
- 2 Click the preset view you want to use.




A Click to select a non-axis viewpoint.

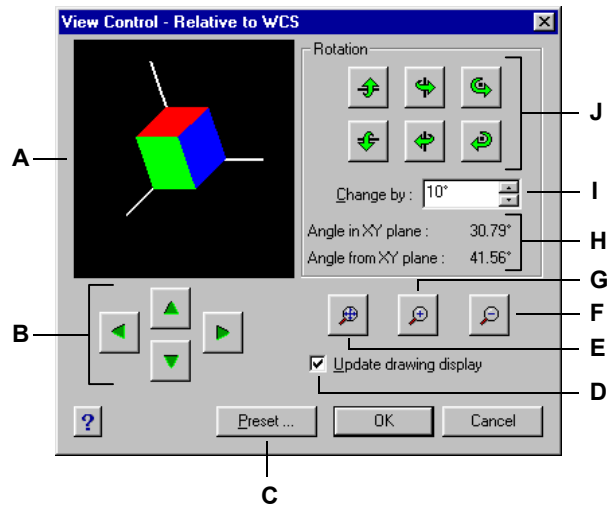
C Click to select a viewpoint aligned with an axis.

B Click to select the previous viewpoint.

You can dynamically rotate the viewpoint within the xy plane and relative to the xy plane, and you can pan and zoom the drawing. As you change the viewpoint settings, the drawing display automatically updates.

To dynamically set a view direction


- 1 Do one of the following:
 - Choose View > Dynamic View Control.
 - On the View toolbar, click the Dynamic View Control tool ()
 - Type *viewctl* and then press Enter.
- 2 Click the appropriate tools to dynamically change the viewpoint.
- 3 To complete the command, click OK.



- | | |
|---|--|
| A Indicates the current viewpoint. | F Click to zoom out. |
| B Click to pan the drawing. | G Click to zoom in. |
| C Click to display the Preset Viewpoints dialog box. | H Shows the current viewpoint orientation. |
| D Click to update the drawing display whenever you click a tool. | I Type or select the rotation angle increment. |
| E Click to zoom extents. | J Click to rotate the view about a predefined axis. |

You can set the current viewing direction to the plan view of the current user coordinate system (UCS), a previously saved UCS, or the World Coordinate System (WCS).

To display a plan view of the current drawing

- 1 Do one of the following:
 - Choose View > Plan View.
 - On the View toolbar, click the Plan View tool (.
 - Type *plan* and then press Enter.
- 2 In the prompt box, choose one of the following:
 - Current displays the plan view of the current UCS.
 - UCS displays the plan view of a saved UCS. The program prompts you for the name of the UCS.
 - World displays the plan view of the WCS.

Creating three-dimensional entities

IntelliCAD supports the following types of three-dimensional models:

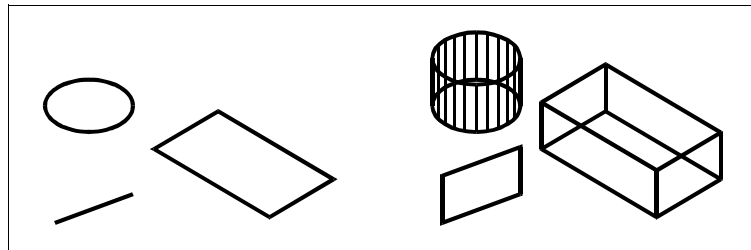
- Wire-frame models, which consist of lines and curves that define the edges of a three-dimensional entity. You can create a wire-frame model by drawing lines, arcs, polylines, and other two-dimensional entities anywhere in three-dimensional space. Wire-frame models have no surfaces; they always appear as outlines. Because you must individually draw and position each entity that makes up a wire-frame model, creating one can be exacting and time-consuming.
- Surface models, which consist of both edges and the surfaces between those edges. You can create a surface model by applying elevation and thickness to two-dimensional planar entities or by using specific three-dimensional entity-creation commands. Surface models consist of individual planes forming a faceted, polygonal mesh.

Applying elevation and thickness

By default, the program creates new two-dimensional entities with a zero elevation and thickness. The easiest way to create a three-dimensional entity is to change the elevation or thickness property of an existing two-dimensional entity.

The elevation of an entity is its z-coordinate position in relation to the xy plane in which the entity is drawn. An elevation of 0 indicates that the entity is drawn on the xy plane of the current UCS. Positive elevations are above this plane; negative elevations are below it.

The thickness of an entity is the distance it is extruded above or below its elevation. A positive thickness extrudes the entity upward in the positive z direction of the entity; a negative thickness extrudes it downward in the negative z direction. The thickness is applied uniformly to the entire entity. You can extrude any two-dimensional entity into a three-dimensional entity by changing the thickness of the entity to a nonzero value. For example, a circle becomes a cylinder, a line becomes a three-dimensional plane, and a rectangle becomes a box.



Two-dimensional entities.


Two-dimensional entities with thickness added.

You can create three-dimensional entities using any of the following methods:


- Draw two-dimensional entities in three-dimensional space.
- Convert two-dimensional planar entities into three-dimensional entities by applying elevation and thickness.
- Convert two-dimensional planar entities into three-dimensional entities by revolving or extruding.
- Create three-dimensional entities such as boxes, cylinders, cones, domes, spheres, and wedges.

You can change the default elevation and thickness values to create new entities with an elevation and thickness already applied.


To set the current elevation

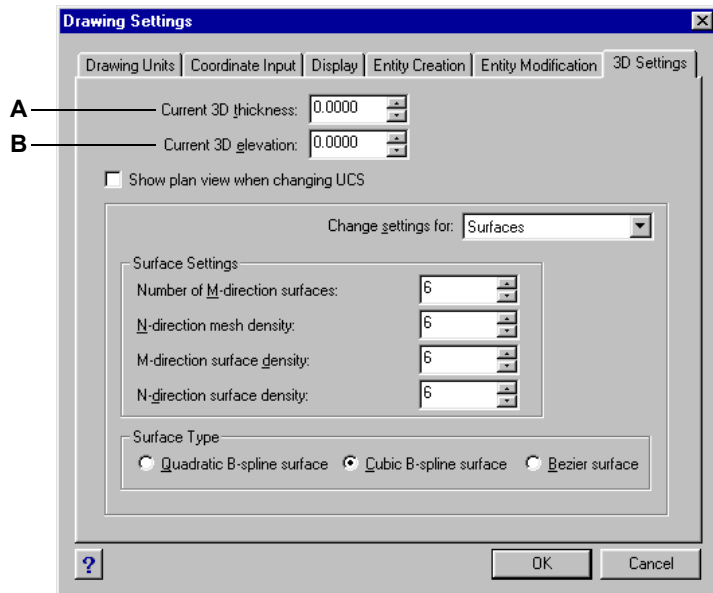
- 1 Display the current elevation setting by doing one of the following:
 - Choose Settings > Elevation.
 - On the Settings toolbar, click the Elevation tool () .
 - Type *elev* and then press Enter.
- 2 Specify the New Current Value For Elevation, and then press Enter.

To set the current thickness

- 1 Display the current thickness setting by doing one of the following:
 - Choose Settings > Thickness.
 - On the Settings toolbar, click the Thickness tool () .
 - Type *thickness* and then press Enter.
- 2 Specify the New Current Value For Thickness, and then press Enter.

To set the current elevation and thickness using a dialog box


- 1 Display the Drawing Settings dialog box by doing one of the following:
 - Choose Settings > Drawing Settings.
 - On the Settings toolbar, click the Drawing Settings tool ()
 - Type *settings* and then press Enter.
- 2 Click the 3D Settings tab.
- 3 In the Change Settings For list, click Surfaces.
- 4 To change the current thickness, in the Current 3D Thickness box, type a new thickness value or click the arrows to select a new thickness.
- 5 To change the current elevation, in the Current 3D Elevation box, type a new elevation value or click the arrows to select a new elevation.
- 6 Click OK.

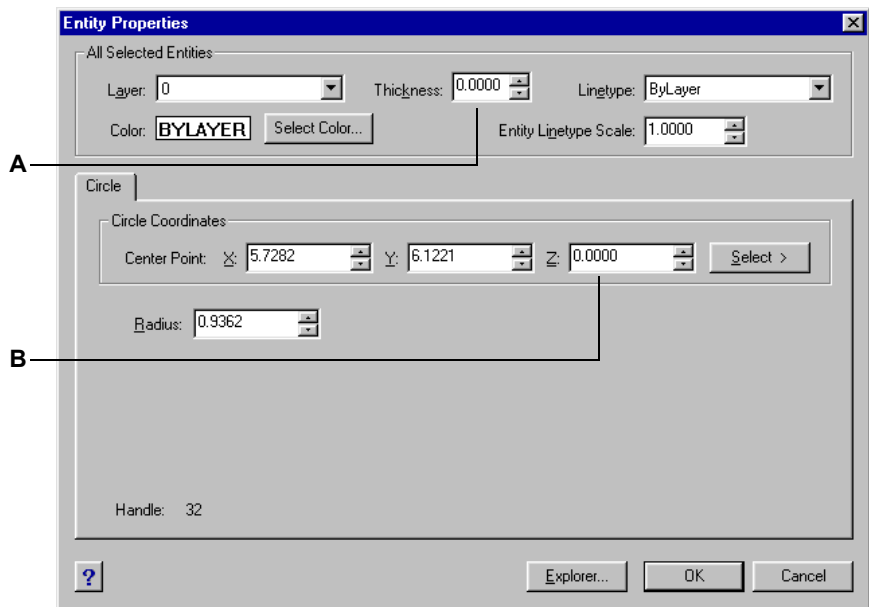


A Type or select the current three-dimensional thickness.

B Type or select the current three-dimensional elevation.

To change the thickness and elevation of an existing entity

- 1 Do one of the following:
 - Choose Modify > Properties.
 - On the Modify toolbar, click the Properties tool ().
 - Type *entprop* and then press Enter.
- 2 Select the entity, and then press Enter.
IntelliCAD displays the Entity Properties dialog box. The exact appearance of the dialog box depends on the type of entity you select.
- 3 To change the thickness, in the Thickness box, type a new thickness value or click the arrows to select the new thickness.
- 4 To change the elevation, in the Z coordinate box, type a new elevation value or click the arrows to select the new elevation.
- 5 Click OK.



A Type or select the new thickness.


B Type or select the new elevation.

Creating three-dimensional faces

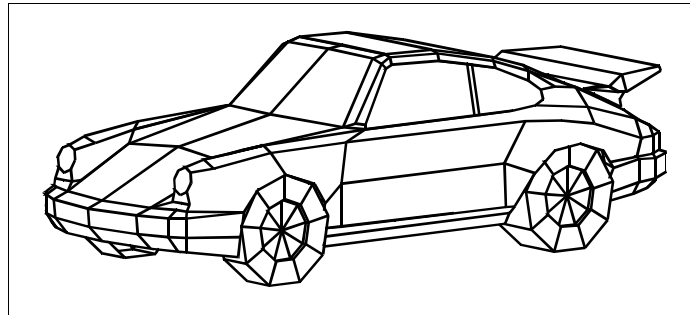
You can create a three-dimensional face, which consists of a section of a plane in three-dimensional space. You define a three-dimensional face by specifying the x,y,z coordinates of three or more corners. After you specify the fourth point, the program continues to prompt you for additional faces by alternating prompts for the third point and fourth point to allow you to build a complex three-dimensional entity. Each three- or four-sided plane is created as a separate three-dimensional face entity.

To create a three-dimensional face

Advanced experience level

- 1 Do one of the following:
 - Choose Insert > 3D Entities > Face.
 - On the Draw 3D toolbar, click the Face tool ().
 - Type *face* and then press Enter.
- 2 Specify the first point of the three-dimensional face.
- 3 Specify the second, third, and fourth points.
- 4 Specify the third and fourth points for additional faces.
- 5 To complete the command, press Enter.

TIP Any or all edges of a three-dimensional face can be invisible to allow you to more accurately model entities with holes in them. As the program prompts you for the corner points, in the prompt box, choose *Invisible Edge* to make the next edge invisible.




An example of a three-dimensional model created using three-dimensional faces.

Creating rectangular meshes

You can create a three-dimensional rectangular mesh consisting of four-sided polygons. You determine the size of the mesh by specifying the number of vertices along the primary (M-direction) and secondary (N-direction) mesh axes and then specifying the coordinates for each vertex.

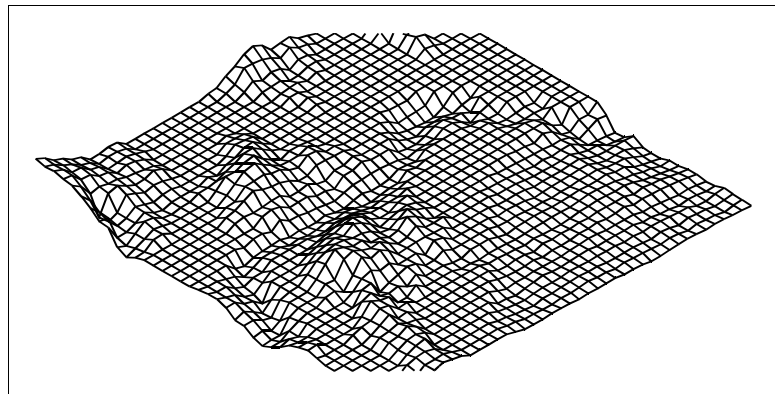
To create a rectangular mesh

Advanced experience level

- 1 Do one of the following:
 - Choose Insert > 3D Entities > Mesh.
 - On the Draw 3D toolbar, click the Mesh tool () .
 - Type *mesh* and then press Enter.
- 2 Specify the number of vertices along the primary mesh axis.
- 3 Specify the number of vertices along the secondary mesh axis.
- 4 Specify the coordinates for each vertex.

Specifying the coordinates for the last vertex completes the mesh and ends the command.

TIP Although creating rectangular meshes manually can be exacting, they are useful for representing complex surfaces such as three-dimensional terrain models. The Mesh tool is most useful when combined with scripts or LISP programs that mathematically calculate the coordinates of the vertices.




An example of a three-dimensional terrain model created using rectangular meshes.

Creating polyface meshes

You can create a polygon mesh consisting of faces connecting three or more vertices. You first determine the coordinates of each vertex and then define each face by entering the vertex numbers for all the vertices of that face. As you create each face, you can control the visibility and color of each edge and assign each edge to specific layers.

To create a polyface mesh

Advanced experience level


- 1 Do one of the following:
 - Choose Insert > 3D Entities > Polyface Mesh.
 - On the Draw 3D toolbar, click the Polyface Mesh tool () .
 - Type *pface* and then press Enter.
- 2 Specify the coordinates of each vertex.
After each vertex that you specify, the next vertex number is displayed, and you are prompted for the coordinates of the vertex. Specify the coordinates, and then press Enter. Continue to specify the coordinates for each numbered vertex.
- 3 To finish specifying vertex coordinates, press Enter.
- 4 Specify the vertex numbers that define the first face.
You specify the face by entering the vertex numbers that were defined when you specified coordinates in step 2. Each face can be composed of three or more numbered vertices.
- 5 To finish defining the first face, press Enter.
- 6 Specify the next face by entering its vertex numbers.
- 7 To complete the command, press Enter.

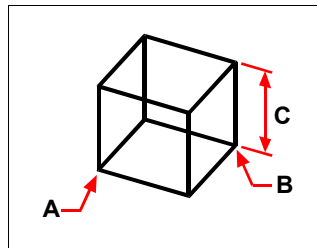
TIP To make an edge invisible, type the vertex number as a negative value.

Creating boxes

You can create rectangular boxes, or cubes. A box consists of six rectangular surface planes. The base of the box is always parallel to the xy plane of the current UCS. You position the box by specifying either a corner or the center of the box. You determine the size of the box by either specifying a second corner and the height; defining the box to be a cube and then providing its length; or specifying the length, width, and height.

To create a box

- 1 Do one of the following:
 - Choose Insert > 3D Entities > Box.
 - On the Draw 3D toolbar, click the Box tool ()
 - Type *box* and then press Enter.
- 2 Specify the first corner of the base.
- 3 Specify the opposite corner of the base.
- 4 Specify the height.




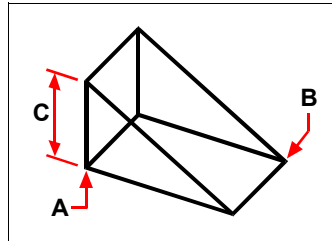
First corner of the base (**A**), the opposite corner of the base (**B**), and the height (**C**).

Creating wedges

You can create three-dimensional wedges consisting of five surface planes. The base of the wedge is always parallel to the xy plane of the current UCS with the sloped face opposite the first corner. The height is always parallel to the z-axis. You position the wedge by specifying either a corner or the center of the wedge. You determine the size of the wedge by either specifying a second corner and the height; defining the wedge based on a cube having a given length; or specifying the length, width, and height.

To create a wedge

- 1 Do one of the following:
 - Choose Insert > 3D Entities > Wedge.
 - On the Draw 3D toolbar, click the Wedge tool ().
 - Type *wedge* and then press Enter.
- 2 Specify the first corner of the base.
- 3 Specify the opposite corner of the base.
- 4 Specify the height.




First corner of the base (A), the opposite corner of the base (B), and the height (C).

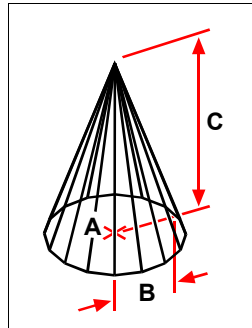
Creating cones

You can create three-dimensional cones defined by a circular base and tapering to a point perpendicular to the base. The base of the cone is always parallel to the xy plane of the current UCS; the height of the cone is always parallel to the z-axis. You position the cone by specifying the center of the base. You determine the size of the cone by specifying either the radius or the diameter of the base and the height.

To create a cone

- 1 Do one of the following:
 - Choose Insert > 3D Entities > Cone.
 - On the Draw 3D toolbar, click the Cone tool ().
 - Type *cone* and then press Enter.
- 2 Specify the center of the base of the cone.
- 3 Specify the radius or diameter.

4 Specify the height.




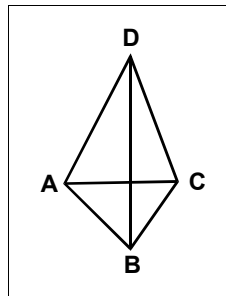
Center of the base (**A**), the radius of the base (**B**), and the height (**C**).

Creating pyramids

You can create tetrahedrons (three-sided pyramids) or four-sided pyramids. The sides of the resulting pyramid can meet at a point (the apex) or can form a three- or four-sided top. The sides of a four-sided pyramid can also meet along a ridge defined by two points. The base of the pyramid is always parallel to the xy plane of the current UCS. You position the pyramid by specifying a corner of the base. You determine the size of the pyramid by specifying the base points and either the apex, the corners of the top surface, or the endpoints of the ridge.


To create a tetrahedron

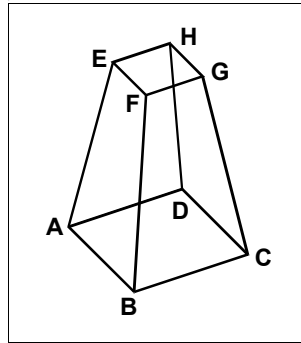
- 1 Do one of the following:
 - Choose Insert > 3D Entities > Pyramid.
 - On the Draw 3D toolbar, click the Pyramid tool ().
 - Type *pyramid* and then press Enter.
- 2 Specify the first point for the base of the pyramid.
- 3 Specify the second and third points.
- 4 In the prompt box, choose Tetrahedron.
- 5 Specify the apex of the tetrahedron.



The first point (**A**), second point (**B**), and third point (**C**) of the base, and the apex (**D**).

To create a pyramid with a planar top

- 1 Do one of the following:
 - Choose Insert > 3D Entities > Pyramid.
 - On the Draw 3D toolbar, click the Pyramid tool ()
 - Type *pyramid* and then press Enter.
- 2 Specify the first point for the base of the pyramid.
- 3 Specify the second, third, and fourth points.
- 4 In the prompt box, choose Top Surface.
- 5 Specify the first point on the top surface of the pyramid.
- 6 Specify the second, third, and fourth points.




The first point (A), second point (B), third point (C), and fourth point (D) of the base, and the first point (E), second point (F), third point (G), and fourth point (H) of the top surface.

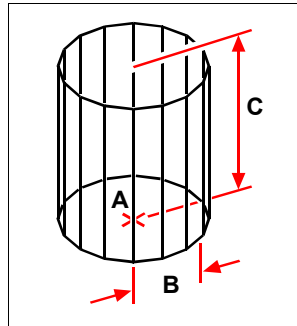
Creating cylinders

You can create cylinders defined by a circular base. The base of a cylinder is always parallel to the xy plane of the current UCS; the height of a cylinder is always parallel to the z-axis. You position a cylinder by specifying the center of the base. You determine the size of a cylinder by specifying either the radius or diameter of the base and the height.

To create a cylinder

- 1 Do one of the following:
 - Choose Insert > 3D Entities > Cylinder.
 - On the Draw 3D toolbar, click the Cylinder tool ()
 - Type *cylinder* and then press Enter.
- 2 Specify the center of the base of the cylinder.
- 3 Specify the radius or diameter.

4 Specify the height.




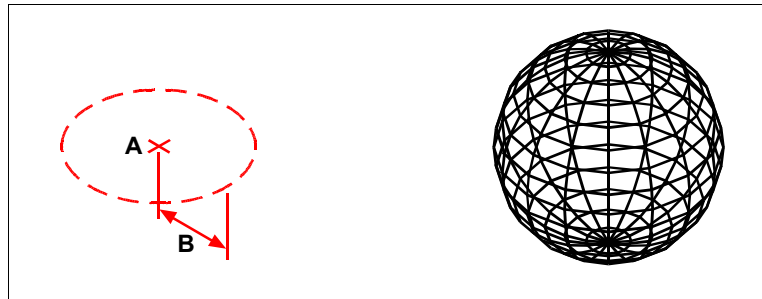
Center of the base (A), radius of the base (B), and the height (C).

Creating spheres

You can create spheres. The latitude lines of a sphere are always parallel to the xy plane of the current UCS; the central axis is always parallel to the z-axis. You position a sphere by specifying its center point. You determine the size of a sphere by specifying either its radius or its diameter.

To create a sphere

- 1 Do one of the following:
 - Choose Insert > 3D Entities > Sphere.
 - On the Draw 3D toolbar, click the Sphere tool () .
 - Type *sphere* and then press Enter.
- 2 Specify the center of the sphere.
- 3 Specify the radius or diameter.




Center (A) and radius (B) of the sphere.

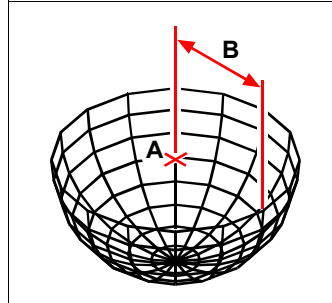
The resulting sphere.

Creating dishes

You can create a three-dimensional dish. The latitude lines of a dish are always parallel to the xy plane of the current UCS; the central axis is always parallel to the z-axis. You position a dish by specifying its center point. You determine the size of a dish by specifying either its radius or its diameter.

To create a dish

- 1 Do one of the following:
 - Choose Insert > 3D Entities > Dish.
 - On the Draw 3D toolbar, click the Dish tool ().
 - Type *dish* and then press Enter.
- 2 Specify the center of the dish.
- 3 Specify the radius or diameter.




Center (A) and radius (B) of the dish.

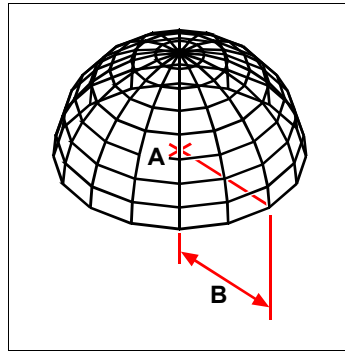
Creating domes

You can create a three-dimensional dome. The latitude lines of a dome are always parallel to the xy plane of the current UCS; the central axis is always parallel to the z-axis. You position a dome by specifying its center point. You determine the size of a dome by specifying either its radius or its diameter.

To create a dome

- 1 Do one of the following:
 - Choose Insert > 3D Entities > Dome.
 - On the Draw 3D toolbar, click the Dome tool ().
 - Type *dome* and then press Enter.
- 2 Specify the center of the dome.

3 Specify the radius or diameter.




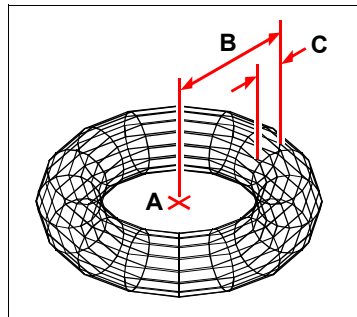
Center (A) and radius (B) of the dome.

Creating tori

You can create a three-dimensional donut or ring-shaped entity known as a torus. The diameter of a ring is always parallel to the xy plane of the current UCS. A torus is constructed by revolving a circle about a line drawn in the plane of the circle and parallel to the z-axis of the current UCS. You position a torus by specifying its center point. You determine the size of a torus by specifying its overall diameter or radius and the diameter or radius of the tube (the circle being revolved).

To create a torus

- 1 Do one of the following:
 - Choose Insert > 3D Entities > Torus.
 - On the Draw 3D toolbar, click the Torus tool ().
 - Type *torus* and then press Enter.
- 2 Specify the center of the whole torus.
- 3 Specify the radius or diameter of the whole torus.
- 4 Specify the radius or diameter of the body of the torus.




Center (A) and radius of the whole torus (B), and the radius of the body (C).

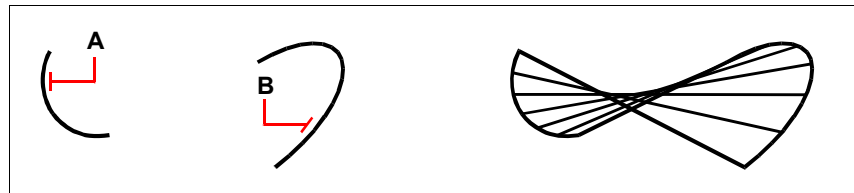
Creating ruled surface meshes

You can create a ruled surface, which is a three-dimensional polygon mesh that approximates the surface between two existing entities. You select the two entities that define the ruled surface. These entities can be arcs, circles, lines, points, or polylines.

To create a ruled surface mesh


Advanced experience level

- 1 Do one of the following:
 - Choose Insert > 3D Entities > Ruled Surface.
 - On the Draw 3D toolbar, click the Ruled Surface tool ().
 - Type *rulesurf* and then press Enter.
- 2 Select the first defining entity.
- 3 Select the second defining entity.



Select the first (A) and second (B) defining entities.

The resulting ruled surface mesh.


TIP To control the density of the mesh, change the values for the Number of M-Direction Surfaces. Choose Settings > Drawing Settings, and then click the 3D Settings tab. Under Change Settings For, select Surfaces. Under Surface Settings, change the Number Of M-Direction Surfaces value. Or, on the Settings toolbar, use the Drawing Settings tool () to display that dialog box.

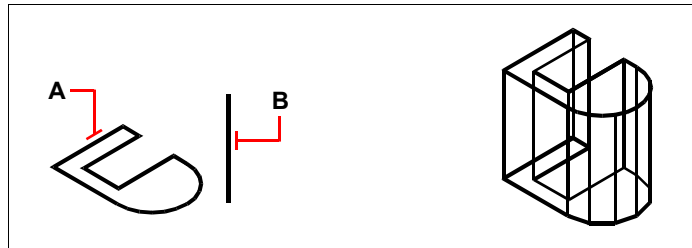
Creating extruded surface meshes

You can create an extruded surface, which is a three-dimensional polygon mesh that approximates the surface generated by extruding a path curve along a direction vector. You select the two entities that define the path curve and direction vector. The length of the direction vector determines the distance the path curve is moved along the direction vector. The extruded entity can be an arc, circle, line, or polyline. You can choose a line or open polyline as the direction vector. The resulting mesh consists of a series of parallel polygonal planes running along the specified path.

To create an extruded surface mesh


Advanced experience level

- 1 Do one of the following:
 - Choose Insert > 3D Entities > Extruded Surface.
 - On the Draw 3D toolbar, click the Extruded Surface tool () .
 - Type *tabsurf* and then press Enter.
- 2 Select the entity to extrude.
- 3 Select the extrusion path.



Select the entity to extrude (A) and the extrusion path (B).

The resulting extruded surface mesh.

TIP To control the density of the mesh, change the values for the Number of M-Direction Surfaces. Choose Settings > Drawing Settings, and then click the 3D Settings tab. Under Change Settings For, select Surfaces. Under Surface Settings, change the Number Of M-Direction Surfaces. Or, on the Settings toolbar, use the Drawing Settings tool () to display that dialog box.


Creating revolved surface meshes

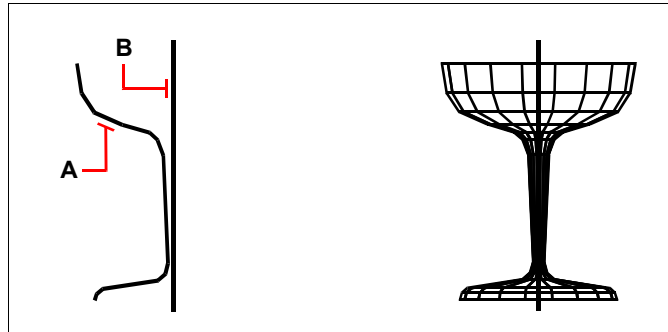
You can create a surface of revolution, which is a three-dimensional polygon mesh that approximates the surface generated by rotating a two-dimensional profile around an axis. You select the two entities that define the profile and the axis. You also specify the starting angle and the number of degrees to revolve the profile.

Revolving the profile 360 degrees creates a closed three-dimensional mesh. The Number Of M-Direction Surfaces value determines the mesh density (the number of mesh segments) in the M-direction (around the axis of revolution). The N-Direction Mesh Density value determines the mesh density (the number of mesh segments) in the N-direction (along the axis of revolution).

To create a revolved surface mesh


Advanced experience level

- 1 Do one of the following:
 - Choose Insert > 3D Entities > Revolved Surface.
 - On the Draw 3D toolbar, click the Revolved Surface tool () .
 - Type *revsurf* and then press Enter.
- 2 Select the entity to revolve.
- 3 Select the entity to be used as the axis of revolution.
- 4 Specify the starting angle.
- 5 Specify the number of degrees to revolve the entity.



Select the entity to be revolved (**A**) and the axis of revolution (**B**).

The resulting revolved surface mesh.


TIP To control the density of the mesh, change the values for the Number Of M-Direction Surfaces and N-Direction Mesh Density. Choose Settings > Drawing Settings, and then click the 3D Settings tab. Under Change Settings For, select Surfaces. Under Surface Settings, change the Number Of M-Direction Surfaces and N-Direction Mesh Density values. Or on the Settings toolbar, use the Drawing Settings tool () to display that dialog box.

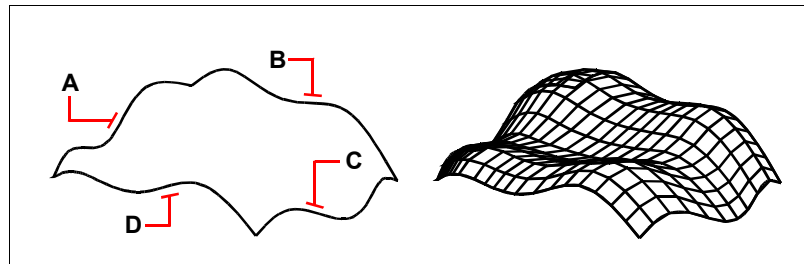
Creating edge-defined Coons surface patch meshes

You can create a surface called a Coons surface patch, a mesh connecting four edges. You select the entities that define the edges. Edge entities can be arcs, lines, or polylines. The four edge entities must form a closed loop and share endpoints. A patch is a bicubic surface (one curve extends in the M-direction and the other in the N-direction) interpolated between the four adjoining edges. You can select the edges in any order. The first edge you select determines the M-direction of the mesh.

To create an edge-defined Coons surface patch mesh


Advanced experience level

- 1 Do one of the following:
 - Choose Insert > 3D Entities > Coons Surface.
 - On the Draw 3D toolbar, click the Coons Surface tool ().
 - Type *edgesurf* and then press Enter.
- 2 Select the first edge.
- 3 Select the second, third, and fourth edges.



Select the entities to be used as the four edges (**A**, **B**, **C**, and **D**).

The resulting Coons surface patch mesh.

TIP To control the density of the mesh, change the value for the Number of M-Direction Surfaces and N-Direction Mesh Density. Choose Settings > Drawing Settings, and then click the 3D Settings tab. Under Change Settings For, select Surfaces. Under Surface Settings, change the Number Of M-Direction Surfaces and N-Direction Mesh Density values. Or on the Settings toolbar, use the Drawing Settings tool () to display that dialog box.


Editing in three dimensions

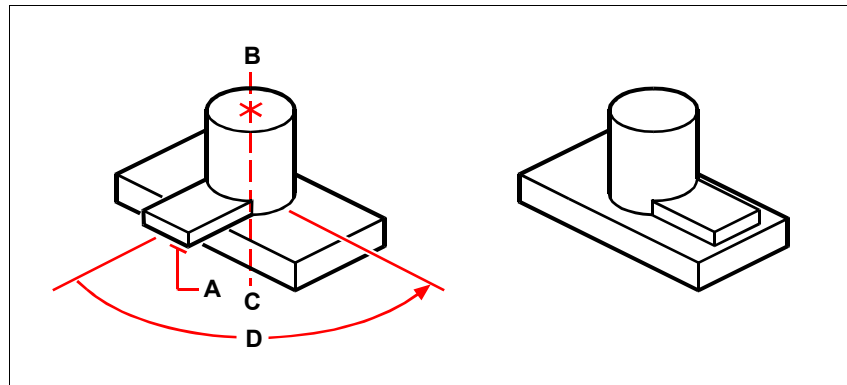
You can copy, move, rotate, mirror, array, change, and edit properties of two-dimensional and three-dimensional entities in both two-dimensional and three-dimensional space. When you modify three-dimensional entities in two-dimensional space, you modify the entity in relation to the current UCS.

Rotating in three dimensions

You can rotate selected entities about a specified axis in three-dimensional space. You select the entities to rotate and then define the axis of rotation either by specifying two points; selecting an existing entity; aligning the axis with the x-, y-, or z-axis of the current UCS; or aligning the axis with the current view.

To rotate an entity about an axis in three dimensions

- 1 Do one of the following:
 - Choose Modify > 3D Rotate.
 - On the Modify toolbar, click the 3D Rotate tool (.
 - Type *rotate3D* and then press Enter.
- 2 Select the entities to rotate, and then press Enter.
- 3 Choose from one of the following options: Entity, Last, View, Xaxis, Yaxis, Zaxis.
- 4 Specify the rotation angle.
- 5 Specify the reference angle.




Select the entities to rotate (A), specify the endpoints of the axis of rotation (B and C), and then specify the rotation angle (D).

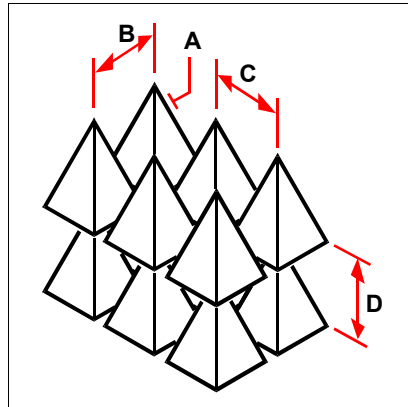
Result after rotating the entities.

Arraying in three dimensions

You can copy selected entities and arrange them in a three-dimensional rectangular or polar (circular) pattern. For a rectangular array, you control the number of copies in the array by specifying the number of rows and columns and the number of levels. You also specify the distance between each. For a polar array, you specify the axis around which to array the entities, the number of copies of the entities to create, and the angle subtended by the resulting array.


To create a three-dimensional rectangular array

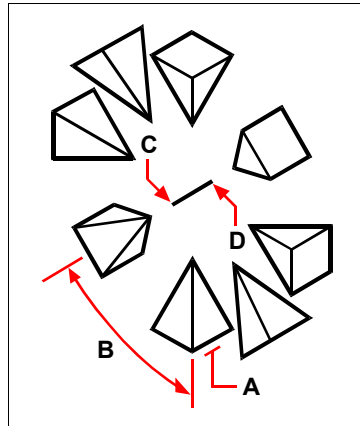
- 1 Do one of the following:
 - Choose Modify > 3D Array.
 - On the Modify toolbar, click the 3D Array tool (.
 - Type *3Darray* and then press Enter.
- 2 Select the entities, and then press Enter.
- 3 In the prompt box, choose Rectangular.
- 4 Type the number of rows in the array.
- 5 Type the number of columns.
- 6 Type the number of levels.
- 7 Specify the vertical distance between the rows.
- 8 Specify the horizontal distance between the columns.
- 9 Specify the depth between the levels.



To create a three-dimensional rectangular array, select the entity to copy (**A**), type the number of rows, columns, and levels, and then specify the distance between each row (**B**), column (**C**), and level (**D**).

To create a three-dimensional polar array

- 1 Do one of the following:
 - Choose Modify > 3D Array.
 - On the Modify toolbar, click the 3D Array tool (.
 - Type *3Darray* and then press Enter.
- 2 Select the entities, and then press Enter.
- 3 In the prompt box, choose Polar.
- 4 Type the number of copies to make, including the original selection set.
- 5 Specify the angle the array is to fill, from 0 to 360 degrees.
 The default setting for the angle is 360 degrees. Positive values create the array in a counterclockwise direction; negative values create the array in a clockwise direction.
- 6 In the prompt box, choose one of the following:
 - Yes-Rotate Entities to rotate entities as they are arrayed.
 - No-Do Not Rotate to retain the original orientation of each copy as it is arrayed.
- 7 Specify the center point of the array.
- 8 Specify a second point along the central axis of the array.




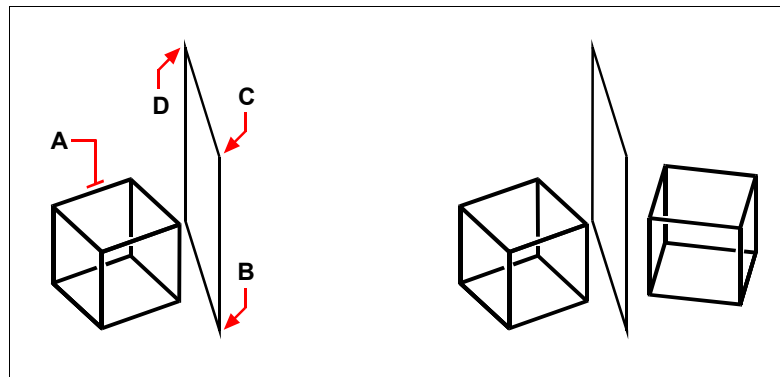
To create a three-dimensional polar array, select the entity to copy (**A**), type the number of copies to make, specify the angle the array is to fill (**B**), and then specify the center point of the array (**C**) and a second point along the central axis of the array (**D**).

Mirroring in three dimensions

You can create a mirror image of selected entities in three-dimensional space. You mirror the entities about a mirror plane that you define by either specifying three points; selecting an existing two-dimensional planar entity; aligning the plane parallel to the xy, yz, or xz plane of the current UCS; or aligning the plane with the current view. You can delete or retain the original entities.

To mirror an entity about a three-dimensional plane

- 1 Do one of the following:
 - Choose Modify > 3D Mirror.
 - On the Modify toolbar, click the 3D Mirror tool () .
 - Type *mirror3D* and then press Enter.
- 2 Select the entities, and then press Enter.
- 3 In the prompt box, choose 3 Points, or press Enter to select the default.
- 4 Specify the first point on the mirror plane.
- 5 Specify the second and third points on the plane.
- 6 In the prompt box, choose one of the following:
 - Yes-Delete Entities to delete the original entities.
 - No-Keep Entities to retain the original entities.



Select the entity to mirror (A), and then specify the first point (B), second point (C), and third point (D) defining the mirror plane.

The resulting mirrored entity.

Working with other programs

IntelliCAD® offers great flexibility in its capability to be used with other programs. You can include an IntelliCAD drawing in a Microsoft Word document or insert a Microsoft Excel spreadsheet containing a parts list into an IntelliCAD drawing. To include IntelliCAD drawings in other programs and documents from other programs in IntelliCAD drawings, you either link or embed them. You can also save IntelliCAD drawings in other file formats that can be used directly with other programs or send IntelliCAD drawings to coworkers via e-mail.

This chapter explains how to:

- Save and view snapshots.
- Use object linking and embedding.
- Export IntelliCAD drawings to other file formats.
- Send drawing files via e-mail.

Topics in this chapter

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Saving and viewing snapshots

You can save snapshots of a drawing to view later. A snapshot saves the current drawing in either *.emf, *.wmf, or *.sld format exactly as it appears on the screen. A snapshot is not a drawing file. You cannot edit or print the snapshot; you can only view it.


You can use snapshots in the following ways:

- Make presentations by showing snapshots of your drawings.
- Reference a snapshot of a drawing while working on a different drawing.
- Present a number of snapshots as a slide show by using scripts.

When you view a snapshot, it temporarily replaces the current drawing. When you refresh the display of the current drawing (by redrawing, panning, zooming, minimizing, maximizing, or tiling), the snapshot image disappears, and you are returned to the current drawing.


You create a snapshot by saving the current view as a snapshot. A snapshot does not include any entities on layers that are not currently visible. The contents of the snapshot also depend on the current drawing space. In model space, the snapshot shows only the current viewport. In paper space, the snapshot contains all visible viewports.

To create a snapshot

- 1 Display the drawing exactly as you want to capture it as a snapshot.
 - Choose Tools > Make Snapshot.
 - On the Tools toolbar, click the Make Snapshot tool ().
 - Type *msnapshot* and then press Enter.
- 2 In the Create Snapshot dialog box, specify the name of the snapshot file you want to create.
- 3 From the Files Of Types list, choose either *.emf, *.wmf, or *.sld.
- 4 Click Save.

The current drawing remains on the screen, and the snapshot is saved to the directory that you specify. You can view previously saved snapshots, and you can also view snapshots created using AutoCAD.

To view a snapshot

- 1 Do one of the following:
 - Choose Tools > View Snapshot.
 - On the Tools toolbar, click the View Snapshot tool ().
 - Type *vsnapshot* and then press Enter.
- 2 In the View Snapshot dialog box, specify the name of the snapshot file you want to view.
- 3 Click Open.

IntelliCAD displays the snapshot in the current drawing window.

Using data from other programs in IntelliCAD drawings

You can include data from other programs in IntelliCAD drawings by using either embedding or linking. The method you choose depends on the type of object or file you want to include in your IntelliCAD drawing and what you want to do with it after it is there.

Embedding objects into drawings


Embed an object into your IntelliCAD drawing when you want to keep all the data you work with in one file or if you want to transfer the file to other computers. You can embed data from programs that support object linking and embedding.

For example, if you want to distribute data about a department's computer equipment along with an IntelliCAD drawing of the department's floor plan, you can embed a Microsoft Excel spreadsheet into the floor plan.

When you embed data from another program, IntelliCAD becomes the container for that data. The object embedded in the IntelliCAD drawing becomes part of the IntelliCAD file. When you edit the data, you open its program from within the IntelliCAD drawing.

Any changes you make to the embedded data exist only in the IntelliCAD drawing, so it is not necessary to keep that data in a separate file. If the data does exist in a separate file, the original file does not change when you modify the embedded object in IntelliCAD. Also, changes to the original file do not affect the embedded object in the IntelliCAD drawing.

To embed another program's object into an IntelliCAD drawing

- 1 Open the file that contains the data you want.
- 2 In the file, select the data you want to embed in the IntelliCAD drawing.
- 3 Choose that program's command to place data on the Clipboard.
Usually, you choose Edit > Copy.
- 4 In the IntelliCAD window, display the drawing in which you want to embed the object.
- 5 Choose Edit > Paste, or click the Paste tool () on the Standard toolbar.
The data on the Clipboard is pasted into the drawing as an embedded object. The object appears in the center of the view, but you can select and move it by moving the cursor.

To embed an object from an existing file within IntelliCAD

- 1 Do one of the following:
 - Choose Insert > Object.
 - Type *insertobj* and then press Enter.
- 2 In the Insert Object dialog box, click Create From File.
- 3 Specify the file by doing one of the following:
 - Type a path and file name in the File box.
 - Click Browse to select a file.
- 4 Select Display As Icon if you want that program's icon to appear in the drawing instead of the data.
- 5 Click OK.

The first page of the file appears in the IntelliCAD drawing, unless you chose to display it as an icon. You can select the object and drag to reposition it.

To create a new embedded object from within IntelliCAD

- 1 Do one of the following:
 - Choose Insert > Object.
 - Type *insertobj* and then press Enter.
 - 2 In the Insert Object dialog box, click Create New.
 - 3 From the Object Type list, select the type of object you want to create, and then click OK.
- The program for creating that object opens within IntelliCAD. If the program is compatible with ActiveX, it opens in place (within the other program) in the IntelliCAD drawing; otherwise, the program opens in its full window.
- 4 Create the object in the other program.
 - 5 If the program is running within the other document (in place), click anywhere outside the embedded object to close the program.

If the program is running in its full window, choose File > Exit.

Linking objects to drawings

If another program supports ActiveX, you can link its data to IntelliCAD drawings. Use linking when you want to include the same data in many files. When you update the data, all links to other files reflect the changes.

For example, if you created your company logo in an ActiveX-compatible drawing program, and you want to include it in the title block of every drawing you create with IntelliCAD, you can link it to each IntelliCAD drawing. When you change the original logo in the drawing program, the IntelliCAD drawing updates automatically.

When you link data from another program, the IntelliCAD drawing stores only a reference to the location of the file in which you created the data. You link data from a saved file, so IntelliCAD can find the data and display it.

Because linking adds only a reference to a file, the data does not significantly increase the file size of the IntelliCAD drawing. However, links require some maintenance. If you move any of the linked files, you need to update the links. In addition, if you want to transport linked data, you must include all linked files.

You can update a linked object automatically every time you open the drawing, or you can do so only when you specify. Anytime a link is updated, changes made to the object in its original file also appear in the IntelliCAD drawing, and the changes also appear in the original file if they were made through IntelliCAD.

To link a file to an IntelliCAD drawing

- 1 Save the original file.
Because a link consists of a reference to the original file, you must save the file before you can link to it.
- 2 In the original file, select the data you want in the IntelliCAD drawing.
- 3 Choose that program's command to place data on the Clipboard.
Usually, you choose Edit > Copy.
- 4 Display the IntelliCAD drawing to which you want to link the file.
- 5 In IntelliCAD, choose Edit > Paste Special.
- 6 In the Paste Special dialog box, select Paste Link.
- 7 Click OK.

To create a linked object from within IntelliCAD

- 1 Display the IntelliCAD drawing in which you want to display the linked object.
 - Choose Insert > Object
 - Type *insertobj* and then press Enter.
- 2 In the Insert Object dialog box, click Create From File.
- 3 Specify the file by doing one of the following:
 - Type a path and file name in the File box.
 - Click Browse to select the file using a file dialog box.
- 4 Select the Link check box.
- 5 Select Display As Icon if you want that program's icon to appear in the drawing instead of the data.
- 6 Click OK.

The first page appears in the IntelliCAD drawing, unless you chose to display it as an icon. To reposition the object, select and drag it.

Editing an embedded or linked object from within IntelliCAD

You can modify an embedded or linked object in its original program from within IntelliCAD. When you modify an embedded object, you change the object only in IntelliCAD, not its original file (if you pasted the object from an existing file). When you modify a linked file, however, you open and change the original file.

Most programs include a submenu of actions you can perform on an embedded or linked ActiveX object. Usually, the commands for editing ActiveX objects are Edit and Open. If the object is embedded and its program supports in-place editing, the Edit command opens the object in place. The Open command opens the object in the full program window. In IntelliCAD, this command appears at the bottom of the Edit menu.

To edit an embedded or linked object

- In the IntelliCAD drawing, double-click the object.

If the object is embedded and the program in which you created the object supports in-place editing, the object opens in place.

If the object is linked, or if its program does not support in-place editing, the other program opens in its full window and displays the object.

Using IntelliCAD data in other programs

You can use any of the following methods to include IntelliCAD data in a document created in another program:

- Embedding
- Linking
- Exporting

The method you choose depends on the capabilities of the other program and how you want to work with the IntelliCAD data after you've placed it in the other document.

NOTE *Each method except exporting uses ActiveX to integrate data from different programs. With ActiveX, you can open IntelliCAD drawings from within the other program to modify the IntelliCAD drawings.*

Embedding drawings

When you embed an IntelliCAD drawing, it becomes part of the other program's document file. When you edit the drawing, you edit only the version that is embedded in the other document.

Embedding is useful when you don't want to maintain a link to the IntelliCAD drawing for the data you include in the other document. Edits made to the new drawing do not affect the original drawing. To transfer the file to other computers, you can transfer all the data in one file, but embedded objects increase the file size.

From within a document in a program that supports ActiveX, such as Microsoft Word, you can either create a new embedded IntelliCAD drawing or embed an existing IntelliCAD drawing.

To create an IntelliCAD drawing in another document

- 1 In the document, choose Insert > Object (or the equivalent command for that program).
- 2 In the dialog box, click the options for creating a new file.
- 3 Under Object Type, choose IntelliCAD Drawing, and then click OK.
- 4 Create the IntelliCAD drawing.
- 5 If IntelliCAD is running in its own window, choose File > Exit.
If IntelliCAD is running within the other document (in place), click somewhere in the document outside the IntelliCAD drawing to close IntelliCAD.
- 6 To edit the IntelliCAD drawing from within the document, double-click the drawing.

TIP You can also embed an existing IntelliCAD drawing from within another document. Follow step 1 in the preceding procedure, and then click the option for creating an object from an existing file.

To embed selected IntelliCAD entities

- 1 In IntelliCAD, select the entities you want to embed.
- 2 Choose Edit > Copy (or press Ctrl+C).
- 3 Open the document in which you want to embed the entities.
- 4 Choose Edit > Paste (or the equivalent command).

To embed an entire IntelliCAD drawing

- 1 Open the document in which you want to embed the drawing.
- 2 Choose Insert > Object.
- 3 Click Create From File.
- 4 Click Browse, and then choose the file you want to embed.
- 5 Click Insert, and then click OK.

Editing an embedded IntelliCAD object in place

In many ActiveX-compatible programs you can edit an embedded IntelliCAD object without leaving the program (or container application). This is called in-place editing. A different set of IntelliCAD menus and toolbars temporarily replaces most of the menus and controls in the active window while you edit the IntelliCAD object.

To edit an embedded IntelliCAD object in place

- 1 In the container application, double-click the embedded IntelliCAD object.
A different set of IntelliCAD menus and controls appears.
- 2 Edit the IntelliCAD drawing.
- 3 Click anywhere outside the drawing window to exit the in-place editing controls.

Linking drawings

When you link an IntelliCAD drawing to another document, the other document contains only a reference to the IntelliCAD drawing file, rather than the actual drawing. You link data in a saved IntelliCAD file so that the other program can find the data and display it.

Linking works well when you want to include the same IntelliCAD data in more than one document. When you update the data, you need update it in only one location. The versions that are linked to other documents reflect the changes automatically.

Linking an IntelliCAD file to another document does not increase the file size the way embedding an IntelliCAD object does. However, links require more maintenance. To transport the data, you must make sure to transfer all linked files to the other computer.

To link an IntelliCAD file to another document

- 1 Open the drawing you want to link.

NOTE *Because a link is a reference to a file, you can link only files that are saved to a location on a disk. If you haven't saved the drawing you want to link, choose File > Save.*

- 2 In the other program, open the document in which you want to include the IntelliCAD drawing.
- 3 Choose that program's command for inserting objects.

In Microsoft Office programs, choose Insert > Object. In the Object dialog box, click the Create From File tab. Specify the name of the drawing file you want to link. Select the Link To File check box, and then click OK.



The drawing appears in the document, with a link to the original IntelliCAD file.

Dragging IntelliCAD drawings into other programs

If the other program in which you want to include IntelliCAD drawings is compatible with ActiveX, an alternative to pasting drawings with menu commands is to drag drawing file icons from Windows Explorer into the other document. Dragging and dropping drawings does not use the Clipboard, so data on the Clipboard is not affected.

When you drag an IntelliCAD drawing file from Windows Explorer, you link or embed the entire drawing in the other document. When you drag the file, the cursor changes in response to the action you take.

How the cursor changes

Cursor appearance	Action
 Frame3D.dwg	Drag to embed the selected file to the other document.
 Frame3D.dwg	Cannot drop drawings in that document.

TIP Before you drag a drawing, position the Windows Explorer window and the other program’s window so you can see the file icon and the document in which you want to drop it.

To drag and embed drawings into another document

- Select the icon for the drawing file, and then drag the drawing into the document.

Exporting drawings

You can save or export IntelliCAD drawings in a number of different formats for use with other programs. When you save a drawing in a different format, the program saves all the entities in the drawing to the new file. When you export a drawing, you choose which entities are included in the new file.

You can export a drawing in any of the following formats:

- As an AutoCAD Drawing file (*.dwg). You choose the specific AutoCAD version (R2000, R14, R13, R11/12, R10, R9, R2.6, or R2.5).
- As an ASCII AutoCAD Drawing Exchange Format file (*.dxf). You choose the specific AutoCAD version (2000, R14, R13, R11/12, R10, R9, R2.6, or R2.5).
- As a binary AutoCAD Drawing Exchange Format file (*.dxf). You choose the specific AutoCAD version (2000, R14, R13, R11/12, R10, R9, R2.6, or R2.5).
- As a bitmap (*.bmp).
- As an Enhanced Windows Metafile (*.emf).
- As a Windows Metafile (*.wmf).

To export a drawing to a file

- 1 Do one of the following:
 - Choose File > Export To File.
 - Type *export* and then press Enter.
- 2 In the Export Drawing As File dialog box, under Save As Type, choose the file format.
- 3 Specify the name of the file you want to create.
- 4 Click Save.

Sending drawings through e-mail

You can send an IntelliCAD drawing to another user via e-mail. IntelliCAD is compatible with e-mail programs that support the Messaging Application Program Interface (MAPI) protocol.

To include a drawing file in an e-mail message

- 1 While the drawing file is open, choose File > Send Mail.
If your mail program is not already running, it starts; a new e-mail message containing the IntelliCAD icon and file name appears.
- 2 Address the e-mail, type a message, and send the e-mail message as you would any other message.

To view an IntelliCAD file sent by e-mail

- Open the e-mail message, and then double-click the IntelliCAD icon.

NOTE *IntelliCAD software must be installed on the computer used to open drawings in e-mail.*

Using IntelliCAD with the Internet

You can use IntelliCAD to access the Internet and exchange drawing information and perform other tasks, including:

- Add hyperlinks to a drawing
- Publish drawings to the Internet
- Access the Internet during a drawing session

NOTE *You will need Microsoft Internet Explorer Version 5.0 or later and access to the Internet to fully use these features.*

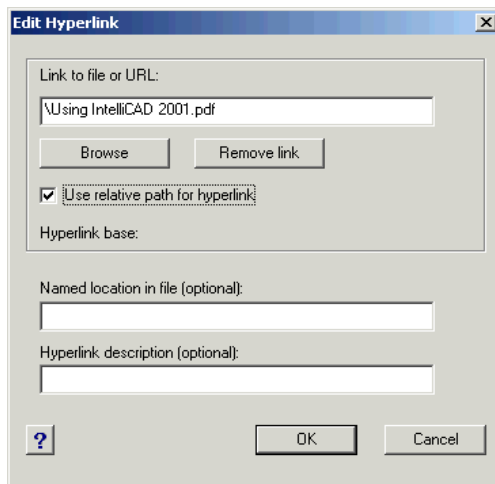
Add hyperlinks to a drawing

In your IntelliCAD drawings, you can include *hyperlinks*, which are pointers that take you to another location--such as a Web address or a file on a particular computer. You can attach a hyperlink to any entity in your drawing. Then, when you select that entity, you can open the link and jump to the specific Web address or file location. You can create *absolute* hyperlinks, which store the full path to a file, or *relative* hyperlinks, which store a partial path relative to a base folder or URL.

NOTE *To open files associated with hyperlinks, the PICKFIRST system variable must be set to On.*

To create a hyperlink

- 1 Type *hyperlink* and then press Enter.
- 2 Select an entity or entities that you would like to associate with a hyperlink; then press Enter to display the Edit Hyperlink dialog box.
- 3 Do one of the following:
 - Click Browse to specify a file.
 - In the Link to File or URL box, type a Web address.
- 4 If you wish to use a common path for all hyperlinks in the drawing, check the Use relative path for hyperlinks box. Relative paths provide flexibility if you move files to a different folder, since you can change multiple hyperlink paths at once, rather than change them all individually.
- 5 Click OK to close the Edit Hyperlink dialog box.



NOTE The *HYPERLINKBASE* system variable specifies the path used for all relative hyperlinks in the drawing. If no value is specified, the drawing path is used for all relative hyperlinks.

To remove a hyperlink

- 1 Type *hyperlink* and then press Enter.
- 2 Select an entity or entities with a hyperlink; then press Enter to display the Edit Hyperlink dialog box.
- 3 Click Remove Link.
- 4 Click OK to close the Edit Hyperlink dialog box.

To access a hyperlink

- 1 Select an entity with a hyperlink.
- 2 Right-click anywhere in the drawing area.
- 3 In the pop-up menu, choose Open Link.

Publishing drawings to the Internet

You can publish IntelliCAD drawing to an Internet-compatible format using the *VMLOUT* command, which generates a file that can be viewed in a Web browser. The file will be created in Vector Markup Language (VML) format with an extension of HTM.

To publish a drawing to the Internet

- 1 Type *vmlout* and then press Enter.
- 2 Specify a file name.

Accessing the IntelliCAD Web site during a drawing session

In addition to using hyperlinks to access the Internet, you can access the IntelliCAD Web site at any time using the *Onweb* command. At the Web site, you can obtain information about the IntelliCAD Technology Consortium as well as product information and news.

To access the IntelliCAD Web site

- 1 Do one of the following:
 - Choose Help > IntelliCAD on the Web.
 - Type *onweb* and then press Enter.
- 2 Navigate to the section of your choice on the IntelliCAD Web site.

Customizing IntelliCAD

You can customize IntelliCAD® in a number of ways. For example, you can change the appearance of many aspects of the program and modify the existing menus and toolbars or create new ones. This chapter explains how to:

- Set the program's preferences.
- Customize menus and toolbars.
- Customize the keyboard.
- Create aliases for frequently used commands.
- Create and use scripts.
- Use add-on programs with IntelliCAD.
- Use a digitizer tablet for menu selection and calibrated drawing.

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Setting and changing options

You can change many of the options that control the program's behavior and appearance, such as setting the experience level, specifying file paths and default files, and configuring display features.

Changing the options on the General tab

In the Options dialog box, the General tab contains settings for experience level, save options, and VBA security.

Setting the experience level

You can control which menus and tools are available by setting the experience level. During installation, the default setting is for the Intermediate experience level. You can choose from the following experience levels:

- **Beginner** Menus and toolbars display only basic commands.
- **Intermediate** Menus and toolbars display most two-dimensional entity creation and modification commands.
- **Advanced** Menus and toolbars display all available commands.

Saving your drawings automatically

To avoid losing data in the event of a power failure or other system error, save your drawing files often. You can configure the program to periodically save your drawings automatically. The Minutes setting determines the interval between automatic saves. The program restarts this interval timer whenever you save the drawing file.

When AutoSave is enabled, the program creates a copy of your drawing. The file is saved to the same directory as the drawing file, with the file extension specified in the AutoSave Drawing Extension box (by default, .SV\$).

Disabling VBA CommonProject macros

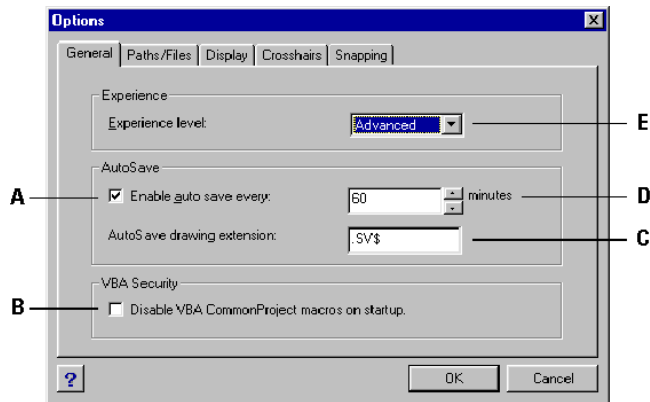
Each time you start IntelliCAD, macros are automatically loaded for the Visual Basic Application (VBA) CommonProject. If you do not plan to use VBA, disabling the macros may improve performance. In addition, disabling the macros can enhance security if you are running IntelliCAD at a low security level.

To change the options on the General tab

- 1 Do one of the following:
 - Choose Tools > Options.
 - Type *config* and then press Enter.
- 2 Click the General tab.
- 3 Under Experience level, select Beginner, Intermediate, or Advanced.
- 4 Under AutoSave, select the check box to enable the AutoSave feature, and select the frequency.

If you want to change the default extension assigned to your AutoSave files, type the new extension in AutoSave Drawing Extension.

- 5 If you do not want the CommonProject macros to be loaded when you start IntelliCAD, under VBA Security, click the check box for Disable VBA CommonProject Macros On Startup.
- 6 When you have finished, click OK.



- | | |
|--|--|
| <p>A Click to enable AutoSave feature.</p> <p>B Click to disable VBA CommonProject macros on startup.</p> <p>C Type the file extension for AutoSaved files.</p> | <p>D Enter frequency of AutoSave in minutes.</p> <p>E Select the experience level.</p> |
|--|--|

Changing the options on the Paths/Files tab

You can specify locations for various file types such as those used for drawings, fonts, and menus in the Options dialog box on the Paths/Files tab. You can even specify multiple paths for the same file type. In addition, you can change the names of the default system files that are used for functions such as font mapping and error logging.

Specifying the user paths

You can enter paths to your IntelliCAD directories by typing them into a Location field in the Options dialog box. This feature includes directories for drawings, fonts, help, external references, menus, and hatch patterns. If you don't know the location, use the Browse button.

You can enter multiple paths for each item. If, for example, the Drawings item has more than one directory associated with it, you can specify multiple paths by separating them with a semicolon. IntelliCAD searches the directories in the order in which they are listed.

To set up a user path

- 1 Do one of the following:
 - Choose Tools > Options.
 - Type *config* and then press Enter.
- 2 Click the Paths/Files tab.
- 3 Under Location, click the item in the User Paths list whose path you want to specify, and type the path.
 If you do not know the path or directory name, click Browse, and then browse to the location of the directory you want.
- 4 When you have finished, click OK.

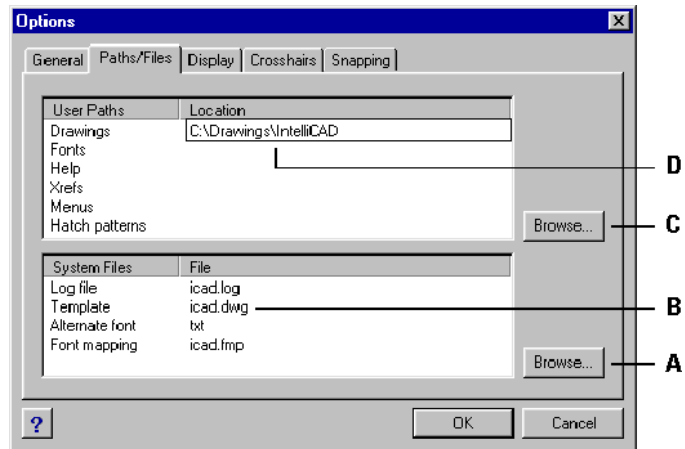
Changing the default system files

You can change the default system files, including the log file, default template, alternate font, and font mapping file.

To change a default system file

- 1 Do one of the following:
 - Choose Tools > Options.
 - Type *config* and then press Enter.
- 2 Click the Paths/Files tab.
- 3 In the lower half of the dialog box, under File, click the file name for the default system file you want to change, and type in a new file name.
 If you don't know the file name, click Browse, and then browse to the location of the file you want.
- 4 Type a new name.
- 5 When you have finished, click OK.

The following figure shows the Options dialog box with the User Paths and System Files sections identified.



- | | |
|---|--|
| A Click to select new default file. | C Click to select new default folder. |
| B Select the default file to change. | D Directory path specified by user. |

Changing the options on the Display tab

In the Options dialog box, the Display tab contains settings for the number of command lines to track, screen color, display of prompt boxes, and automatic menu loading.

Setting the command lines to track

IntelliCAD tracks the commands and command prompts you used most recently. You can control the number of lines that the program keeps in memory as you work. The default value is 256. You can display the commands in the Prompt History window. To display the Prompt History window, press F2. To close the window, press F2 again.

Setting the graphics screen color

By default, drawings are displayed on a black background. You can change this color and specify the background screen color that you want.

Displaying prompt boxes

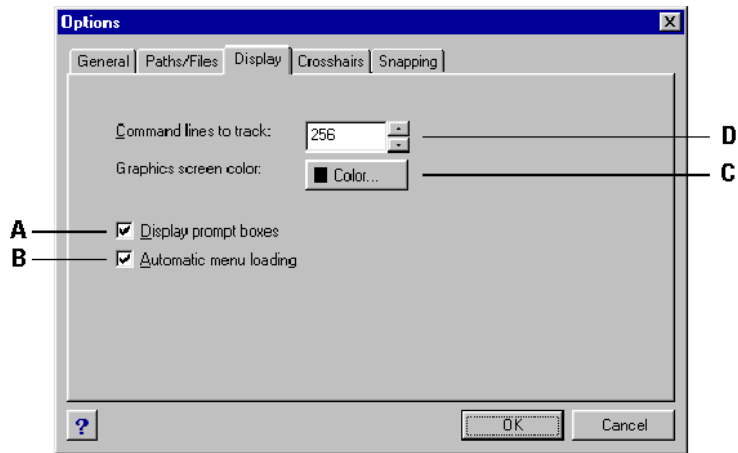
When a command offers several options, a prompt box is displayed with those options. If you prefer to select options by typing, you can turn off the prompt boxes by clearing the Display Prompt Boxes check box.

Automatic Menu Loading

The first time you start IntelliCAD, a default menu is loaded, and the Automatic Menu Loading check box in the Options dialog box is checked. The Automatic Menu Loading feature allows you to load drawings with associated menus without overwriting the default menu. You can turn off the Automatic Menu Loading option.

To change the options on the Display tab

- 1 Do one of the following:
 - Choose Tools > Options.
 - Type *config* and then press Enter.
- 2 Click the Display tab.
- 3 For Command Lines To Track, type the maximum number you want to track, or use the up and down arrows to scroll to the number.
- 4 For Graphics Screen Color, click Color, then select the color you want from the color palette that displays, and then click OK.
- 5 To disable the display of prompt boxes, clear the Display Prompt Boxes check box.
- 6 To disable automatic menu loading, clear the Automatic Menu Loading check box.
- 7 When you have finished, click OK.



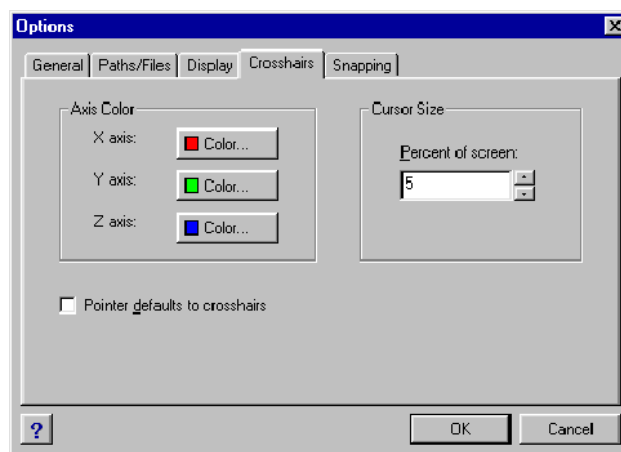
- | | |
|---|--|
| <p>A Click to clear prompt box display.</p> <p>B Click to clear automatic menu loading.</p> | <p>C Click to select screen color.</p> <p>D Type or select the number of command lines to track.</p> |
|---|--|

Changing the options on the Crosshairs tab

In the Options dialog box, on the Crosshairs tab, you can control how the crosshairs display. To help you differentiate the x-, y-, and z-axes, a different color is assigned to each. You can change the default axes colors to any color you want. In addition, you can specify the size of the crosshairs display, and you can elect to use crosshairs as the default pointer shape.

To change the options on the Crosshairs tab

- 1 Do one of the following:
 - Choose Tools > Options.
 - Type *config* and then press Enter.
- 2 Click the Crosshairs tab.
- 3 Under Axis Color, for each axis, click Color and select a color from the palette, and then click OK.
- 4 If you want the pointer to always display as the crosshairs (instead of the small box), click the Pointer Defaults To Crosshairs check box.
- 5 Under Cursor Size, enter a number for the percentage of the screen to be used by the crosshairs cursor, or use the up and down arrows to scroll to the number.
- 6 When you have finished, click OK.



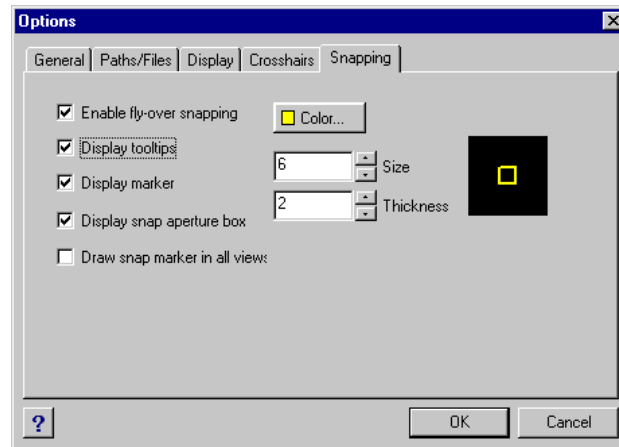
The Options dialog box with the Crosshairs tab displayed.

Changing the options on the Snapping tab

In the Options dialog box, on the Snapping tab, you can control the Fly-over snapping feature. Fly-over snapping is a visual aid to help you see and use entity snaps more efficiently.

To change the options on the Snapping tab

- 1 Do one of the following:
 - Choose Tools > Options.
 - Type *config* and then press Enter.
 - Choose Settings > Entity Snap > Entity Snap Settings and click Fly-over.
- 2 Click the Snapping tab.
- 3 Select the options you want.
- 4 When you have finished, click OK.



The Options dialog box with the Snapping tab displayed.

Using shape files

Shapes are objects that you define for use as drawing symbols and text fonts. You can specify the scale and rotation to use for each shape as you add it.

To use shape files, you first use the Load command to load the compiled shape file that defines the shape. Then you use the Shape command to insert shapes from the file into your drawing.

To load a shape file

- 1 Type *load* and then press Enter.
- 2 In the Load Shape File dialog box, select a shape file.
- 3 Click OK to close the Load Shape File dialog box.

To use a shape file

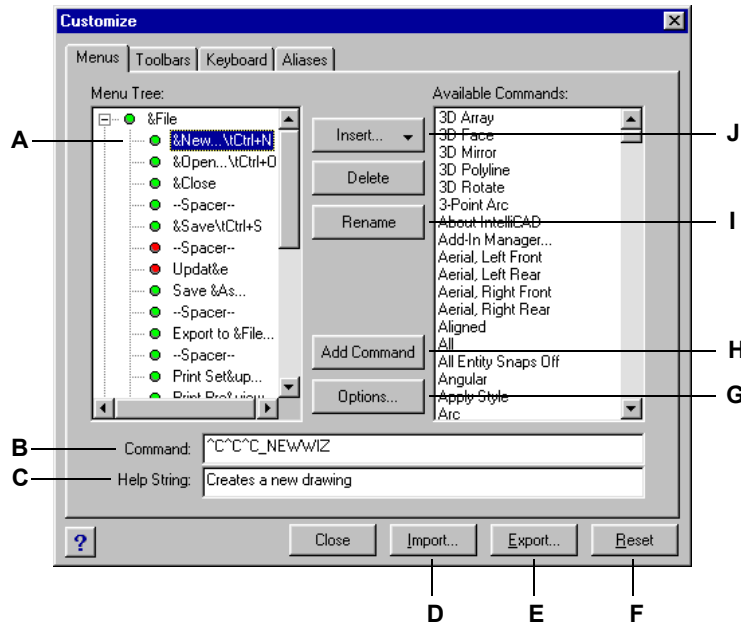
- 1 Type *shape* and then press Enter.
- 2 Type a shape name and press Enter.
- 3 Specify an insertion point.
- 4 Specify a height.
- 5 Specify a rotation angle.

Customizing menus

You can customize a current menu and save your changes as an IntelliCAD menu file. You can also load both existing IntelliCAD (*.icm) and AutoCAD (*.mnu, *.mns) menu files. You customize menus using the Customize dialog box.

To display the Customize dialog box

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Menus tab.



- | | |
|--|---|
| <p>A To make a menu item current, choose it from the list.</p> <p>B Contains the command string assigned to the current menu item.</p> <p>C Contains the text displayed in the status bar for the current menu item.</p> <p>D Click to import an existing menu file from another source.</p> <p>E Click to save the current menu to a different location.</p> | <p>F Click to reset the current menu, rejecting any changes you have made.</p> <p>G Click to display the Options dialog box for further customization options.</p> <p>H Click to add the selected command to the current menu item.</p> <p>I Click to rename the current menu item.</p> <p>J Click to insert a Menu Item, a Menu Sub-Item, a Spacer, or Context Menu Item, or a Context Menu Sub-Item.</p> |
|--|---|

Understanding menu compatibility

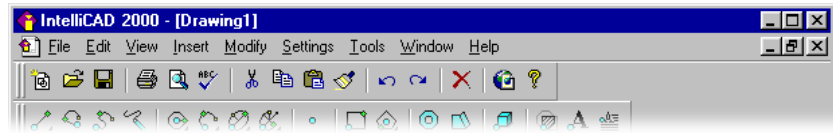
MNU files are menu files created by all AutoCAD releases, and MNS files are included in AutoCAD Releases 13, 14, and 2000. IntelliCAD reads both file formats, even when menu macros include AutoLISP code. This feature allows you to continue using your existing AutoCAD menus.

IntelliCAD support of specific sections in AutoCAD MNU and MNS files

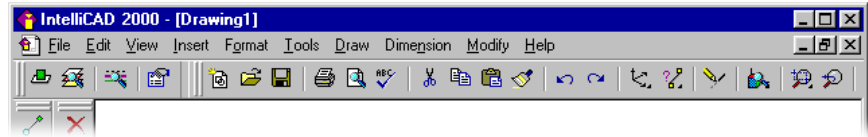
Menu section	Definition	IntelliCAD support
***POP0	Cursor menu	Supported
***POP n	Pull-down menus	Supported
***AUX n	Auxiliary menus	Not supported
***BUTTON n	Button menus	Not supported
***ICON	Icon menus	Not supported
***SCREEN	Screen menus	Not supported
***TABLET n	Tablet menus	Not supported

To see how IntelliCAD reads AutoCAD menu source files

- 1 Type *menu* and then press Enter.
- 2 Under Files Of Type, select AutoCAD Menu File (mnu).
- 3 In the Open Menu dialog box, go to the AutoCAD Support folder and select the Acad.mnu file (or Acad.mns for Releases 13, 14, and 2000).
- 4 To load the AutoCAD menu file into IntelliCAD, click Open.
The IntelliCAD menu bar now looks identical to the AutoCAD menu bar.
- 5 To see how it works, choose a few commands from the menu bar, such as File > Open or Draw > Line.
- 6 To restore IntelliCAD to its default menu, choose Tools > Customize, and then click the Menus tab and click Reset.
- 7 To restore the IntelliCAD default toolbars, choose Tools > Customize, and then click the Toolbars tab and click Reset.



The IntelliCAD default menu bar.



The IntelliCAD menu bar customized to reflect the AutoCAD menu bar.

Creating new menus and commands

You can create a new menu by inserting a menu item at the top level of the Menu Tree. Then you can add commands to the new menu item. You can also add sub-menus and modify existing menu names and commands by adding, deleting, and rearranging them.

NOTE *A green bullet in front of a menu item or command indicates that the menu item or command is available for you to use at the experience level you have set. A red bullet in front of a menu item or command indicates that the menu item or command is not available for you to use at the experience level you have set. To change your experience level, choose Tools > Options.*

To create a new menu

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Menus tab.
- 3 In the Menu Tree, select the menu name above which you want to add a new menu.
- 4 Choose Insert > Menu Item.
- 5 Type a name for the new pull-down menu, and then press Enter.
- 6 Click Close.

To see the new menu, you must perform the following steps for adding a command to the menu.

To add a command to a menu

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Menus tab.
- 3 In the Menu Tree, select the menu to which you want to add the new command.
- 4 Choose Insert > Menu Sub-Item.
- 5 Type a name for the new command, and then press Enter.
- 6 Assign a command string to the command you added by doing one of the following:
 - In the Available Commands list, choose the command, and then click Add Command.
 - In the Command box, type the command string, and then click Add Command.
- 7 In the Help String box, type the text to be displayed in the status bar when the cursor is positioned over the new command.
- 8 To add another command, repeat steps 3 through 7.
- 9 When you have finished, click Close.

TIP When you type a name for a new command, you can specify an access key by including an ampersand (&) immediately preceding the letter you want to use as the access key. Be sure not to assign the same access key to more than one menu or command within a menu. For example, if you add a command named *Quick Line* to the Insert menu, including an ampersand immediately preceding the letter *Q* causes that letter to appear underlined in the menu. You can then select that command by displaying the menu and pressing the *Q* key.

To rename a menu item

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Menus tab.
- 3 In the Menu Tree, select the menu item you want to rename.
- 4 Click Rename.
- 5 Type a new name for the menu item by typing over the highlighted name, and then press Enter.
- 6 Click Close.

To delete a menu item

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Menus tab.
- 3 In the Menu Tree, select the menu item you want to delete.
- 4 Click Delete.
- 5 In the Confirmation dialog box, click Yes to delete the menu item.
- 6 Click Close.

NOTE *Deleting a menu item that has sub-items below it in the Menu Tree also deletes all those sub-items.*

Setting the experience levels for menus

You can set the experience levels for menu items you create, and you can change the experience levels for existing commands.

To set the experience levels for a command

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Menus tab.
- 3 In the Menu Tree, select the command.
- 4 Click Options.
- 5 In the Menu Customization Options dialog box, under Experience Level, select the experience levels that you want for the command.
- 6 Click OK.
- 7 Click Close.

NOTE *Select all the experience levels above the lowest level you want to use. Commands appear in the menu only at the experience levels you specify. If you select Intermediate without also selecting Advanced, the commands will appear only when you set the experience level to Intermediate.*

Saving menu files

IntelliCAD automatically saves any changes you make to the current menu. You can also create and save your custom menus. The program automatically saves all menu files with the *.icm file extension.

To save the current menu to a file

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Menus tab.
- 3 Click Export.
- 4 In the Select Menu File dialog box, specify the directory and file name you want to use to save the menu file.
- 5 Click Save.
- 6 Click Close.

NOTE *Saving a menu does not save any toolbars that you created or modified.*

Loading menu files

You can replace the current menu file with other custom menus. The program loads both AutoCAD (*.mnu, *.mns) and IntelliCAD (*.icm) menu files.

To load a menu file

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Menus tab.
- 3 Click Import.
- 4 From the Files Of Type list, choose either *.icm, *.mnu, or *.mns.
- 5 Select the menu to load.
- 6 Click Open.
- 7 Click Close.

NOTE *Loading a new menu replaces only the menu. It does not replace any custom toolbars you may have defined.*

Creating custom shortcut menus

With IntelliCAD, you can create a custom shortcut menu for commands you want to use frequently. You access the shortcut menu by holding down the Shift key and clicking the right mouse button or by clicking the mouse wheel (if you have one). Using any ASCII text editor, you construct the menu to conform to the Custom short-cut menu syntax and definitions as shown here:

```
***MENUGROUP=group_name
***POPO
**menu_name
[menu_name]
ID_item_name [item_string]command

***HELPSTRINGS
ID_item_name[help_string]
```

Shortcut menu syntax and explanations

Item	Explanation
<i>group_name</i>	Menu group name.
<i>menu_name</i>	Shortcut menu name.
<i>item_name</i>	Menu item name.
<i>item_string</i>	Menu item string (typically, the command name). The menu item string appears in the shortcut menu. To specify an access key for a command, insert an ampersand (&) immediately before the letter you want to use as the access key. Do not assign the same access key to more than one command.
<i>command</i>	Command string. Begin the command string with "^C^C" (e.g., ^C^C_LINE) unless the command is transparent.
<i>help_string</i>	Help string. The text in the help string appears in the status bar when you place the cursor over the menu item.

To create a custom shortcut menu

The following example describes how to build a custom menu that includes *line*, *hatch*, *dtext*, *circle*, and *erase* commands.

- 1 Open any ASCII text editor.
- 2 Type the following characters exactly as shown here:

```
***MENUGROUP=example
***POPO
**IntelliCAD
[IntelliCAD]
ID_Line [Line]^C^C_line
ID_Hatch [Hatch]^C^C_hatch
```

```

ID_Dtext [Dtext]^C^C_dtext
ID_0 [Circle Rad]^C^C_circle
ID_Erase [erase]^C^C_erase

***HELPSTRINGS
ID_LINE [Draws a line]
ID_HATCH [Fills an enclosed area with a nonassociative hatch pattern]
ID_DTEXT [Displays text on screen as it is entered]
ID_CIRCLE [Creates a circle]
ID_ERASE [Removes objects from a drawing]

```

- 3 Save the file as *example.mnu* to the IntelliCAD2001 folder.

To use the custom shortcut menu

- 1 Open IntelliCAD.
- 2 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and press Enter.
- 3 Click the Menus tab.
- 4 Click Import.
- 5 Select the custom shortcut menu file.
- 6 Select the Append To Current Menu check box, and then click Open.
If you don't select this box, the custom shortcut menu deletes all current menus.
- 7 Click Close.
- 8 Select an entity in your drawing, and then hold down Shift and click the right mouse button.
- 9 Click the shortcut command that you want.

To restore the shortcut menu defaults

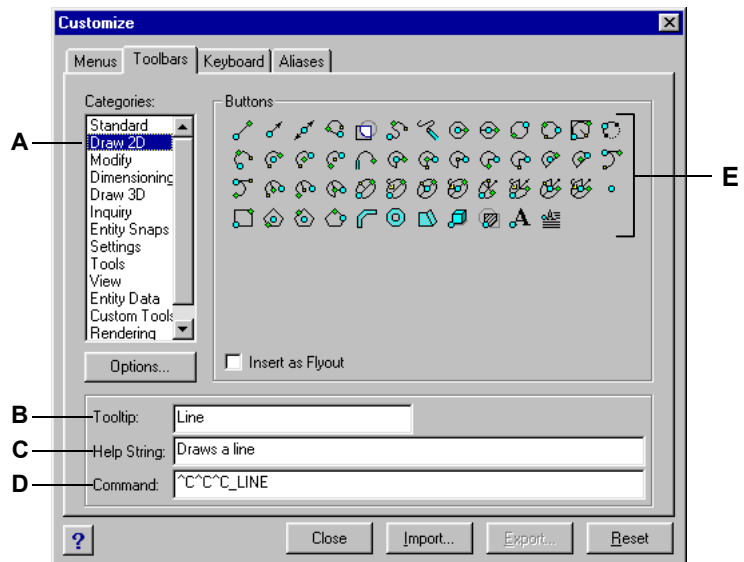
- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and press Enter.
- 2 Click Reset.

Customizing toolbars

IntelliCAD provides toolbars so that you can access frequently used commands. You can customize these toolbars by adding or removing tools or by rearranging the organization of tools. You can also create custom toolbars. Toolbars are saved as integral parts of the program. Although you cannot export custom toolbars for use by others, you can load toolbars created as part of AutoCAD menus. You customize toolbars using the Customize dialog box and clicking the Toolbars tab.

To display the Customize dialog box

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Toolbars tab.
- 3 Customize the toolbars using the procedures that follow the illustration here.



- | | |
|--|---|
| <p>A The Categories list shows available toolbar categories.</p> <p>B Contains the string displayed as a ToolTip for the current tool.</p> <p>C Contains the text displayed in the status bar for the current tool.</p> | <p>D Contains the command string assigned to the current tool.</p> <p>E Displays the available tools for the selected category.</p> |
|--|---|

Creating a new toolbar

You can create a new toolbar by dragging a tool from the Customize dialog box and dropping it anywhere except on another toolbar. IntelliCAD immediately creates a new toolbar and assigns it a default name. Then you can add tools to the new toolbar. You can also add, delete, or modify tools on any existing toolbar.

When you create a toolbar using tools from the Buttons area of the Customize dialog box, the ToolTip, Help String, and Command fields are filled in automatically with default information. You can edit this information for each tool.

To create a new toolbar

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Toolbars tab.
- 3 In the Categories list, choose a category to display its associated tools.
- 4 Click and drag a tool outside the Customize dialog box and onto an open area of the screen.
- 5 Modify the ToolTip, Help String, and Command fields as needed.
- 6 Click Close.

To add a tool to a toolbar

- 1 Make sure the toolbar you want to modify is visible.
- 2 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 3 Click the Toolbars tab.
- 4 In the Categories list, choose a category to display its associated tools.
- 5 Click and drag a tool onto the toolbar.
- 6 Modify the ToolTip, Help String, and Command fields as needed.
- 7 To add another tool, repeat steps 3 through 5.
- 8 Click Close.

To delete a tool from a toolbar

Make sure the toolbar you want to modify is visible.

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Toolbars tab.
- 3 Drag the tool you want to delete off of the toolbar.
- 4 Click Close.

To add space between tools on a toolbar

Make sure the toolbar you want to modify is visible.

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Toolbars tab.
- 3 On the toolbar, drag the tool away from the tool beside it.
 To avoid accidentally deleting a tool, do not drag a tool more than halfway past the edge of the toolbar.
- 4 Click Close.

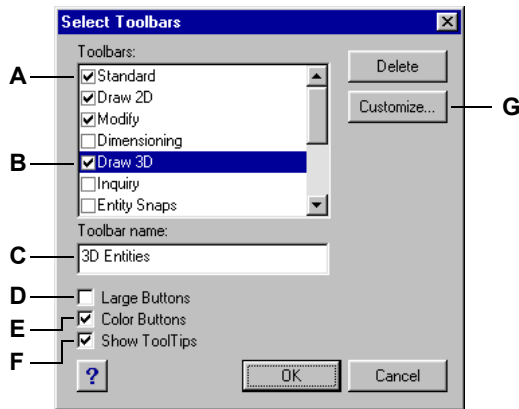
Naming toolbars

When you create a toolbar, the program assigns it an arbitrary name, such as ToolBar1, ToolBar2, and so on. The toolbar name is displayed on the title bar when the toolbar is floating. You can rename a toolbar at any time.

In the Select Toolbars dialog box, you can rename toolbars, turn the display of toolbars on and off, choose to display large or small tools, choose to display toolbar tools in color or black and white, and control the display of ToolTips.

To rename a toolbar

- 1 Do one of the following:
 - Choose View > Toolbars.
 - Type *tbconfig* and then press Enter.
- 2 From the Toolbars list, choose the toolbar that you want to rename.
- 3 In the Toolbar Name field, replace the current name with the new toolbar name.
- 4 Click OK.



- | | |
|--|--|
| <p>A Select to display a toolbar.</p> <p>B Choose the toolbar that you want to rename.</p> <p>C Type a new name.</p> <p>D Select to display large tools; clear to display small tools.</p> | <p>E Select to display color tools; clear to display black and white tools.</p> <p>F Select to display ToolTips; clear to not display ToolTips.</p> <p>G Click to customize the toolbars.</p> |
|--|--|

Creating flyouts

A flyout displays a set of additional tools under a single toolbar tool. IntelliCAD uses flyouts to organize related tools and to conserve space on toolbars. A flyout is indicated by a small triangle in the lower right corner of a tool. When you click a flyout tool, the other tools on the flyout extend from the original tool so you can select one of them. The flyout tool you select then becomes the default tool on the toolbar. You can add your own flyouts to toolbars.

To add a flyout to a toolbar

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Toolbars tab.
- 3 Select the Insert As Flyout check box.
- 4 In the Categories list, choose a toolbar name to display its associated tools in the Buttons area.
- 5 From the Buttons area, click and drag a tool onto a toolbar outside the Customize dialog box.
- 6 Modify the ToolTip, Help String, and Command fields as needed.
- 7 To add another flyout tool, repeat steps 4 through 6.
- 8 Click Close.

Setting the experience levels for tools

You can set the experience levels for toolbar tools you create, and you can change the experience levels for existing tools.

To set the experience levels for a tool

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Toolbars tab.
- 3 Go outside the Customize dialog box to a toolbar, and click a tool to select it.
- 4 Go back to the Customize dialog box, and click Options.
- 5 Under User Level, select the experience levels you want for that tool.
- 6 Click OK.
- 7 Click Close.

NOTE *Select all the experience levels above the lowest level you want to use. Tools appear in toolbars only at the experience levels you specify. If you select Intermediate without also selecting Advanced, the tool will appear only when you set the experience level to Intermediate.*

Creating custom toolbar tools

IntelliCAD provides tools for most of the available IntelliCAD commands. These tools appear on the Toolbars tab of the Customize dialog box. You can also create your own custom tools and incorporate them into your custom toolbars. To add a custom tool to a toolbar, you must first add one of the program's standard tools and then replace it on the toolbar with your custom tool.

You create custom tools as bitmap (*.bmp) files using any paint or illustration program capable of saving to a bitmap. Because you can configure toolbars to display either large or small tools and to display tools either in color or monochrome, create four different versions of each custom tool. Create custom tools using the following dimensions:

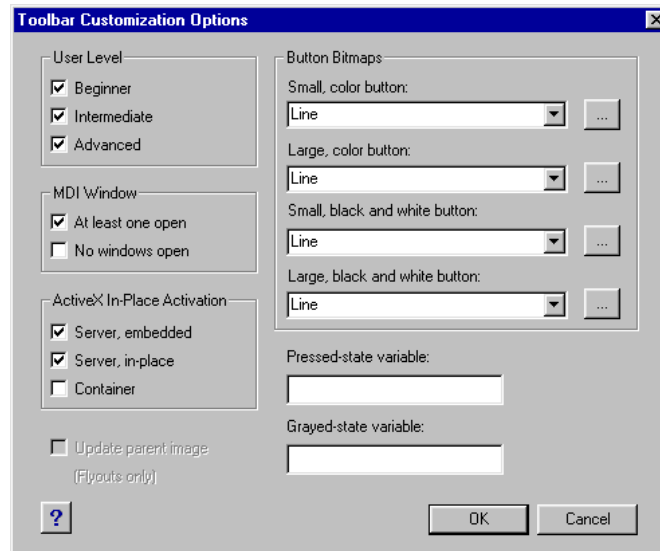
- Small tools: 16 x 15 pixels.
- Large tools: 24 x 22 pixels.

NOTE *If you attempt to use bitmaps that do not match these dimensions, the program will stretch or shrink (rather than crop) the bitmaps to fit the specified size. The resulting tools may not appear as originally intended.*

To add a custom tool to a toolbar

Make sure the toolbar you want to modify is visible.

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Toolbars tab.
- 3 Go outside the Customize dialog box to a toolbar, and click a tool in the toolbar to select it.
- 4 Go back to the Customize dialog box, and click Options.
- 5 In the Toolbar Customization Options dialog box, under Button Bitmaps, click the browse tool (indicated by an ellipsis) adjacent to the Small, Color Button list to display the Select Bitmap dialog box.
- 6 Select the bitmap you want to use for the small color tool.
- 7 Click Open.
- 8 Repeat steps 5 through 7 for the Large Color Button, Small Black and White Button, and Large Black and White Button versions of your custom tool.
- 9 When you have finished, click OK.
- 10 Click Close.



The Toolbar Customization Options dialog box.

Importing toolbars

Toolbars are saved as integral parts of IntelliCAD. In IntelliCAD, you can load toolbars created as part of AutoCAD (*.mnu, *.mns) menus. Importing an AutoCAD menu file from the Toolbars tab of the Customize dialog box loads only the toolbar section of the menu file.

To import a menu file

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Toolbars tab.
- 3 Click Import.
- 4 Select the menu you want to load.
- 5 Click Open.
- 6 Click Close.

NOTE Importing an AutoCAD menu file from the Toolbars tab of the Customize dialog box replaces any custom toolbars you may have defined. Importing the menu file in this way, however, does not affect the current menu.

Creating toolbars that you can share as files

With IntelliCAD, you can manually create toolbars that you can share as files with other IntelliCAD users. You create the toolbar files using any ASCII text editor and the toolbar syntax and definitions shown here:

```
***MENUGROUP=group_name

***TOOLBARS
**toolbar_name
ID_toolbar_name [_Toolbar ("toolbar_name", orient, visible, xval, yval,
rows)]
ID_button_name [_Button ("button_name", id_small, id_large)]command

***HELPSTRINGS
ID_button_name [help_string]
```

Toolbar syntax and explanations

Item	Explanation
<i>group_name</i>	Menu group name.
<i>toolbar_name</i>	Toolbar name.
<i>orient</i>	Orientation. Select Floating, Top, Bottom, Left, and Right (not case sensitive).
<i>visible</i>	Visibility. Select Show or Hide (not case sensitive).
<i>xval</i>	x coordinate, designated in pixels from left edge of screen. Suggested value: 200.
<i>yval</i>	y coordinate, designated in pixels from top edge of screen. Suggested value: 200.
<i>rows</i>	Number of rows
<i>button_name</i>	Tool name. Appears as a ToolTip when user places cursor over button.
<i>id_small</i>	Name of small (16 x 15 pixels) icon bitmap (BMP) file. This file must be located in the IntelliCAD2001 folder.
<i>id_large</i>	Name of large (24 x 22 pixels) icon bitmap (BMP) file. This file must be located in the IntelliCAD2001 folder.
<i>command</i>	Command string (Example: ^C^C_LINE).
<i>help_string</i>	Help string. Appears in the status bar when cursor passes over the button.

To create a toolbar that you can share

- 1 Open any ASCII text editor.
- 2 Type the following characters exactly as shown here:

```
***MENUGROUP=example

***TOOLBARS
**NewDraw
ID_NewDraw [_Toolbar("NewDraw ", _Bottom, _Show, 200, 200, 1)]
ID_Line_0 [_Button("Line", Iline.bmp, IL_line.bmp)]^C^C_line
ID_Hatch [_Button("Hatch", Ihatch.bmp, IL_hatch.bmp)]^C^C_hatch
ID_Dtext [_Button("Dtext", Idtext.bmp, IL_dtext.bmp)]^C^C_dtext
ID__0 [_Button("Circle Rad", Icirad.bmp, IL_cirad.bmp)]^C^C_circle;
ID_Erase [_Button("Erase", Ierase.bmp, IL_erase.bmp)]^C^C_erase;

***HELPSTRINGS
ID_Line_0 [Creates straight line segments]
ID_Hatch [Fills an enclosed area with a nonassociative hatch pattern]
ID_Dtext [Displays text on screen as it is entered]
ID__0 [Allows user to draw a circle with a radius value]
ID_Erase [Removes objects from a drawing]
```

- 3 Save the file to the IntelliCAD folder with a *.mnu extension.

To copy an existing toolbar

Make sure the toolbar you want to copy is visible.

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and press Enter.
- 2 Click the Toolbars tab.
- 3 Go outside the Customize dialog box and select a tool on the existing toolbar that you want to copy.
- 4 Copy the information from the ToolTip, Help String, and Command boxes and paste it into the corresponding lines in the text file.
- 5 Save the file to the IntelliCAD folder with a *.mnu extension.

To open the toolbar file on another computer

- 1 Copy the toolbar (MNU) file and all related custom bitmap (*.bmp) files to the IntelliCAD folder on the other computer.
- 2 Open IntelliCAD.
- 3 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and press Enter.
- 4 Click the Toolbars tab.
- 5 Click Import.
- 6 Select the new toolbar file.
- 7 Select the Append To Current Menu check box, and then click Open.

If you don't select this box, the custom shortcut menu deletes all current menus.
- 8 Click Close.

To restore the toolbar defaults

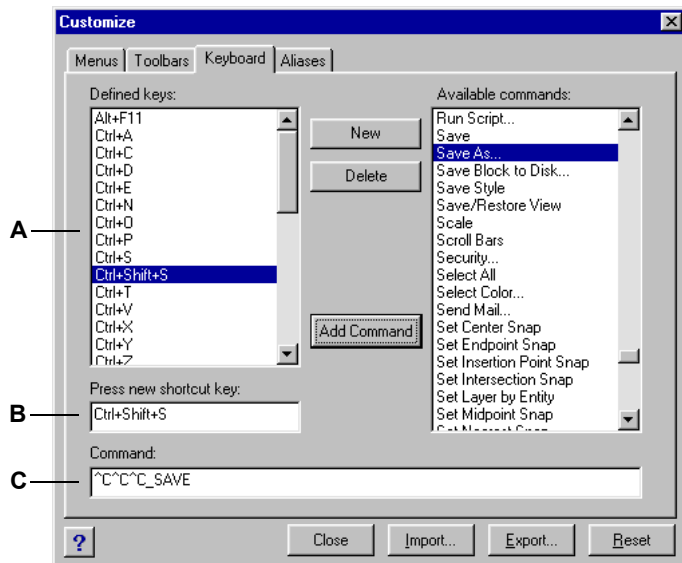
- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and press Enter.
- 2 Click Reset.

Customizing the keyboard

IntelliCAD provides keyboard shortcuts so you can access frequently used commands. You can customize these shortcuts and add new shortcuts using the Customize dialog box.

To customize the keyboard

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Keyboard tab.
- 3 To define a new shortcut key, enter the shortcut in the Press New Shortcut Key box.
- 4 To define a new command string, enter the command string in the Command box.
- 5 To import an existing keyboard shortcut file, click Import.
- 6 To save a keyboard shortcut to a file, click Export.
- 7 To add a command selected in the Available Commands pane to the shortcuts, click Add Command.
- 8 To insert a new keyboard shortcut, click New.



A Shows shortcuts already defined.

B Displays the shortcut key combination when adding a new shortcut.

C Contains the command string assigned to the shortcut.

Creating a keyboard shortcut

You can assign macros to special keys and certain combinations of keys to create a keyboard shortcut. A macro consists of one or more commands that are displayed on the status bar as follows:

- A single command, such as QSAVE.
- A command with options, such as ARC;\A;\.
- More than one command, such as ^C^C^CZOOM;E;QSAVE;QPRINT.

Keyboard shortcuts are more powerful than aliases. An alias lets you abbreviate a single command name; a keyboard shortcut contains one or more macros. To activate a macro, you press the shortcut key; you do not need to press Enter as you do with an alias. A shortcut consists of the following keys:

- The function and the cursor control keys, as well as alphanumeric keys pressed in combination with the Ctrl, Alt, and Shift keys. The Shift key must be used in conjunction with the Ctrl, Alt, and/or function keys.
- Alphanumeric keys are those labeled A through Z and 1 through 0.
- The cursor keys are the up, down, left, and right arrows and the Page Up, Page Down, Home, End, Insert, and Delete keys.
- The function keys are those labeled F1 through F12.

To create a keyboard shortcut

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Keyboard tab.
- 3 Click New.
- 4 In the Press New Shortcut Key field, press Alt+A.
The program adds Alt+A to its list of Defined Keys.
- 5 In the Available Commands list, select Arc Center-Start-Angle.
- 6 Click Add Command.
The program adds the command to the Command field and enters the complete syntax for you:
`^C^C^C_CARC;C;\ \A;`
- 7 To save your changes and close the dialog box, click Close.
- 8 To activate the Arc command with the center, start, and angle options, press Alt+A.

To redefine an existing keyboard shortcut

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Keyboard tab.
- 3 In the Defined Keys list, select the shortcut you want to change.
- 4 In the Command field, change the command string assigned to the keyboard shortcut by doing one of the following:
 - Use the text cursor to delete the current command string, choose a new command in the Available Commands list, and then click Add Command.
 - Edit the command string in the Command field.
- 5 Click Close.

To delete an existing keyboard shortcut

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Keyboard tab.
- 3 In the Defined Keys list, select the shortcut you want to delete.
- 4 Click Delete.
- 5 Click Close.

Saving keyboard shortcut files

IntelliCAD automatically saves any changes you make to the current keyboard shortcuts. You can also create and save your own keyboard shortcut files. The program saves keyboard shortcut files with the *.ick file extension.

To save the current keyboard shortcuts to a file

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Keyboard tab.
- 3 Click Export.
- 4 Specify the directory and file name you want to use to save the keyboard shortcut file.
- 5 Click Save.
- 6 Click Close.

Loading keyboard shortcut files

You can replace the current keyboard shortcut file with other custom keyboard shortcut files.

To load a keyboard shortcut file

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Keyboard tab.
- 3 Click Import.
- 4 Select the file to load.
- 5 Click Open.
- 6 Click Close.

Creating aliases

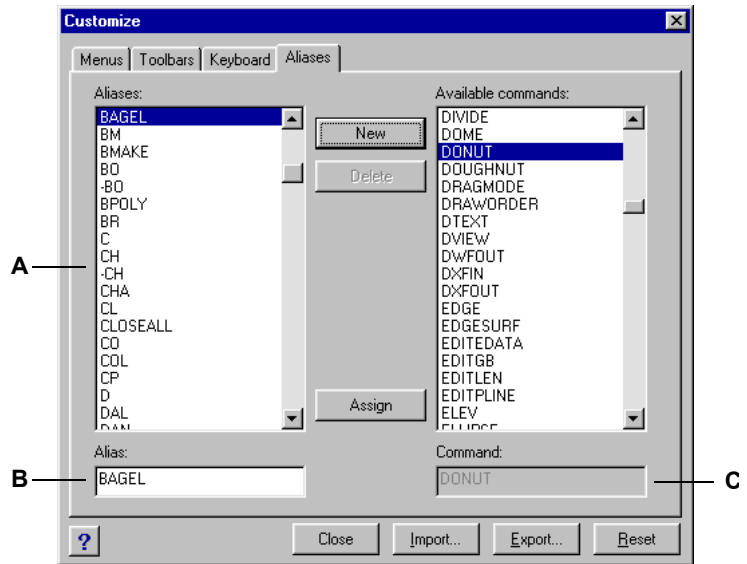
IntelliCAD provides aliases for many commands. You can use aliases to issue frequently used commands by entering one or two letters rather than the entire command name.

The program also uses aliases to maintain command-name compatibility with AutoCAD. You can use the same aliases and keyboard shortcuts used by AutoCAD. In addition, IntelliCAD has enhanced several AutoCAD commands. For example, IntelliCAD added two useful options to the *rectangle* command: you can draw a rectangle as a square, and you can rotate a rectangle at an angle.

You can customize aliases, and you can add new aliases. You customize aliases using the Customize dialog box.

To display the Customize dialog box

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Aliases tab.



A Shows aliases already defined.

B Contains the current alias.

C Displays the command assigned to the current alias.

Creating, redefining, and deleting aliases

To create a new command alias, you first define the alias and then assign it one of the available IntelliCAD commands.

To create a new alias

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Aliases tab.
- 3 Click New.
- 4 In the Alias field, type the new alias.
- 5 In the Available Commands list, select the command you want to assign to the alias.
- 6 Click Assign.
- 7 Click Close.

To redefine an existing alias

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Aliases tab.
- 3 In the Aliases list, select the alias you want to change.
- 4 In the Available Commands list, select the command you want to assign to the alias.
- 5 Click Assign.
- 6 Click Close.

To delete an existing alias

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Aliases tab.
- 3 In the Aliases list, select the alias you want to delete.
- 4 Click Delete.
- 5 Click Close.

Saving alias files

IntelliCAD automatically saves any changes you make to the current aliases. You can also create and save your own alias files. The program saves alias files with the *.ica file extension. You can also save alias files for use with AutoCAD by saving the files with the *.pgp file extension.

To save the current aliases to a file

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Aliases tab.
- 3 Click Export.
- 4 From the Save As Type list, choose either *.ica or *.pgp.
- 5 Specify the directory and file name you want to use to save the alias file.
- 6 Click Save.
- 7 Click Close.

Loading alias files

You can replace the current alias file with other custom alias files. The program loads both AutoCAD (*.pgp) and IntelliCAD (*.ica) alias files.

To load an alias file

- 1 Do one of the following:
 - Choose Tools > Customize.
 - Type *customize* and then press Enter.
- 2 Click the Aliases tab.
- 3 Click Import.
- 4 From the Files Of Type list, choose either *.ica or *.pgp.
- 5 Select the alias file to load.
- 6 Click Open.
- 7 Click Close.

Creating and replaying scripts

IntelliCAD can record anything you type on the keyboard and any points you select in a drawing. You can save all of these actions to a script file (with the *.scr extension) and then repeat them by replaying the script. You can use scripts for successively repeating commands, showing snapshots in a slide show, or batch plotting. You can also load and run script files created for use with AutoCAD.

IntelliCAD supports most AutoCAD customization files, including menus, script files, and LISP routines. IntelliCAD uses compatible linetypes, hatch patterns, units translation, and command aliases, but you can also substitute your own files for these. This feature allows you to continue to work with your favorite customized drafting environment.

A script is a form of text file. A script file contains one line of text or other data for each action. For example, when you type a command and press Enter, it is recorded on a line in the script file. When you select a point in a drawing, the coordinate of that point is recorded on a line in the script file. You can also create script files outside IntelliCAD using a text editor (such as Microsoft Notepad or Microsoft WordPad) or a word-processing program (such as Microsoft Word) that saves the file in ASCII format. The file type must be .scr.


Script files can contain comments. Any line that begins with a semicolon is considered a comment. The program ignores these lines when replaying the script. The Undo feature reverses the last command performed by the script.

IntelliCAD improves on scripts, AutoLISP, and ADS by providing additional functions. For scripts, IntelliCAD includes a Script Recorder that records both command line entries and screen picks you make with your mouse.

After you activate the Script Recorder, every keyboard entry you make and any points you select in a drawing are recorded until you stop the Script Recorder. You can play back your script at any time.

CAUTION *The Script Recorder does not record your use of toolbars, menus, or dialog boxes. Using these elements while recording a script causes unpredictable results.*


To record a script

- 1 Do one of the following:
 - Choose Tools > Record Script.
 - On the Tools toolbar, click the Record Script tool ().
 - Type *recscript* and then press Enter.
- 2 Specify the name of the script file you want to create.
- 3 Click Save.
- 4 Type commands on the keyboard.


The Script Recorder records all keyboard entries and all points you select in the drawing, saving everything to the script file.

To stop recording

Do one of the following:


- Choose Tools > Stop Recording.
- On the Tools toolbar, click the Stop Recording tool ().
- Type *stopscript* and then press Enter.

To replay a script

- 1 Do one of the following:
 - Choose Tools > Run Script.
 - On the Tools toolbar, click the Run Script tool ().
 - Type *script* and then press Enter.
- 2 In the Run Script dialog box, specify the name of the script file you want to run.
- 3 Click Open.

The program immediately runs the script, performing all the actions originally recorded.

To append to a script

- 1 Do one of the following:
 - Choose Tools > Record Script.
 - On the Tools toolbar, click the Record Script tool ().
 - Type *rescript* and then press Enter.
- 2 In the Record Script dialog box, select the Append To Script check box.
- 3 Select the existing script file to append.
- 4 Click Save.
- 5 Click Yes to the prompt asking whether you want to replace the existing script.
- 6 Repeat the procedure to enter additional commands and steps.

TIP *To invoke a script automatically when you load IntelliCAD, in Windows Explorer, double-click a script file.*

Programming IntelliCAD

Another way you can customize IntelliCAD is to add custom programs written in any of several programming languages that run within IntelliCAD, including the following:

- LISP
- ADS

In IntelliCAD, you can run many programs originally created for use with AutoCAD. Specifically, you can use programs written entirely in AutoLISP with no modification. In addition, you can run many ADS programs originally written for use with AutoCAD after first recompiling them using the IntelliCAD run-time libraries. Many AutoCAD third-party programs are compatible with IntelliCAD.

NOTE *Creating custom programs for use with IntelliCAD is beyond the scope of this manual. For information about programming for IntelliCAD, see the online Help for the IntelliCAD Developer's Reference. Creating custom programs for use with IntelliCAD is beyond the scope of this manual. For information about programming for IntelliCAD, see the online Help for the IntelliCAD Developer's Reference.*

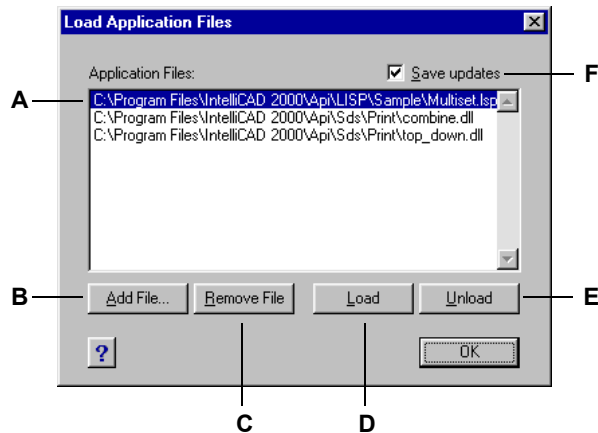
Using LISP routines

IntelliCAD supports the LISP programming language and is compatible with AutoLISP, the implementation of the LISP language in AutoCAD. This means that you can load and run any AutoLISP program written for use with AutoCAD.

To load a LISP routine

Advanced experience level

- 1 Do one of the following:
 - Choose Tools > Load LISP or SDS Application.
 - Type *appload* and then press Enter.
 - Drag and drop the LISP file into IntelliCAD.
- 2 In the Load Application Files dialog box, click Add File.
- 3 Select the LISP file that you want to load, and then click Open.
- 4 Click OK. *The LISP file ICAD.LSP is automatically loaded whenever IntelliCAD is started. If you have files you want loaded every time you use IntelliCAD, add them to ICAD.LSP.*



- | | |
|--|--|
| <p>A Lists the names of LISP and SDS files already loaded.</p> <p>B Click to add a LISP or SDS file.</p> <p>C Click to remove the highlighted file.</p> <p>D Click to load the highlighted file.</p> | <p>E Click to unload the highlighted file.</p> <p>F Select to save the current list to the icadload.dfs file when you click Load, Unload, or OK.</p> |
|--|--|

TIP You can also load a LISP routine by typing (load “d:/path/routine.lsp”) in the command bar (you must include the parentheses and the quotation marks), where d:/path is the drive and path where the LISP routine is located on your computer, and routine.lsp is the LISP routine file name.

To run a LISP routine

Advanced experience level

- 1 Do one of the following:
 - Choose Tools > Load LISP or SDS Application.
 - Type *appload* and then press Enter.
- 2 In the Load Application Files dialog box, choose the routine you want to run (make sure that it is the only one selected), and then click Load.

Some LISP routines are created in such a way that you can run them by simply typing the name of the routine, or by typing a keyword, directly in the command bar. If nothing happens when you attempt to run the LISP routine from within the Load Application Files dialog box, turn on the display of the command bar or Prompt History window by choosing View > Command Bar or View > Prompt History Window, and look for an entry that is similar to the following:

```
Loading D:\path\routine.lsp
C:KEYWORD
```

where *D:\path\routine.lsp* is the complete drive, path, and file name of the LISP routine. You may need to scroll back several lines in the command bar or Prompt History window to find the lines indicating where the LISP routine was loaded. You can run the LISP routine by typing the name of the routine or keyword appearing after the C drive designation.

For example, if you loaded a LISP routine named *drawbox.lsp* and see the designation *C:DRAWBOX* in the command bar or Prompt History window, you can run the LISP routine by typing *drawbox* in the command bar.

Using ADS applications

To write AutoCAD applications in C or C++, Autodesk uses the ADS (AutoCAD Development System). This is an API (applications programming interface) that provides a library to access AutoCAD-specific functions and drawing data.

The equivalent in IntelliCAD is called SDS™, the Solutions Development System™. SDS is a C/C++ language interface compatible with the ADS interface in AutoCAD. Like scripts and AutoLISP, you can run your existing ADS applications in IntelliCAD. Simply recompile the source code using the SDS libraries provided on the IntelliCAD CD-ROM, or, if you use an AutoCAD program written by a third-party vendor, contact that vendor for the IntelliCAD version.

IntelliCAD provides the *Sds.H* file, which redefines ADS function names to their SDS equivalents. SDS supports the AutoCAD dialog control language (DCL), which is used by ADS to define the look of a dialog box. You can use all DCL files unmodified within SDS.

Understanding ADS compatibility

The primary difference between ADS and SDS is that all SDS functions have an `sds_` prefix, and ADS functions have a variety of prefixes, such as `ads_`, `acad_`, and `acrx_`. The exception is dialog-related SDS functions, which have a `dlg_` prefix. IntelliCAD accepts either prefix. Other differences include the additional SDS functions listed in the following table.

SDS functions with no ADS equivalent

SDS function name	Description
<i>sds_grclear</i>	Clears all graphics from the drawing window; similar to the LISP (<i>grclear</i>) function.
<i>sds_name_clear</i>	Clears the entity name or selection set.
<i>sds_name_equal</i>	Verifies whether two entity names or selection sets are equal.
<i>sds_name_nil</i>	Verifies whether the entity name or selection set has been cleared.
<i>sds_name_set</i>	Copies one entity name or selection set to another drawing.
<i>sds_pmtssget</i>	Similar to the <code>ads_ssget</code> function, but allows you to display a prompt appropriate for the specific command, rather than the generic "Select object" prompt.
<i>sds_point_set</i>	Copies a point from one variable to another.
<i>sds_progresspercent</i>	Displays the percentage done in a progress bar.
<i>sds_progressstart</i>	Starts the progress bar.
<i>sds_progressstop</i>	Ends the progress bar.
<i>sds_readaliasfile</i>	Loads the PGP file into IntelliCAD.
<i>sds_sendmessage</i>	Sends a message to the IntelliCAD command line.
<i>sds_swapscreen</i>	Flips the off-screen device context to the display.

Some ADS functions are not supported in SDS, including: *ads__msize*, *ads_ssgetx*, *ads_ssnamex*, *ads_tablet*, *ads_ssGetKeywordCallbackPtr*, *ads_ssGetOtherCallbackPtr*, and *adsw_acadDocWnd*.

For more information

- Read the online documentation for SDS functions.
- See the `\IntelliCAD2001\Api\Sds` folder, which contains the SDS include, header, and library files.
- See the `\IntelliCAD2001\Api\Dcl` folder, which contains the core DCL files.

Using DCL with IntelliCAD

IntelliCAD completely supports the AutoCAD DCL (dialog control language). DCL is used by AutoLISP functions to define the look of dialog boxes. You can use all DCL files unmodified within IntelliCAD.

Using a digitizer tablet

IntelliCAD supports tablets compatible with the TabletWorks driver and has its own tablet overlay. For instructions on installing the tablet driver and using the buttons on your pointing device, refer to your hardware documentation.

Three options are available with the Tablet command:

- **Configure** Maps the tablet overlay to the tablet itself. Configure the tablet if you plan to select IntelliCAD tools from the tablet overlay.
- **Calibrate** Maps points on the tablet, in absolute coordinates, to points on a drawing. Calibrate the tablet if you intend to digitize points. This process is convenient for tracing paper drawings.
- **Tablet ON/OFF** Turns tablet calibration (digitizer mode) on and off. Use this to switch between tool selection and digitizer input. To use the tablet for tool selection, tablet mode must be turned off.

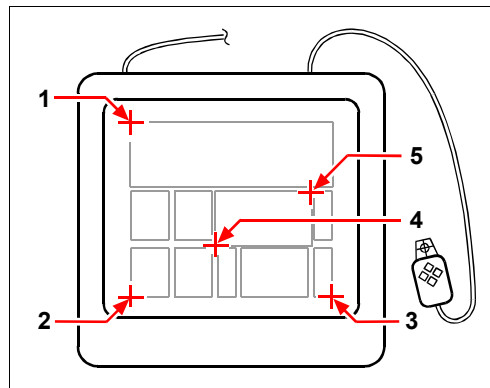
Configuring the tablet

Before you begin to configure the tablet, slip the tablet overlay underneath the tablet's plastic cover, and align it in accordance with the directions for your tablet. If your tablet does not have a plastic cover, align the overlay holes with the pegs on your tablet.

IntelliCAD provides a default configuration for tablets measuring 12" by 12". If you choose to accept the default, be sure to verify that the commands in the grid are activated correctly. If the default alignment does not work for your tablet, you'll need to begin the configuration process again and align the tablet yourself.

To configure the tablet for menu input

- 1 Do one of the following:
 - Choose Settings > Tablet > Configure.
 - Type *tablet*, choose Configure, and then press Enter.
- 2 In response to the prompt to align the tablet, do one of the following:
 - If your tablet is 12" by 12", choose No to accept the default alignment and conclude the configuration process.
 - To align the tablet yourself, choose Yes, and then continue with step 3.
- 3 Click the tablet pointer on the upper left alignment point of the overlay (⊕).
- 4 Click the tablet pointer on the lower left alignment point of the overlay (⊕).
- 5 Click the tablet pointer on the lower right alignment point of the overlay (⊕).
- 6 Click the tablet pointer on the lower left alignment point of the Workspace area of the overlay (⊕).
- 7 Click the tablet pointer on the upper right alignment of the Workspace area of the overlay (⊕).



Click points in the order shown to configure your tablet for menu input.

To turn tablet mode on or off

- 1 Do one of the following:
 - Choose Settings > Tablet > Tablet On (or Tablet Off).
 - Type *tablet*, choose On or Off, and then press Enter.
 - Press the F4 key to toggle tablet mode on or off.
 - On the status bar, double-click TABLET to turn tablet mode on or off.

Calibrating the tablet

You must specify at least two points for tablet calibration. However, the more points you specify, the more accurate the transformation between the tablet and the screen points. Specifying additional points is particularly useful if you plan to trace a paper drawing that is not orthogonal, such as an aerial photograph.

Understanding transformation types

Depending on the number of points specified, you have a choice of transformation types to use, along with the type recommended for IntelliCAD.

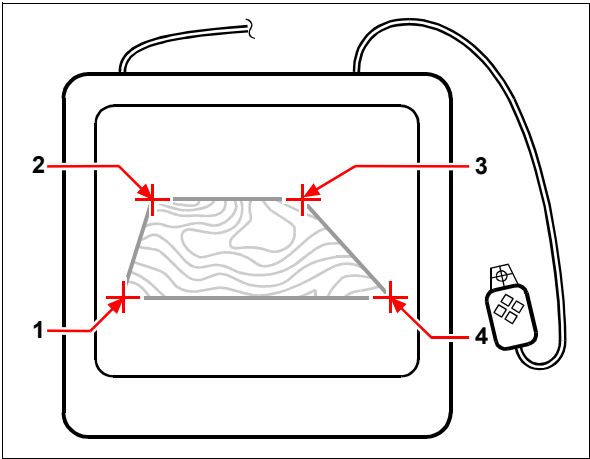
Transformation refers to the calculation of the points on the screen that correspond to points you digitize on the tablet.

- **Orthogonal** Preserves all angles between lines, preserves all relative distances, and, in general, preserves shapes. If you specify only two points, an orthogonal transformation is automatically generated. The orthogonal transformation type yields the most precise mapping between the digitized points on the tablet and the corresponding points on the screen.
- **Affine** Preserves parallel lines, but not necessarily the angles between intersecting lines. If you specified three points, IntelliCAD can no longer represent this mapping as an exact orthogonal transformation. Therefore, you have a choice of an exact affine transformation or a “best fit” orthogonal transformation.
- **Projective** Does not preserve parallel lines or angles. If you specify exactly four points, you have a choice of an exact projective transformation or a “best fit” orthogonal or affine transformation.

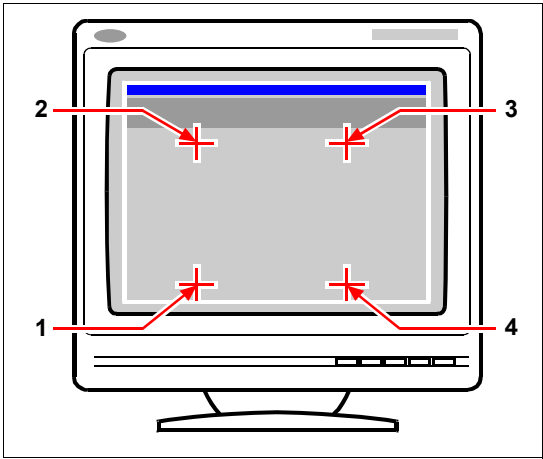
Recommended and “best fit” transformation types

Number of points specified	Transformation type recommended	“Best fit” (approximate)
2	Orthogonal	None
3	Affine	Orthogonal
4	Projective	Orthogonal, Affine
5-10	None	Orthogonal, Affine

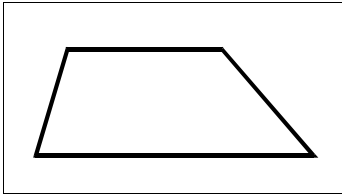
Choose the recommended type unless you know it will not be appropriate for what you are digitizing. The most appropriate type is not always the one with the least error; for example, you might digitize three points and select the orthogonal transformation, even though the affine transformation would yield a closer representation of your calibration entries.



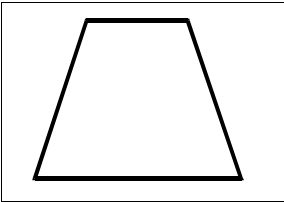
Digitizing by selecting points (1, 2, 3, and 4) on the tablet.



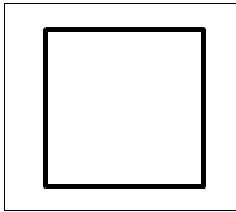
- Corresponding screen coordinates:
- 1 Coordinate specification X0, Y0, Z0
 - 2 Coordinate specification X0, Y5, Z0
 - 3 Coordinate specification X5, Y5, Z0
 - 4 Coordinate specification X5, Y0, Z0



Screen result of orthogonal transformation after tracing polyline on tablet.



Screen result of affine transformation after tracing polyline on tablet.



Screen result of projective transformation after tracing polyline on tablet.

To calibrate your tablet for digitizing points

- 1 Do one of the following:
 - Choose Settings > Tablet > Calibrate.
 - Type *tablet*, choose Calibrate, and then press Enter.
- 2 Click a point on the tablet to define as the first calibration point.
- 3 Specify a point within the IntelliCAD drawing window to correspond to the point you digitized on the tablet, or enter coordinate values in the command bar.
- 4 Click a point on the tablet to define as the second calibration point.

Specify a point within the IntelliCAD drawing window to correspond to the point you digitized on the tablet, or enter coordinate values in the command bar. To specify more than the two points required, click a point on the tablet to define as the third calibration point. You can enter up to 10 points.
- 5 Choose the transformation type, and then press Enter.

Customizing the tablet interface

You can customize the digitizer tablet interface by using the LISP commands integrated with IntelliCAD, even if you are not familiar with LISP. For instructions, see “Customizing the Tablet Interface” in the IntelliCAD online Help.

Understanding AutoCAD compatibility

IntelliCAD® was designed to interface with AutoCAD as seamlessly as possible. There are, however, some differences for which those accustomed to working in AutoCAD may need to adjust. This appendix provides information specifically for that audience.

Topics in this chapter

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Comparing system requirements

Following are the recommended system requirements for IntelliCAD and the corresponding system requirements for AutoCAD, which are listed in the *AutoCAD Installation Guide*.

Comparing system requirements

Specification	IntelliCAD 2001	AutoCAD Release 2002
Operating system	Microsoft Windows 95, Windows 98, Windows NT 4.0, Windows ME, Windows 2000, or Windows XP.	Microsoft Windows 4.0, Windows 98, Windows ME, Windows 2000, or Windows XP.
CPU	Intel Pentium (or faster) processor	233 Pentium or better
RAM	32 megabytes (MB) of RAM (minimum); 64 MB or greater (recommended)	96 megabytes (MB) of RAM (minimum); 128 MB or greater (recommended)
Hard disk space	60 MB of free hard disk space for a full installation, including sample files, electronic documentation, and online Help	200 MB (minimum); 64 MB disk swap space (minimum); 60 MB free disk space in System folder
CD-ROM drive	Required for installation, if installing from a CD.	Required for installation only.

Using enhanced AutoCAD commands in IntelliCAD

IntelliCAD enhances several AutoCAD commands by providing more options. For example, if you hold down the Shift key, IntelliCAD is placed temporarily in ortho-
gonal mode, which you will find to be a useful feature for drawing at right angles. The
following table lists examples of other commands with enhanced options.

Enhanced IntelliCAD commands

Command	Enhanced option name	Explanation
<i>circle</i>	Arc	Converts an arc to a circle.
<i>donut</i>	2point	Determines the outside diameter of a donut by two pick points.
<i>donut</i>	3point	Determines the outside diameter of a donut by three pick points.
<i>donut</i>	RadTanTan	Determines the outside diameter of a donut by tangent points.
<i>line</i>	Angle	Types an angle, followed by a length.
<i>line</i>	Length	Types a length, followed by an angle.
<i>msnapshot (mslide) and vsnapshot (vslide)</i>	EMF	Saves and views screen images in enhanced metafile format.
<i>msnapshot (mslide) and vsnapshot (vslide)</i>	WMF	Saves and views screen images in Windows metafile format.
<i>parallel (offset)</i>	Both sides	Copies an entity parallel on both sides.
<i>parallel (offset)</i>	Wrap	Follows a complex polyline path.
<i>plane (solid)</i>	Rectangle	Draws a rectangular solid at any angle.
<i>plane (solid)</i>	Square	Draws a square solid at any angle.
<i>plane (solid)</i>	Triangle	Draws an equilateral solid at any angle.
<i>rectangle</i>	Square	Draws a square rectangle.
<i>rectangle</i>	Rotated	Draws a rotated rectangle.

Using additional selection sets

IntelliCAD has additional selection-set options not found in AutoCAD. In particular, in the circle selection set, the Crossing Circle (CC), Outside Circle (OC), and Window Circle (WC) options select all entities relative to the same distance (radius) of a central pick point.

The following table lists and describes the additional selection sets in IntelliCAD.

Additional selection set options

Selection mode	Description
CC	Crossing Circle: Selects all entities within and crossing a circular area.
D	Selection method: Displays the Drawing Settings dialog box.
O	Outside Window: Selects all entities outside a rectangular area; this is the inverse of the Crossing Circle option.
OC	Outside Circle: Selects all entities outside a circular area.
OP	Outside Polygon: Selects all entities outside a polygonal area; this is the inverse of the CP (Crossing Polygon) and WP (Window Polygon) options.
PRO	Properties: Selects all entities with specific properties, such as area, color, and layer.
WC	Window Circle: Selects all entities within a circular area.

Using additional IntelliCAD commands

Although you can use the AutoCAD command structure with IntelliCAD, the program has its own set of commands. IntelliCAD has numerous command names not found in AutoCAD, although many of these commands have an equivalent function in AutoCAD. When you type the AutoCAD equivalent, the IntelliCAD alias system activates the correct command.

For example, the AutoCAD *offset* command is mapped to the IntelliCAD *parallel* command. You can type either *offset* or *parallel* in the command bar, or you can choose Modify > Parallel.

The following table lists optional IntelliCAD command names that you can use in place of AutoCAD command names to perform the equivalent AutoCAD function.

Command differences in IntelliCAD

IntelliCAD 2001	AutoCAD 2000/R14 command	AutoCAD R13 command	Action in IntelliCAD
<i>close</i>	No equivalent	No equivalent	Closes the current drawing.
<i>cmdbar</i>	No equivalent	No equivalent	Positions the command window.
<i>coordinate</i>	Ctrl+D or F6	Ctrl+D or F6	Changes the display of coordinates on the status line.
<i>copydata</i>	No equivalent	No equivalent	Copies extended entity data from one entity to another.
<i>customize</i>	<i>toolbar</i>	<i>tbconfig</i>	Displays the Customize dialog box.
<i>deledata</i>	No equivalent	No equivalent	Deletes extended entity data from an entity.
<i>delete</i>	<i>erase</i>	<i>erase</i>	Removes entities from the drawing.
<i>dimension</i>	<i>dim</i>	<i>dim</i>	Switches to dimension mode.
<i>editedata</i>	No equivalent	No equivalent	Edits extended entity data found in an entity.
<i>editlen</i>	<i>lengthen</i>	<i>lengthen</i>	Changes the length of open entities.
<i>editpline</i>	<i>pedit</i>	<i>pedit</i>	Edits polylines and polymeshes.
<i>entprop</i>	<i>ddmodify</i> and <i>ddchprop</i>	<i>ddmodify</i> and <i>ddchprop</i>	Displays the Entity Properties dialog box.
<i>esnap</i>	<i>-osnap</i>	<i>osnap</i>	Sets entity snaps from the command line.
<i>expblocks</i>	<i>ddinsert</i>	<i>ddinsert</i>	Displays the IntelliCAD Explorer - Blocks.
<i>expdimstyles</i>	<i>ddim</i>	<i>ddim</i>	Displays the IntelliCAD Explorer - Dimension Styles.
<i>expfonts</i>	<i>style</i>	<i>ddstyle</i>	Displays the IntelliCAD Explorer - Styles.
<i>explayers</i>	<i>layer</i>	<i>ddlmodes</i>	Displays the IntelliCAD Explorer - Layers.
<i>explorer</i>	<i>ddrename</i>	<i>ddrename</i>	Displays the IntelliCAD Explorer.
<i>expltypes</i>	<i>linetype</i>	<i>ddltype</i>	Displays the IntelliCAD Explorer - Linetypes.

Command differences in IntelliCAD (*continued*)

IntelliCAD 2001	AutoCAD 2000/R14 command	AutoCAD R13 command	Action in IntelliCAD
<i>expucs</i>	<i>dducs</i>	<i>dducs</i>	Displays the IntelliCAD Explorer - UCS.
<i>expviews</i>	<i>ddview</i>	<i>ddview</i>	Displays the IntelliCAD Explorer - Views.
<i>face</i>	<i>3dface</i>	<i>3dface</i>	Draws three-dimensional faces with three or four vertices.
<i>flatten</i>	No equivalent	No equivalent	Sets thickness to zero at user-specified elevation.
<i>font</i>	<i>-style</i>	<i>style</i>	Displays the Text Style dialog box.
<i>freehand</i>	<i>sketch</i>	<i>sketch</i>	Allows freehand sketching.
<i>idpoint</i>	<i>id</i>	<i>id</i>	Returns the x-, y-, and z-coordinates of a picked point.
<i>infinite</i>	<i>xline</i>	<i>xline</i>	Draws a line of infinite length.
<i>join</i>	<i>pedit join</i>	<i>pedit join</i>	Joins lines and arcs.
<i>mesh</i>	<i>3dmesh</i>	<i>3dmesh</i>	Draws a surface mesh.
<i>moveedata</i>	No equivalent	No equivalent	Moves extended entity data from one entity to another.
<i>msnapshot</i>	<i>mslide</i>	<i>mslide</i>	Makes an SLD, EMF, or WMF file of the current view.
<i>orthogonal</i>	<i>ortho</i>	<i>ortho</i>	Toggles orthogonal mode.
<i>parallel</i>	<i>offset</i>	<i>offset</i>	Copies an entity by a parallel offset distance.
<i>plane</i>	<i>solid</i>	<i>solid</i>	Draws a two-dimensional solid plane.
<i>pmthist</i>	F2	F2	Switches between the Prompt History window and the graphics screen.
<i>polyline</i>	<i>pline</i>	<i>pline</i>	Draws a polyline.
<i>ppreview</i>	<i>preview</i>	No equivalent	Previews the plot.
<i>psetup</i>	<i>config</i>	<i>config</i>	Displays the Print/Plot dialog box.
<i>qprint</i>	No equivalent	No equivalent	Quickly prints the current viewport (window) with no options.
<i>reassocapp</i>	No equivalent	No equivalent	Reassociates extended entity data with an application.
<i>recscript</i>	No equivalent	No equivalent	Starts the Script Recorder.
<i>saveall</i>	No equivalent	No equivalent	Saves all currently open drawings.
<i>setcolor</i>	<i>ddcolor</i>	<i>ddcolor</i>	Displays the Color dialog box.
<i>setdim</i>	<i>ddim</i>	<i>ddim</i>	Displays the Dimension Settings dialog box.
<i>setesnap</i>	<i>osnap</i>	<i>ddosnap</i>	Displays the Drawing Settings dialog box with the Coordinate Input tab displayed.
<i>setlayer</i>	<i>ai_molc</i>	No equivalent	Sets the current layer based on the selected entity's layer.

Command differences in IntelliCAD (continued)

IntelliCAD 2001	AutoCAD 2000/R14 command	AutoCAD R13 command	Action in IntelliCAD
<i>settings</i>	No equivalent	No equivalent	Displays the Drawing Settings dialog box.
<i>setucs</i>	<i>dducs</i>	<i>dducs</i>	Displays the User Coordinate Systems dialog box.
<i>setvpint</i>	No equivalent	No equivalent	Displays the Preset Viewpoints dialog box.
<i>stopscript</i>	No equivalent	No equivalent	Stops running the script.
<i>tipofday</i>	No equivalent	No equivalent	Displays the Tip of the Day.
<i>undelele</i>	<i>oops</i>	<i>oops</i>	Restores the last deleted entity.
<i>vba</i>	<i>vbaide</i>	No equivalent	Opens the Microsoft Visual Basic Applications editor.
<i>vbaload</i>	<i>vbaload</i>	No equivalent	Displays the VBA Add-In Manager dialog box.
<i>vbarun</i>	<i>vbarun</i>	No equivalent	Runs a VBA application.
<i>vbaunload</i>	<i>vbaunload</i>	No equivalent	Unloads one or more VBA applications.
<i>viewctl</i>	<i>ddvpoint</i>	<i>ddvpoint</i>	Sets the three-dimensional viewing direction via an interactive dialog box.
<i>viewpoint</i>	<i>vpoint</i>	<i>vpoint</i>	Sets the three-dimensional viewing direction via the command line.
<i>vsnapshot</i>	<i>vslide</i>	<i>vslide</i>	Displays an SLD, EMF, or WMF file in the current viewport.

Recognizing subtle command differences

The commands listed in the following table function slightly differently in IntelliCAD than in AutoCAD.

Command function differences		
IntelliCAD command	AutoCAD command	Function in IntelliCAD
<i>box</i>	<i>ai_box</i>	Draws a surface model box instead of a solid model box.
<i>cal</i>	<i>cal</i>	Displays the Windows calculator.
<i>cone</i>	<i>ai_cone</i>	Draws a surface model cone instead of solid model cone.
<i>cylinder</i>	<i>ai_cylinder</i>	Draws a surface model cylinder instead of solid model cylinder.
<i>import</i>	<i>dxfin, open</i>	Imports DWG and DXF files.
<i>pan</i>	<i>-pan</i>	Performs a vector pan instead of a real-time pan.
<i>sphere</i>	<i>ai_sphere</i>	Draws a surface model sphere instead of a solid model sphere.
<i>torus</i>	<i>ai_torus</i>	Draws a surface model torus instead of a solid model torus.
<i>wedge</i>	<i>ai_wedge</i>	Draws a surface model wedge instead of solid model wedge.
<i>zoom</i>	<i>-zoom</i>	Performs a stepped zoom instead of a real-time zoom.

Identifying unsupported commands

A few AutoCAD commands are not supported in this release of IntelliCAD, as shown in the following table.

AutoCAD commands not supported by IntelliCAD	
2000	<i>arctext, rtext, wipeout</i>
R13	<i>align, arx, audit, copylink, dsvviewer, dxbin, edge, hatchedit, mline, mledit, recover, shape, treestat, wmfopts</i>
Advanced AutoCAD modules	<p>ACIS commands (solids modeling): <i>acisin, acisout, ameconvert, extrude, interfere, intersect, region, revolve, section, slice, soldraw, solprof, solview, stlout, subtract, and union</i></p> <p>ASE commands (AutoCAD SQL extension): <i>aseadmin, aseexport, aselinks, aserows, aseselect, and asesqled</i></p> <p>Image commands: <i>image, imageadjust, imageclip, imageframe, and imagequality; imageattach</i> functions</p> <p>Internet commands: <i>attachurl, browser, detachurl, dwfout, dwfoutd, inserturl, listurl, openurl, saveurl, and selecturl</i></p> <p>Landscape commands: <i>lsedit, lslib, and lsnew</i></p> <p>PostScript commands: <i>psdrag, psfill, psin, and psout</i></p> <p>Render commands: <i>fog, matlib, replay, saveimg, scene, setuv, showmat, stats, transparency, 3dsin, and 3dsout</i></p>

Identifying what does not display

When a drawing containing AutoCAD proxy entities is loaded into IntelliCAD, the program displays the following message: “This drawing contains one or more entities that will not display. These entities WILL be stored and saved back into the drawing.”

The following table identifies which AutoCAD objects are not displayed in IntelliCAD.

AutoCAD objects not displayed in IntelliCAD	
AutoCAD object	Description
Proxy (zombie)	Not displayed.
Images	Do not display if inside blocks and externally referenced drawings (xrefs).
Arc aligned text	Text that is aligned along the curve of an arc.
Read text	Dynamically linked text that displays in a drawing but resides in an external file.
Wipeout masks	Masks to cover parts of drawings that you don't want plotted.

Supporting AutoCAD customization

The following table lists and describes the ways IntelliCAD supports the AutoCAD customization files.

IntelliCAD support of AutoCAD customization files

File extension	Description
LIN	Supported: Linetypes and complex linetypes with text and shapes.
MNU and MNS	Supported: Toolbar and menu macros. Supported: ***POP0, ***POPn, and ***TOOLBAR sections. Not supported: ***TABLET, ***BUTTONS, ***SCREEN, ***AUX, and ***ICON sections.
MIN	Not supported: The multiline definition file is used by the AutoCAD <i>mline</i> command.
PAT	Supported: Hatch patterns.
PGP	Supported: Command aliases. Not supported: External commands.
PSF	Not supported: PostScript fill pattern file is used by the AutoCAD <i>psfill</i> command.
SHP and SHX	Supported: Text fonts. Not supported: Shapes.
SLD	Supported: Slide files.
UNT	Supported: Unit translation file used by the LISP (cvunit) and SDS sds_cvunit functions to translate values from one unit of measurement to another.

Understanding menu compatibility

MNU files are menu files created by all AutoCAD releases, and MNS files are included in AutoCAD Releases 13, 14, and 2000. IntelliCAD reads both file formats, even when menu macros include AutoLISP code. This feature allows you to continue using your existing AutoCAD menus.

IntelliCAD support of specific sections in AutoCAD MNU and MNS files

Menu section	Definition	IntelliCAD support
***POP0	Cursor menu	Supported
***POP <i>n</i>	Pull-down menus	Supported
***AUX <i>n</i>	Auxiliary menus	Not supported
***BUTTON <i>n</i>	Button menus	Not supported
***ICON	Icon menus	Not supported
***SCREEN	Screen menus	Not supported
***TABLET <i>n</i>	Tablet menus	Not supported

Importing and exporting customization files

You can continue using aliases and menu files from AutoCAD by importing the appropriate file. You can import AutoCAD customization files and export IntelliCAD formats using the Customize dialog box. All of the files listed in the following table are in ASCII format, which means you can view and edit them with a text editor, such as Notepad.

Customizing files		
Customization	Import file formats	Export file formats
Aliases	PGP: AutoCAD aliases ICA: IntelliCAD aliases ICA: IntelliCAD aliases	PGP: AutoCAD aliases
Keyboard	ICK: IntelliCAD keyboard	ICK: IntelliCAD keyboard
Menus	MNU: All AutoCAD menus MNS: AutoCAD R13, R14 and 2000 menus ICM: IntelliCAD menu	ICM: IntelliCAD menu
Toolbars	MNU: All AutoCAD menus	None

TIP You can manually add toolbar customizations to a MNU file. See the section in Chapter 17 on "Customizing toolbars" for more information.

Programming IntelliCAD

IntelliCAD supports more AutoCAD application programming interfaces (APIs) than any other software, but not all of the AutoCAD APIs are available in IntelliCAD. The following table summarizes the AutoCAD APIs IntelliCAD supports.

IntelliCAD support of the AutoCAD programming interface

AutoCAD programming interface	IntelliCAD support
Scripts (SCR files)	Supported
AutoLISP (LSP files)	Supported
Dialog Control Language (DCL files)	Supported
AutoCAD Development System (ADS)	Supported; source code must be recompiled
Visual Basic Applications (VBA)	Supported, depending on your version of IntelliCAD
Direct Interactively Evaluated String Expression Language (Diesel)	Not supported
AutoCAD SQL Interface (ASI)	Not supported
Autodesk Threaded Language Application System Toolkit (Atlas)	Not needed
AutoCAD Runtime Extension (ARx)	Not supported

Understanding AutoLISP compatibility

IntelliCAD adds LISP functionality that you will find useful. The following table lists functions that are unique to IntelliCAD LISP.

Additional IntelliCAD LISP functions

Unique LISP function	Definition
<i>(log10)</i>	Returns log base 10.
<i>(lpad)</i>	Pads a text string with spaces to the left.
<i>(rpad)</i>	Pads a text string with spaces to the right.
<i>(tan)</i>	Returns the tangent.
<i>(trim)</i>	Trims spaces from a string.

Not all IntelliCAD LISP functions are completely compatible with AutoLISP functions. The following table identifies IntelliCAD LISP functions that are partially compatible with AutoLISP functions.

Partially compatible LISP functions

LISP function	Description
<i>(menucmd)</i>	Supports <i>P0</i> (cursor menu) and <i>P1</i> through <i>P16</i> (the pull-down menus), but does not support <i>A</i> (aux menus), <i>B</i> (button menus), <i>I</i> (icon menus), <i>M</i> (diesel expressions), <i>S</i> (screen menu), or <i>T</i> (tablet menu).
<i>(osnap)</i>	Supports an additional entity snap, <i>pla</i> , for planview (two-dimensional intersection).
<i>(print1)</i>	Does not support Unicode characters, such as \U+00B0 (the degree symbol) and M+Nxxxx (multibyte Unicode sequences).
<i>(ssget)</i> and <i>(ssadd)</i>	Supports additional selection modes: CC = Crossing Circle O = Outside OC = Outside Circle OP = Outside Polygon PO = P0int

IntelliCAD-AutoCAD list of terms

List of terms	
IntelliCAD term	Meaning for AutoCAD users
command bar	command prompt area
edit length	lengthen
entity	object
entity snap	object snap
entity snap precision	aperture
fixed attribute	constant attribute
follow	continue
freehand	sketch
hidden attribute	invisible attribute
infinite line	XLine
insert	draw
orthogonal	ortho
parallel	offset
plane	solid (2D)
predefined attribute	preset attribute
prompt box	screen menu
Prompt History window	text screen
reference grid	grid
set point snap	node snap
snapshot	slide (SLD)
validate attribute	verify attribute
workspace	model or paper space, with viewports



Glossary

2D Two-dimensional locations defined by x- and y-coordinates.

3D Three-dimensional locations defined by x-, y-, and z-coordinates.

absolute coordinates Coordinates defined in relation to the origin point of the current user coordinate system. *See also* **coordinate system**, **coordinates**, **origin**, **relative coordinates**, **user coordinate system**, and **World Coordinate System**.

ActiveX A mechanism for exchanging information between different programs whereby a copy of a source document is embedded or a pointer to a source document is linked to a target document. *See also* **embed** and **link**.

acute angles Angles of fewer than 90 degrees.

alias An abbreviation or alternative word for an IntelliCAD® command.

aligned dimension A dimension aligned parallel to an entity or measuring the distance between two points at any angle.

angle The difference in direction between two nonparallel linear entities, measured in degrees or radians.

angular dimension A dimension measuring the angle between two lines or subtended by an arc.

angular unit The unit of measurement for angles. Angular units can be measured in decimal degrees, degrees/minutes/seconds, grads, and radians.

annotation Any text, dimensions, tolerances, or notes added to a drawing.

ANSI Acronym for American National Standards Institute. In the context of text, a standard character set defined by ANSI used in computer-aided drafting.

arc A segment of a circle or ellipse.

area Measurement of a planar region or the calculated space within an entity.

array Multiple copies of selected entities in a circular or rectangular pattern.

ASCII Acronym for American Standard Code for Information Interchange, a commonly used system for assigning numbers to printable alphanumeric characters, punctuation, and symbols.

attribute A component of a block containing specific text or numeric information. You can copy the information contained in an attribute from the drawing to an external database.

attribute definition An entity composed of a name, prompt for information, display characteristics, and default text that, when incorporated into a block, creates an attribute when the block is inserted into a drawing.

attribute name Text that identifies an attribute within a block.

attribute text The text containing an attribute's information within a block.

B-spline curve *See spline.*

base point A point on an entity that serves as its reference or insertion point. A point of reference when specifying relative distances.

baseline The line on which text characters appear to sit. The descenders of individual characters drop below the baseline.

baseline dimension Multiple parallel dimensions measured from the same baseline origin.

bind To convert an externally referenced drawing into a standard block definition.

blips Temporary screen markers displayed in a drawing when you select a point. Also called *marker blips*.

block One or more entities grouped together to create a single entity. *See also nested block.*

block definition The name, base point, and entities grouped together when creating a block.

boundary polyline A selected area bounded by a single closed entity or by multiple entities that intersect.

BYBLOCK A property whereby an entity inherits the color or linetype of any block that contains it.

BYLAYER A property whereby an entity inherits the color or linetype of its associated layer.

CAD Acronym for computer-aided design.

Cartesian coordinates Coordinates defined using three perpendicular axes (x, y, and z) to define locations in three-dimensional space. *See also cylindrical coordinates, polar coordinates, and spherical coordinates.*

center line A line used to indicate the center of a circle or an arc, usually consisting of a center mark and lines extending slightly beyond the diameter of the circle or the arc.

center mark A cross marking the center of a circle or an arc.

chamfer A beveled edge between two lines.

chord A line connecting two points on a circle or an arc.

circumference The measurement of the distance around a circle.

closed A condition whereby the start point and endpoint of an entity are the same.

comma-delimited Data that is separated by a comma to represent the end of a field.

command bar A dockable window in which you type IntelliCAD commands and view prompts and other program messages.

cone A three-dimensional entity where a vertex exists above or below the circular shape and where a surface has been applied between the vertex and the circular shape.

contiguous Connected, unbroken, or uninterrupted. Entities that share the same endpoint.

continued dimension A dimension measured from the previous extension line of an existing dimension, resulting in two or more dimensions positioned end to end.

control point A point used to define a spline.

Coons patch A surface interpolated among three or four boundary curves.

coordinate filter A function that extracts individual x-, y-, and z-coordinate values from different points to create a new composite point.

coordinate system A system of points that represents the drawing space in relation to an origin (0,0,0) and a set of axes that intersect at the origin. In two dimensions, the x- and y-axes represent horizontal and vertical directions, respectively. In three dimensions, the z-axis represents locations above and below the two-dimensional xy plane. Locations in the drawing can be represented using two-dimensional and three-dimensional rectangular (Cartesian) coordinates, two-dimensional polar coordinates, three-dimensional polar (cylindrical) coordinates, and three-dimensional spherical coordinates. *See also* **polar coordinates**, **relative coordinates**, **spherical coordinates**, **user coordinate system**, and **World Coordinate System**.

coordinates A set of values that determines a location in two-dimensional or three-dimensional space. *See also* **absolute coordinates**, **Cartesian coordinates**, **polar coordinates**, **relative coordinates**, and **spherical coordinates**.

coplanar Lying within the same plane.

crosshairs A cursor that consists of two or three lines that intersect at the cursor location.

crosshatch To fill an area with a pattern of evenly spaced perpendicular lines. *See also* **hatch**.

crossing circle An entity-selection method that selects entities contained within or crossing the boundary of a circular selection window.

crossing polygon An entity-selection method that selects entities contained within or crossing the boundary of a polygon selection window.

crossing window An entity-selection method that selects entities contained within or crossing the boundary of a rectangular selection window.

cube A boxed, three-dimensional, geometric shape where length, width, and height are equal.

cursor The insertion-point symbol on the screen. The appearance of the cursor changes based on the current task.

curve A smooth, continuous path made up of linear and arc segments. Curve types include arcs, splines, circles, and ellipses.

cylindrical coordinates Coordinates describing a point in three-dimensional space based on its distance from the origin, its angle in the xy plane, and its z-coordinate value. *See also* **polar coordinates** and **spherical coordinates**.

datum-line dimensioning *See* **ordinate dimension**.

default An initial or predefined setting.

detach To remove an external reference from a drawing. *See also* **external reference**. **diameter** The distance across a circle or sphere.

digitizer tablet A hardware input device that incorporates an electronic pad and a hand-held pointer similar to a mouse. A digitizer tablet serves two purposes: (1) You can select tools from paper representations attached to the pad (called an overlay), providing access to all tools at once while freeing your screen space; and (2) you can input digital points into the computer that correspond to points on a paper drawing, photograph, or blueprint attached to the pad.

dimension A measurement, as in height or width. In the context of drafting, a set of lines, arrowheads, and text used to indicate a measurement.

dimension style A named group of dimension variable settings that determines the appearance of the dimension. You can save multiple dimension styles for reuse.

dimension text The measurement value. Dimension text can include prefixes, suffixes, tolerances, and other annotations.

dimension tolerance A value specifying the allowed variation of a dimension (+ or – *n*).

dish The lower half of a sphere. *See also* **dome**.

displacement point The point to which a base, or reference, point will be relocated when moving or copying entities.

distance The measure of space between two points.

dock To position a toolbar or the command bar at the edge of the drawing window, where it locks into place. *See also* **float**.

dome The upper half of a sphere. *See also* **dish**.

donut A filled circle or flat ring created as a polyline.

drawing extents *See* **extents**.

drawing limits *See* **limits**.

drawing unit The linear measurement system used in a drawing. The user determines what a drawing unit represents, such as one inch, one centimeter, one foot, or one meter.

.dwg A standard format used by CAD programs to store drawing files.

DXF Acronym for Drawing Exchange Format, a standard ASCII or binary file format for importing and exporting files between most CAD programs.

elevation The z value measured from the xy plane. Positive values are above the xy plane; negative values are below the xy plane.

embed A technique for exchanging information between different programs whereby a copy of the source document is stored in the target document. *See also* **ActiveX** and **link**.

EMF Acronym for Enhanced Metafile, a file format with the type and extension of .emf. It is a native internal file format of Windows 95, Windows 98, and Windows NT. EMF supports both raster and vector information and 24-bit RGB color. Most Windows-based programs support this format.

endpoint The point at which a line or curve ends.

entity Any single basic item in a drawing. Entities include arcs, attributes, blocks, circles, dimensions, ellipses, elliptical arcs, infinite lines, lines, polylines, rays, and text.

entity data Any of a variety of additional information, such as text, numbers, and distances, that can be attached to drawing entities.

entity snap A technique for accurately locating and specifying key geometric points on entities, such as endpoints and midpoints of lines, and center points and tangents of arcs and circles.

entity snap override To disable or change an entity snap mode for a single input. *See also* **entity snap** and **running entity snap**.

Esnap *See* **entity snap**.

explode The conversion of a complex entity into its basic entities.

extension lines Lines extending away from an entity being dimensioned so that you can place the dimension line away from the entity. Also called *projection lines*.

extents The smallest rectangle that can contain all the entities in a drawing. Infinite lines and rays do not affect a drawing's extents. *See also* **limits**.

external reference A drawing that is linked to another drawing.

extrude The process of converting a two-dimensional entity into a three-dimensional entity by stretching (extruding) the two-dimensional entity along a straight path. Changing the thickness of a two-dimensional entity effectively extrudes it along its z-axis. *See also* **tabulated surface**.

face A planar surface defined by three or four points.

fence An entity-selection method that selects entities crossing a multisegmented line.

fillet An arc that smoothly connects the end of one line to another.

float To position a toolbar or the command bar away from the edges of the drawing window where it can be moved independently. *See also* **dock**.

freeze To suppress the display of, and ignore the entities on, a specified layer when regenerating a drawing, thus accelerating the display of the drawing. *See also* **thaw**.

grid An adjustable, regularly spaced pattern of dots on the screen, used as an aid in drawing and aligning entities. The grid is not plotted.

grip A small square displayed at key positions on an entity when the entity is selected that can be used to modify the entity by clicking and dragging.

halfwidth The distance from the center of a wide polyline to its edge.

hatch To fill a selected area either with lines, crosshatching, or a hatch pattern. *See also* **crosshatch**.

hatch pattern A pattern, often representing a material such as steel, wood, or sand, for filling selected areas.

hidden-line removal A visualization technique in which all lines that are hidden behind other entities or surfaces from your viewpoint are clipped or removed, giving the image the appearance of a solid object.

horizontal dimension A linear dimension measuring a horizontal distance.

infinite line A line extending infinitely in both directions.

insertion point The point where you place an entity into a particular space. A reference point by which an entity is inserted in a drawing.

intersection The point where two entities meet or cross.

isometric drawing A drawing aligned with an isometric plane.

isometric plane One of three planes representing the left, right, or top sides of an implied three-dimensional, orthogonal entity. Snap and grid points are aligned with the plane to constrain drawings.

layer The computer equivalent of overlays used in manual drafting. A tool by which drawing components can be organized into related sets, such as plumbing, framing, and electrical systems of a house, each being drawn on its own layer.

leader A line leading from a feature of a drawing to an annotation.

limits The user-defined boundary of a drawing, defined by its lower left and upper right corner coordinates. *See also* **extents**.

limits tolerance Dimension text in which the measured dimension is replaced by the largest and smallest dimensions allowed, with the upper limit displayed above the lower limit. *See also* **tolerance** and **variance tolerance**.

linetype The appearance of a line, defined as a solid (continuous) line or as a pattern of dashes, dots, and blank spaces.

link A technique for exchanging information between different programs whereby the target document maintains a pointer to the original source document. Any changes to the source document are reflected in all target documents containing links to the source. *See also* **ActiveX** and **embed**.

LISP Acronym for List Processing Language, a computer language invented in the late 1950s by John McCarthy for use in artificial intelligence. Because it is interpreted rather than compiled, and is relatively straightforward, it is a convenient language for users to write routines to extend the set of commands and functionality of IntelliCAD.

lock Prevents unauthorized access to drawing layers.

M direction In a polygon mesh, the direction from the first to the second row. *See also* **N direction**.

macro In menus and toolbars, several commands grouped together as one. Also Microsoft Visual Basic for Applications code.

major axis The longest distance across an ellipse, from one end to the other. *See also* **minor axis**.

marker blips Temporary screen markers displayed in a drawing when you select a point. Also called *blips*.

MDI Acronym for multiple-document interface. *See* **multiple-document interface**.

mesh A set of connected polygon faces approximating a curved surface.

minor axis The shortest distance across an ellipse, from one side to the other. *See also* **major axis**.

mirror To create a reverse-image copy of selected entities by reflecting the entities symmetrically about a line or plane.

model space The primary drawing workspace in which you create entities. *See also* **paper space**.

multiple-document interface The ability to view and work with different drawings simultaneously.

N direction In a polygon mesh, the direction from the first to the second column. *See also* **M direction**.

named view A saved view that can be recalled at a later time by specifying its name.

nested block A block contained as part of the definition of another block. *See also* **block**.

nonassociative hatch A hatch that is not associated with or linked to an entity.

oblique Geometric lines or planes that are not parallel or perpendicular.

offset *See* **parallel**.

OLE Acronym for Object Linking and Embedding. *See* **ActiveX**.

ordinate dimension A measurement of the horizontal (x-ordinate) or vertical (y-ordinate) distance from an established reference base point or datum.

origin The intersection point of the coordinate system axes. In a Cartesian coordinate system, the origin is the point at which the x-, y-, and z-axes intersect (the 0,0,0 coordinate).

orthogonal Having perpendicular slopes or tangents at the point of intersection.

orthogonal mode (ortho) A drawing mode in which the entity creation is constrained to parallel the horizontal and vertical axes relative to the current snap angle.

orthographic projection A drafting technique by which a three-dimensional item is described in two dimensions by showing it from various directions, most commonly front, top, and side views.

outside circle An entity-selection method that selects entities falling completely outside a circular selection window.

outside polygon An entity-selection method that selects entities falling completely outside a polygon selection window.

outside window An entity-selection method that selects entities falling completely outside a rectangular selection window.

pan To shift the displayed view of a drawing without changing the magnification. *See also* **zoom**.

paper space A two-dimensional workspace analogous to a sheet of paper, in which you can arrange different views of your drawing as floating model space viewports. *See also* **model space**.

parallel Two or more coplanar lines that never intersect one another.

parallel dimension *See* **baseline dimension**.

perimeter The distance around the boundary of an entity.

perpendicular Entities at right angles to one another.

planar Entities whose extents are situated entirely within a plane.

plane Two-dimensional surface.

plan view A view of the drawing from above, looking down the z-axis perpendicular to the xy plane of the current UCS.

point A location in space specified by its x-, y-, and z-coordinates. A drawing entity consisting of a single x,y,z-coordinate location and represented by one of several symbols.

point filter *See* **coordinate filter**.

polar array Multiple copies of selected entities in a circular pattern.

polar coordinates Coordinates describing a two-dimensional point on a two-dimensional plane based on the point's distance from the origin and its angle in the plane. *See also* **Cartesian coordinates**, **coordinates**, **cylindrical coordinates**, **relative coordinates**, and **spherical coordinates**.

polygon A closed single entity with three or more sides.

polyline A drawing entity composed of one or more connected line or arc segments treated as a single entity.

projection lines *See* **extension lines**.

prompt box A list of options displayed when a command or tool provides several choices.

Prompt History window A window containing a history of the most recent commands and prompts issued since you started the current session of IntelliCAD.

quadrant One-fourth of a circle, arc, or ellipse entity. In the context of entity snaps, the option that snaps to points on a circle, arc, or ellipse at each quadrant.

radial dimension A dimension that measures the radius of a circle or arc.

radian A unit of angular measurement; 360 degrees equals 6.283185 or 2pi radians.

radius The distance from the center of a circle or sphere to its periphery.

ray A line that starts at a designated point and runs infinitely.

ray tracing A visualization technique in which rays from imaginary light sources are traced as they refract off the surfaces of a model, determining where shadows fall and how reflections on shiny materials such as metal and glass appear.

rectangle A four-sided, closed entity whereby opposite sides are equal in length.

rectangular array Multiple copies of selected entities in a rectangular pattern consisting of a specified number of columns and rows.

redo To reverse the effect of previous undo commands. *See also* **undo**.

redraw To quickly update or refresh the drawing screen display. *See also* **regenerate**.

regenerate To update or refresh the drawing screen display by recalculating the drawing from its database. *See also* **redraw**.

relative coordinates Coordinates expressed in relation to a previous coordinate. *See also* **absolute coordinates**.

revolve Creating a three-dimensional surface entity by rotating a two-dimensional profile around an axis.

right-hand rule A visual aid for remembering the relative directions of the positive x-, y-, and z-axes of a Cartesian coordinate system and the positive rotation direction about an axis.

rotate To change the orientation of an entity, without modifying it, by repositioning it equidistant from, but at a new angle with respect to, a point or axis.

rotation angle The angle by which an entity is displaced from its original location when rotating it about a point or axis.

rubber-band line A ghosted image line that stretches dynamically on the screen with the movement of the cursor. The line extends between a fixed point and the cursor position to provide dynamic feedback.

ruled surface A three-dimensional polygon mesh that approximates a smooth surface between two entities.

running entity snap Setting an entity snap so that it continues for subsequent selections. *See also* **entity snap** and **entity snap override**.

scale To resize an entity. To draw according to the proportions of an entity.

script A set of commands stored in an ASCII script file and replayed in sequence by running the script.

SDS Acronym for Solutions Development System, a C programming interface for developing specialized programs to run inside IntelliCAD.

segment Any part of an entity bounded by two points.

selection set One or more drawing entities selected on which one can operate as a single unit.

shade To fill planar entities with solid colors for easier visualization.

snap angle The angle around which the snap grid is rotated.

snap grid An invisible grid that locks entity creation to a specified alignment and snap increment when Snap is enabled.

snap resolution The spacing between points on the snap grid.

snapshot A raster representation of the current view of one's drawing.

spherical coordinates Coordinates describing a point in three-dimensional space based on its distance from the origin, its angle in the xy plane, and its angle up from the xy plane. *See also* **Cartesian coordinates**, **coordinates**, **cylindrical coordinates**, and **polar coordinates**.

spline A curve generated along the path of three or more control points. The curve passes through the start point and endpoint, but does not necessarily pass through the intermediate control points.

status bar The bar at the bottom of the IntelliCAD window that displays information about the selected command or tool as well as the cursor coordinates, the name of the current layer, mode settings, and other information about drawing settings.

surface model A three-dimensional model consisting of both edges and the surfaces between those edges. *See also* **wire-frame model**.

surface of revolution A three-dimensional polygon mesh that approximates the surface generated by rotating a two-dimensional profile around an axis.

system variable A setting or value that stores operating environment and command information (such as the drawing limits or global linetype scale factor).

tabulated surface A three-dimensional polygon mesh that approximates the surface generated by extruding a curve along a vector. *See also* **extrude**.

tangent A line that passes through a single point on a curve.

template A drawing with preset layers, linetypes, and other settings (and entities) that can be used as the basis for creating a new drawing.

text style A named, saved collection of format settings that determines the appearance of text.

thaw To redisplay a layer that was frozen. *See also* **freeze**.

thickness An entity's depth, as measured along its z-axis. The distance an entity is extruded above or below its elevation. *See also* **elevation** and **extrude**.

through point In creating a parallel entity, a point through which the new entity passes.

tolerance Dimension text indicating how much the actual dimension of a manufactured component can vary from the specified dimension. *See also* **limits tolerance** and **variance tolerance**.

tolerance command A command that creates a feature-control frame used in mechanical geometric dimensioning and tolerancing.

toolbar A collection of tools arranged on a palette that can be moved and resized anywhere on the screen.

torus A donut-shaped, three-dimensional entity.

transparent command A command started while another command is already active. You can use a command transparently by preceding it with an apostrophe.

UCS Acronym for user coordinate system. *See* **user coordinate system**.

UCS icon A user coordinate system icon that shows the orientation of the coordinate axes, the location of the coordinate system origin, and the viewing direction relative to the xy plane.

undo To reverse the effect of previous commands. *See also* **redo**.

unit *See* **drawing unit**.

unlock Free access to layers in a drawing that would be otherwise locked, thus prohibiting them from being viewed or edited by another user.

user coordinate system A Cartesian coordinate system with origins and orientation defined by the user. *See also* **World Coordinate System**.

variance tolerance Dimension text in which a plus/minus value is appended to the specified dimension to indicate how much the actual dimension of a manufactured component can vary from the specified dimension. *See also* **limits tolerance** and **tolerance**.

vector A means of describing a displacement using magnitude and orientation. For example, you can create a line entity, or move an entity, by specifying an initial point, a direction, and a distance.

vertex The point of intersection of the sides of an angle. The start points or endpoints of a line or arc segment in a polyline.

vertical dimension A linear dimension measuring a vertical distance.

view A representation of a drawing or portion of a drawing from a specific viewpoint in three-dimensional space.

viewpoint A location in three-dimensional space for viewing one's drafting.

viewport A window that displays all or a portion of a drawing's model space. *See also* **model space** and **paper space**.

viewport configuration A named arrangement of windows that can be saved and restored.

WCS Acronym for World Coordinate System. *See* **World Coordinate System**.

wedge A three-dimensional entity that resembles a box divided along one side from one corner to the opposite corner; for example, a doorstop or a ramp.

window circle An entity-selection method that selects entities contained entirely within a circular selection window.

window inside An entity-selection method that selects entities contained entirely within a rectangular selection window.

window polygon An entity-selection method that selects entities contained entirely within a polygon selection window.

wire-frame model A three-dimensional model consisting of lines and curves that define the edges of a three-dimensional entity. *See also* **surface model**.

WMF Acronym for Windows metafile, a format containing vector and color information to render entities.

workspace A space for representing and working with drawing information; types of workspaces are model space and paper space.

World Coordinate System The fixed Cartesian coordinate system used as the basis for defining other coordinate systems. *See also* **user coordinate system**.

xref *See* **external reference**.

zoom To increase or decrease the magnification of the display of a drawing. *See also* **pan**.

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