

## **Class 09 12.12.2016 BLOCKS, BLOCK WITH ATTRIBUTES DESIGN CENTER**

### **BLOCK EDITOR CHANGE LAYER AND COLOR**

#### **EXPLAIN THE DIFFERENCE BETWEEN BY BLOCK AND BY LAYER**

1. Explain how slow after saving
2. All the options
3. Blockedit command
4. Select the block
5. Or click 2 times on the block
6. Change to a layer
7. Change the color, line type and thickness "by block"
8. Now you can change the color

#### **INSERT GLOBAL BLOCKS INTO LOCAL DRAWING AND REDEFINING LOCAL BLOCKS**

1. first check the name of the block to be replaced
2. with list
3. save the name of the block that u want to insert with that name
4. insert command in the tag panel or write insert command
5. the insert window will show
6. search for the block in the folder
7. insert the block
8. redefine the blocks
9. in case the insertion point is different
10. either:
11. ctrl + c the block that u want
12. edit the older block
13. paste the new one in there
14. position the block as u want
15. (remember that the insertion point in the block editor is the 0,0,0)

### **BLOCK WITH ATTRIBUTES**

#### **ATTRIBUTE DEFINITION**

#### **ATTRIBUTE DEFINITION ARE FORMS OF TEXT**

1. do a layer
2. do a text (t)
3. justify middle center
4. height
5. name of room
6. do a text for number of the room
7. make a rectangle for the room num
8. place the number text in the middle of the rectangle

9. go to the block menu
10. attribute definition command (attdef)
11. open the window of attribute
12. tag- program name like (room name)
13. prompt-information asking the user room name
14. default-is optional at this moment there is no room name
15. text settings
16. justification-middle center
17. text style-simplex
18. height-200
19. insertion point
20. choose node-(right click)
21. insert the text
  
22. do the same for the other text
  
23. erase the points

#### **blocks with attributes**

24. do a block with them
25. the order you select the object matters

#### DESING CENTER

1. open the file
2. adc command
3. insert panel
4. design center
5. 3 tags
6. folders
7. open drawings
8. history
  
9. folders
10. you can see any file and all its components
11. blocks
12. drags the block to the file
  
13. content explorer
14. type what are you looking for
15. autocad seek

## RAK LUPA EXCERSICE

1. -NIMIO WHAT IS IT
2. -SCAN THE ORIGINAL PLANS
3. -PLACE THE NIMIO
4. -DO A TEMPLATE
5. -XREF EXPLAIN ABOUT TO INSERT THE IMAGES
1. -SCALE THE IMAGE (EXPLANE ABOUT THE FRAME (COLOR 255))
2. -DOWNLOAD THE IMAGE ASEMAKAAVA -SCAN -TURN IT INTO BLACK (PHOTOSHOP)

-PLACE DIMENSIONS IN THE NEW PLAN  
-CREATE A NEW DIMENSION  
-PLACE THE LINE OF THE M2 OF CHANGES  
RAK LUPA EXCERSICE

-XREFEERENCES  
UINITS-INSERTION MM  
XREF OF LVI  
XDWGFADECTL TO CONTROL THE FADE

-PLACE THE REFERENCE IN THE LVI PLANS

-COPY THE MATERIAL OF THE LVI AND PLACE IN ONE PLAN  
-from open the LVI Plans and bring the instalations  
-change the layers and place them on the plan  
-ask for the ctb file in case

-FINISH THE NIMIO

## RAK LUPA EXCERSICE

-DOWNLOAD THE IMAGE ASEMAKAAVA -SCAN -TURN IT INTO BLACK (PHOTOSHOP)  
<http://kartta.hel.fi/>

IMAGE CLIP  
TAKE OUT THE CLIPPING OF THE IMAGE

1. -PLACE DIMENSIONS IN THE NEW PLAN
2. -CREATE A NEW DIMENSION
3. -PLACE THE LINE OF THE M2 OF CHANGES
4. RAK LUPA EXCERSICE
5. -XREFEERENCES
6. UINITS-INSERTION MM

7. EXPLAIN XREF
8. DO AN EXAMPLE,
9. INSERT PLAN
10. CHANGE COLORS
11. ISOLATE LIGHTS
12. COPY THE LIGHTS
13. COPY LAYOUT
14. XREF THE PLANT
15. PRINT

XREF OF LVI  
XDWGFADECTL TO CONTROL THE FADE

-PLACE THE REFERENCE IN THE LVI PLANS

-COPY THE MATERIAL OF THE LVI AND PLACE IN ONE PLAN  
-from open the LVI Plans and bring the installations  
-change the layers and place them on the plan  
-ask for the ctb file in case

-FINISH THE NIMIO

MUUTOS  
BLOCKS WITH ATTRIBUTES (MUUTOS MERKKI)