**Description**

**Layer:** Linetype Properties, On/off Freeze/Thaw, Lock/unlock, Change properties

**Block:** Block, Wblock, Explode

**Dimension:** Linear, Angular, Diameter, Radius Leader, Dimension Style

**Modify:** Array, Scale, Fillet, Chamfer, Divide

**Create:** Polyline
**Layer:** Linetype
- Properties: On/off
- Freeze/Thaw
- Lock/unlock
- Change properties

**Block:** Block, Wblock
- Explode

**Dimension:** Linear
- Angular, Diameter
- Radius Leader
- Dimension Style

**Modify:** Array, Scale
- Chamfer, Chamfer, Divide
- Fillet, Chamfer, Divide

**Create:** Polyline
Array (Shortcut AR)

1. Select Object
2. Assign Quantity of Row
3. Assign Quantity of Column
4. Offset setup (Row + Column)

Select Command → Array (Shortcut AR)
→ Rectangular Array → Select objects → Determine Row and Column → Offset setup
Array (Shortcut AR)

1. Select Object
2. Specify Center point
3. Determine Quantity or number of items
4. Determine angle

Select Command → Array (Shortcut AR)
→ Polar Array → Select objects → Determine Center point
→ Determine Number of items
→ Determine Angle

Description
Layer: Linetype
Properties: On/off
Freeze Thaw, Lock/Unlock, Change properties
Block: Block Wblock
Explode
Dimension: Linear, Angular, Diameter, Radius Leader
Dimension Style
Modify: Array, Scale, Fillet, Chamfer, Divide
Create: Polyline

Chapter 03+
Array (Shortcut AR)

Rectangular Array

Polar Array
Scale (Shortcut SC)

Select Command → Scale (Shortcut SC)
→ Select Command → Select objects
→ Right click (enter) → Specify base point
→ Specify scale factor → Key value → Enter
**Scale (Shortcut SC)**

**Select Command → Scale (Shortcut SC) → Reference**
- Select Command → Select objects → Right click (enter) → Specify base point
- Specify scale Reference (Type R) → enter →

<table>
<thead>
<tr>
<th>Select objects:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Specify base point:</td>
</tr>
<tr>
<td>Specify scale factor or [Copy/Reference] &lt;2.0000&gt;:</td>
</tr>
</tbody>
</table>

→ Specify reference length → Specify first point
→ Specify second point
→ Key value = any length that you want
**Fillet (Shortcut F)**

Select Command → Fillet (Shortcut F)

→ Select Command → Select objects → Type R to reference radius
→ Specify fillet radius → Determine radius → enter → Select first object → Select second object
**Chamfer (Shortcut Cha)**

Select Command → **Fillet (Shortcut F)**

- Select Command → Select objects → Type D to reference distance
- Specify first chamfer distance → Determine distance → Specify second chamfer distance
- Determine distance → Select first line → Select second line

**Description**

**Layer:** Linetype
Properties: On/off
Freeze/Thaw
Lock/unlock, Change properties

**Block:** Block, Wblock
Explode

**Dimension:** Linear, Angular, Diameter, Radius, Leader

**Modify:** Array, Scale

**Create:** Polyline

Chapter 03+
**Divide (Shortcut Div)**

Select Command → Divide (Shortcut Div)

→ Select object → Type D to reference distance → enter the number of segments
→ Determine quantity of segments

***Remark: Use Objectsnap Node***
Layer: Linetype, Properties: On/Off, Freeze/Thaw, Lock/Unlock, Change properties
Block: Block, Wblock, Explode
Dimension: Linear, Angular, Diameter, Radius Leader, Dimension Style
Modify: Array, Scale, Fillet, Chamfer, Divide
Create: Polyline

→ The differentiate of two types of draw command
→ Able to consider the segments
→ Drawing from sample folder in AutoCAD

→ *** You suppose to determine every architectural elements and put name on them
Properties

Description

Layer: Linetype
Properties On/Off
Freeze/Thaw
Lock/unlock, Change properties
Block: Block Wblock
Explode
Dimension: Linear,
Angular, Diameter,
Radius Leader,
Dimension Style
Modify: Array Scale,
Fillet, Chamfer, Divide
Create: Polyline

Adjustable object by pop window
Adjustable Dimension Style → Follow: Lines, Symbols and Arrows, Text, Fit, Primary units, etc.
Dimension

Angular Dimension

Aligned Dimension

Linear Dimension

Radius + Diameter Dimension