

LEARNING OBJECTIVES

After completing this lesson, you will be able to:

1. Assign multiple annotative scales to a single annotative object
2. Assigning annotative scales to Hatch sets

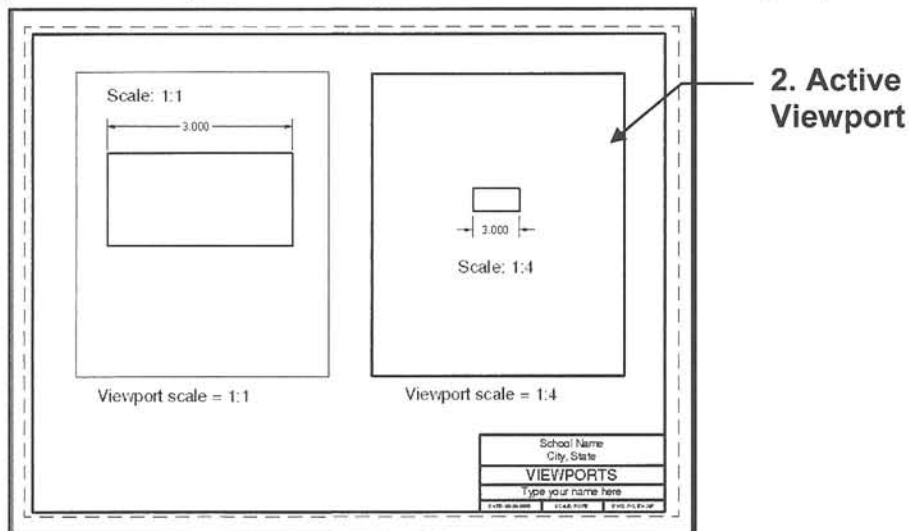
LESSON 28

ASSIGNING MULTIPLE ANNOTATIVE SCALES

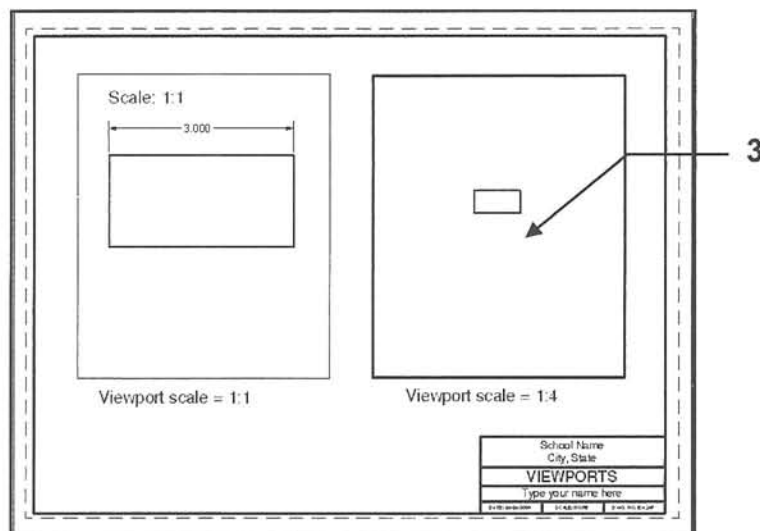
In the previous lesson you learned how annotative text and dimensions are automatically scaled to the viewport scale. But in order to have an annotative object appear in both viewports you placed 2 sets of text and dimensions. In this lesson you will learn how to easily assign multiple annotative scales to a single text string or dimension so you need not duplicate them each time you create a new viewport. You will just assign an additional annotative scale to the annotative object.

Again, the easiest way to understand this process is to do it. The following is a step by step example.

1. Open **Annotative Objects.dwg** from the previous lesson and select the **A size** layout tab. *If you did not complete the example from the previous lesson go back and do it now. (Refer to page 27-4)*
2. Make the right hand viewport active. (Double click inside the viewport)



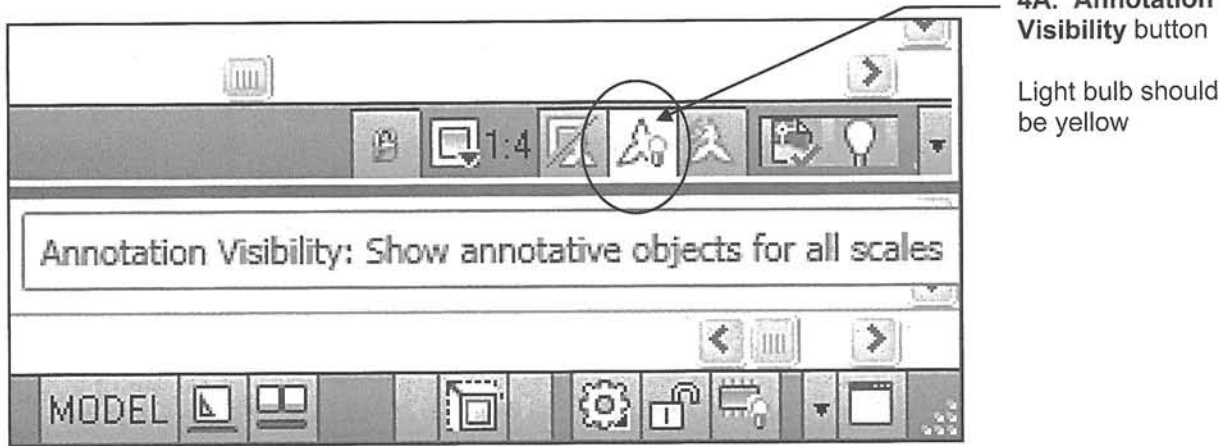
3. Erase the text and the dimension in the right hand viewport only.





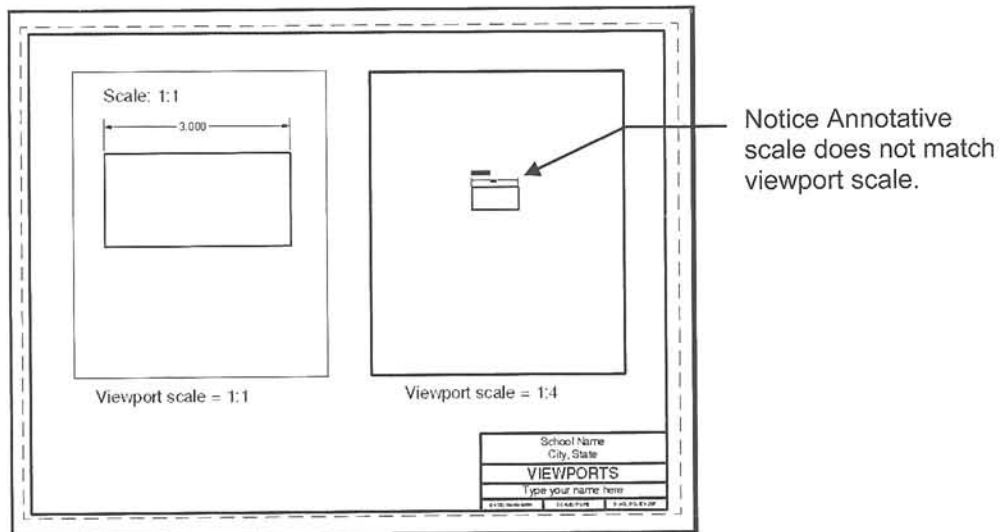
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ASSIGNING MULTIPLE ANNOTATIVE SCALES continued

4. Display all annotative objects in all viewports as follows:
 - A. Select the **Annotation Visibility** button located in the lower right corner of the drawing status bar.



-  **ON** (Yellow light bulb) Displays **all** Annotation objects in **all** viewports. (example below)
-  **OFF** (Blue light bulb) Displays **only** Annotation objects that have an annotative scale that matches the viewport scale.

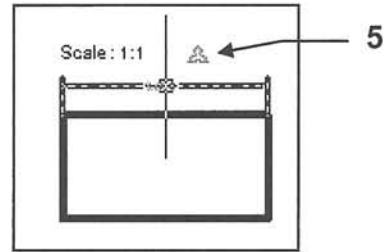


The dimensions and text are now displayed in both viewports. But the annotative scale of the dimensions and text in the right hand viewport do not match the scale of the viewport. (Notice they are smaller) **The scale of annotative objects must match the scale of the viewport.** Follow the steps on the next page to assign multiple annotative scales to an annotative object.

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ASSIGNING MULTIPLE ANNOTATIVE SCALES continued

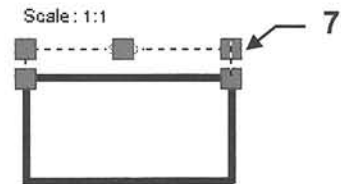
- Place your cursor near the **dimension** in the right hand viewport. Notice the single Annotation symbol. This single symbol indicates the annotative dimension has only one annotative scale assigned to it.



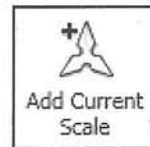
- Select the **Annotate** tab.



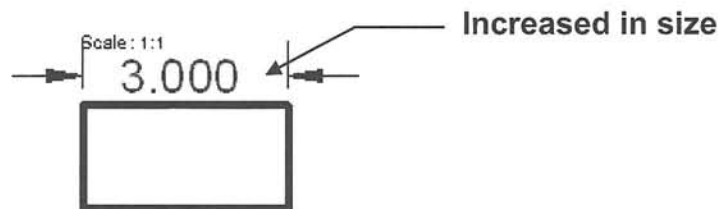
- Select only the dimension in the right hand viewport.



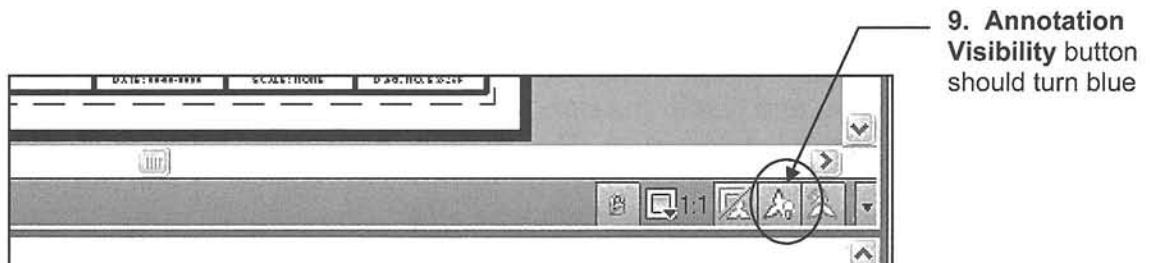
- Select the **Add Current Scale** tool on the Annotation Scaling panel.



The annotative dimension should have increased in size as shown below.



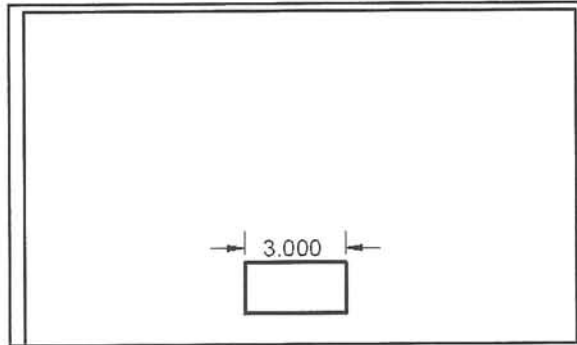
- Turn OFF the **Annotation Visibility**. (Click on button. The light should turn blue)



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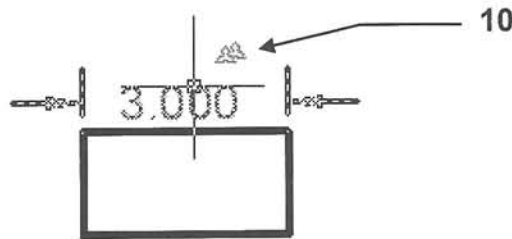
ASSIGNING MULTIPLE ANNOTATIVE SCALES continued

Notice the text in the right hand viewport is no longer visible. When the **Annotative Visibility** is OFF only the annotative objects that match the viewport scale will remain visible. The dimension is the only annotative object that has the 1:4 annotative scale assigned to it.

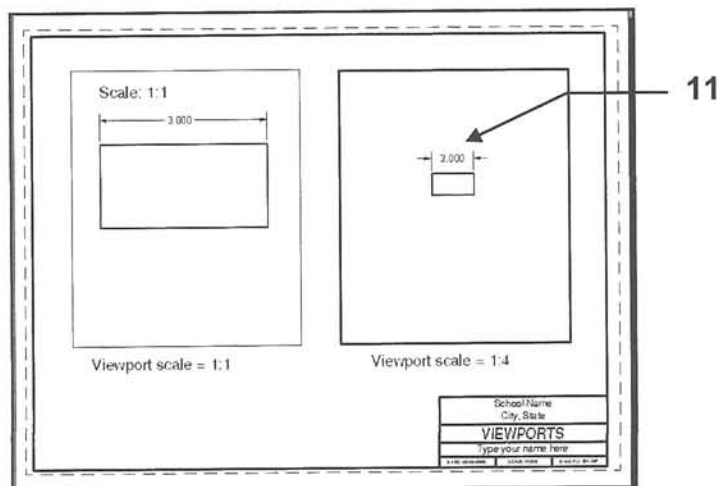


Annotative Visibility OFF

10. Place your cursor near the dimension. Notice 2 annotation symbols appear now. This indicates 2 annotation scales have been assigned to the annotative object.



11. Click on the dimension to display the grips and drag the dimension away from the rectangle approximately as shown below. (The dimension was too close to the rectangle) Notice the dimension in the left hand viewport did not move. They can be moved individually.



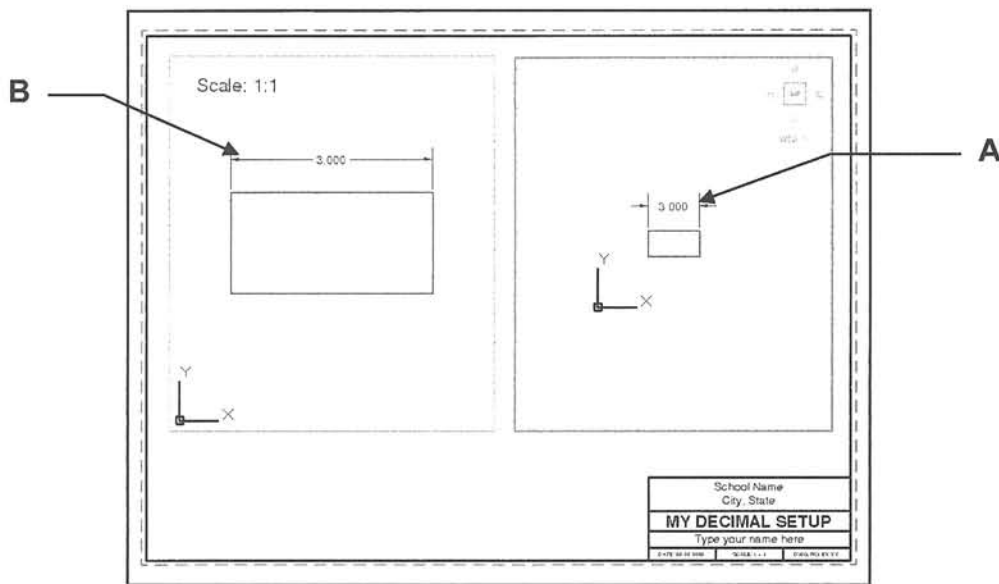
HOW TO REMOVE AN ANNOTATIVE SCALE

If you have an annotative object such as a dimension, that you would like to remove from a viewport, you must remove the annotative scale that matches the viewport scale. **Do not delete** the dimension because it will also be deleted from all of the other viewports. This sounds complicated but is very easy to accomplish.

Problem: I would like to remove **dimension A** from the right hand viewport but I do not want **dimension B** in the lower viewport to disappear.

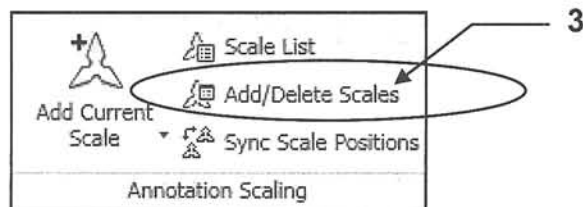
Solution: I must remove the 1:4 annotation scale from **dimension A**.

(Refer to Step by step instructions below.)



Step 1.

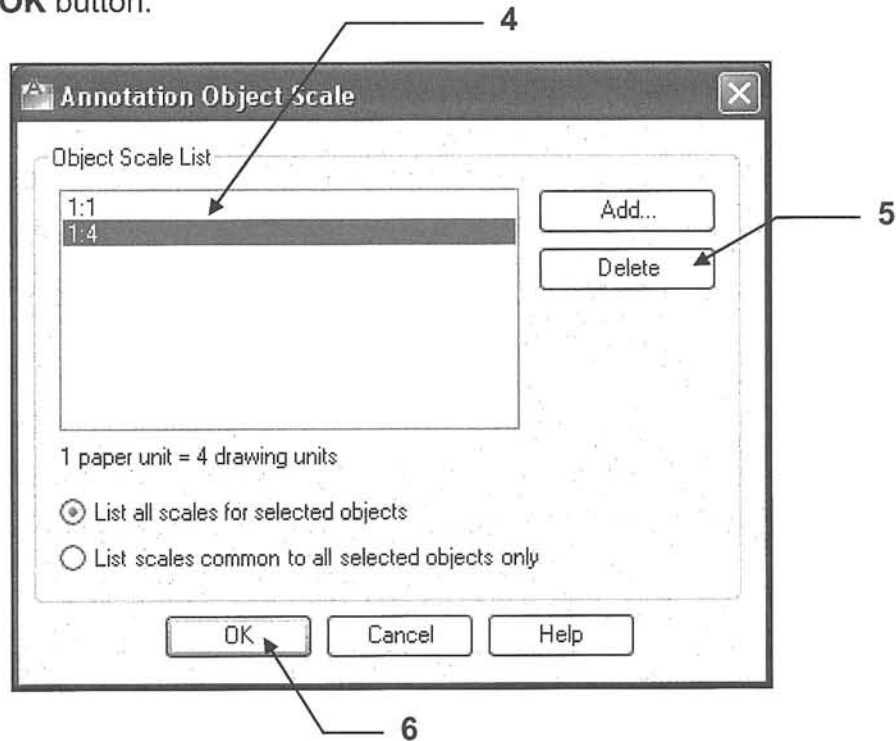
1. Select the **Annotate** tab on the Ribbon.
2. Select **dimension A** shown above. (You must be inside the viewport)
3. Select **Add / Delete Scales** tool located on the **Annotation Scaling** panel.



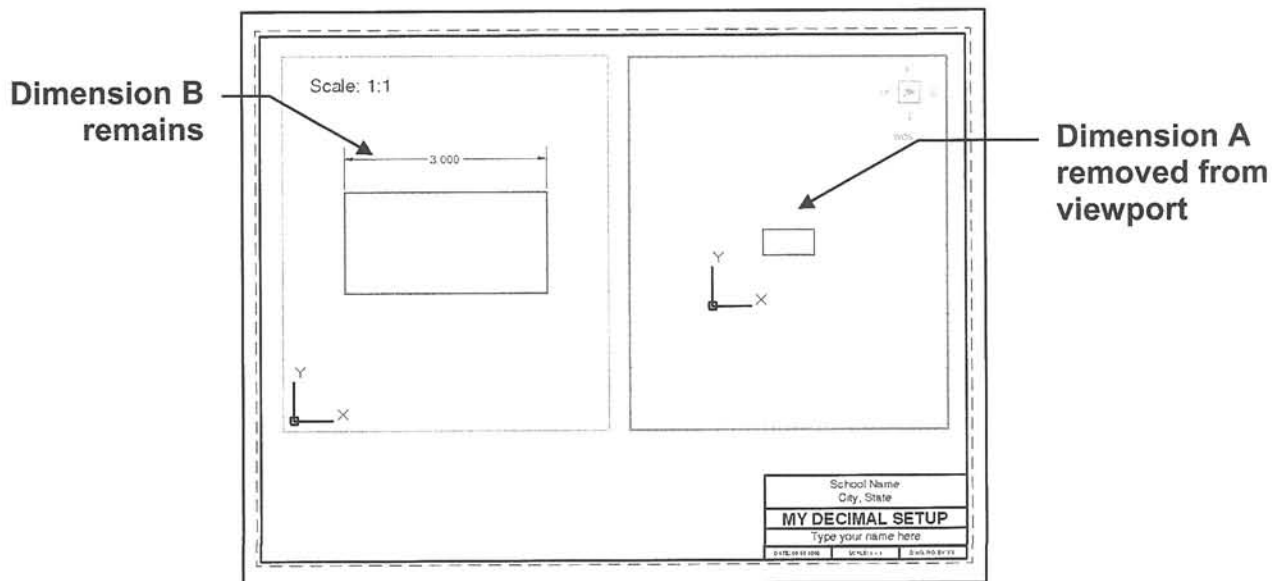
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HOW TO REMOVE AN ANNOTATIVE SCALE continued

4. Select the annotation scale to remove. (1:4)
5. Select the **Delete** button.
(Remember, you are deleting the annotative scale from the dimension. You are not deleting the dimension. The dimension still exists but it will not have an annotative scale of 1:4 assigned to it. As a result it will not be visible within any viewport that has been scaled to 1:4)
6. Select the **OK** button.



Note: Dimension A has been removed and dimension B remains.

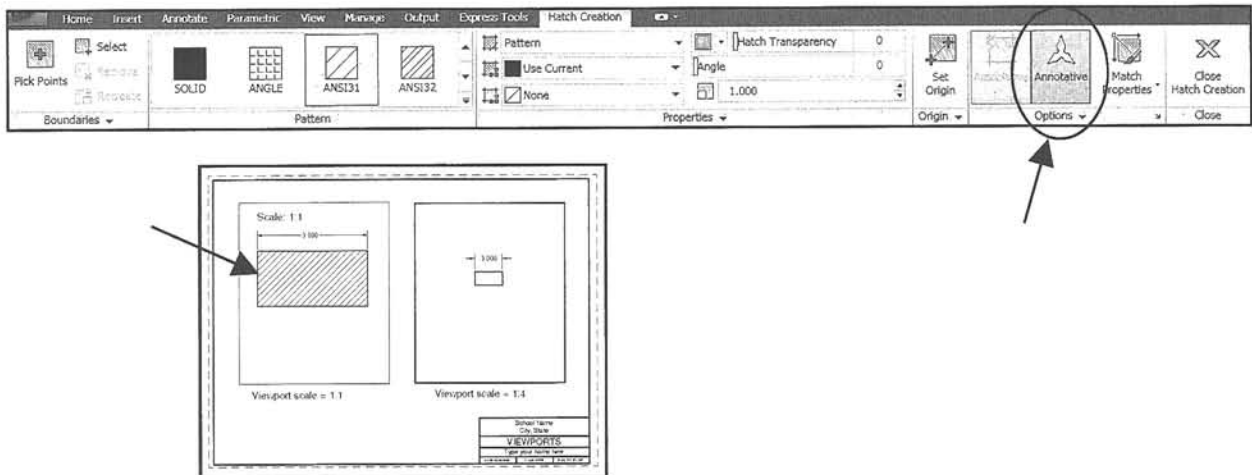


ANNOTATIVE HATCH

Hatch may be Annotative also. You may select the Annotative setting as you create the Hatch set or you may add the annotative setting to an existing Hatch set.

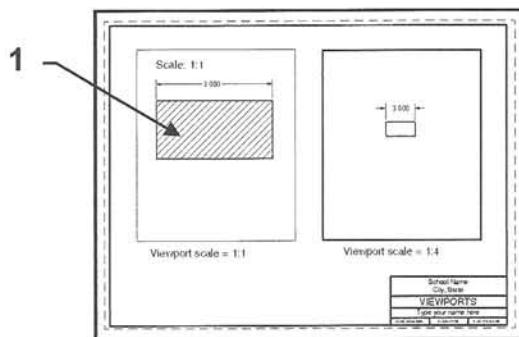
How to select the Annotative setting as you create the Hatch set.

1. Select the Hatch command (Refer to Lesson 15) and select the desire settings including **Annotative**. The Hatch set created will be annotative.

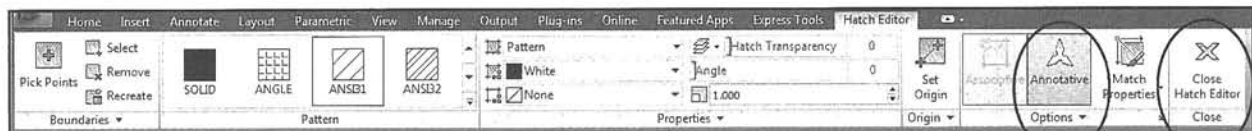


How to change an existing Non-Annotative Hatch set to Annotative.

1. Click on the existing Hatch set.



The Hatch Editor will appear.



2. Select the **Annotative** option.

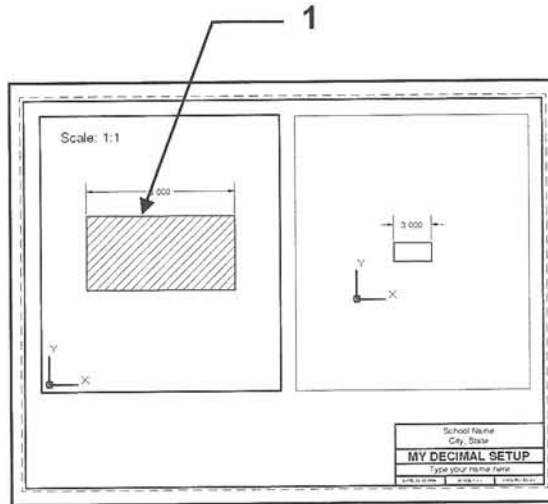
3. Select **Close Hatch Editor**

The Non-Annotative Hatch is now Annotative

ANNOTATIVE HATCH....continued

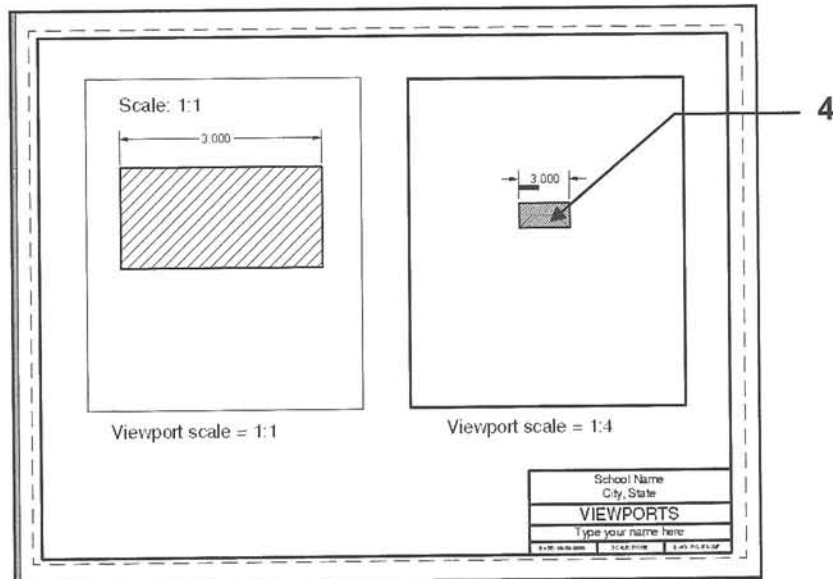
How to assign multiple Annotative scales to a Hatch set.

1. Draw the hatch in one of the viewports using **Annotative** hatch.
(Refer to previous page)



2. Turn ON **Annotation Visibility**  (**Yellow**) (Refer to page 28-3)

3. Select the Hatch Set to change.



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ANNOTATIVE HATCH....continued

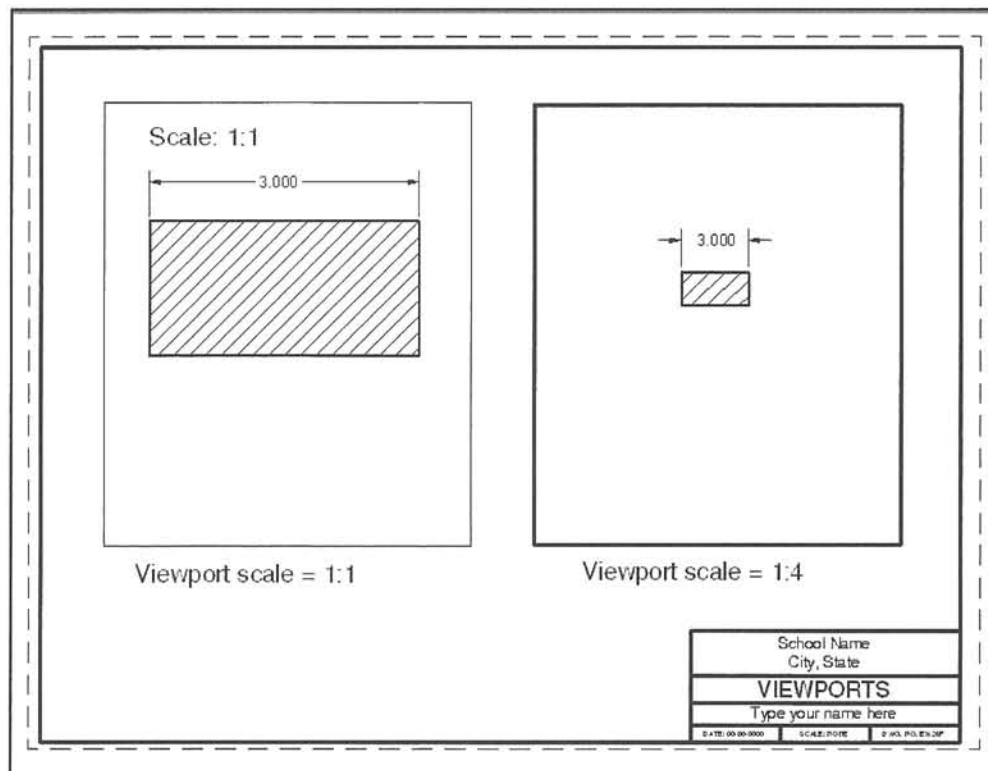
4. Select the **Annotate** tab



5. Select the “**Add Current Scale**” tool

6. Turn OFF **Annotation Visibility**  (Blue)

Now the appearance of the hatch sets should be identical in both viewports.



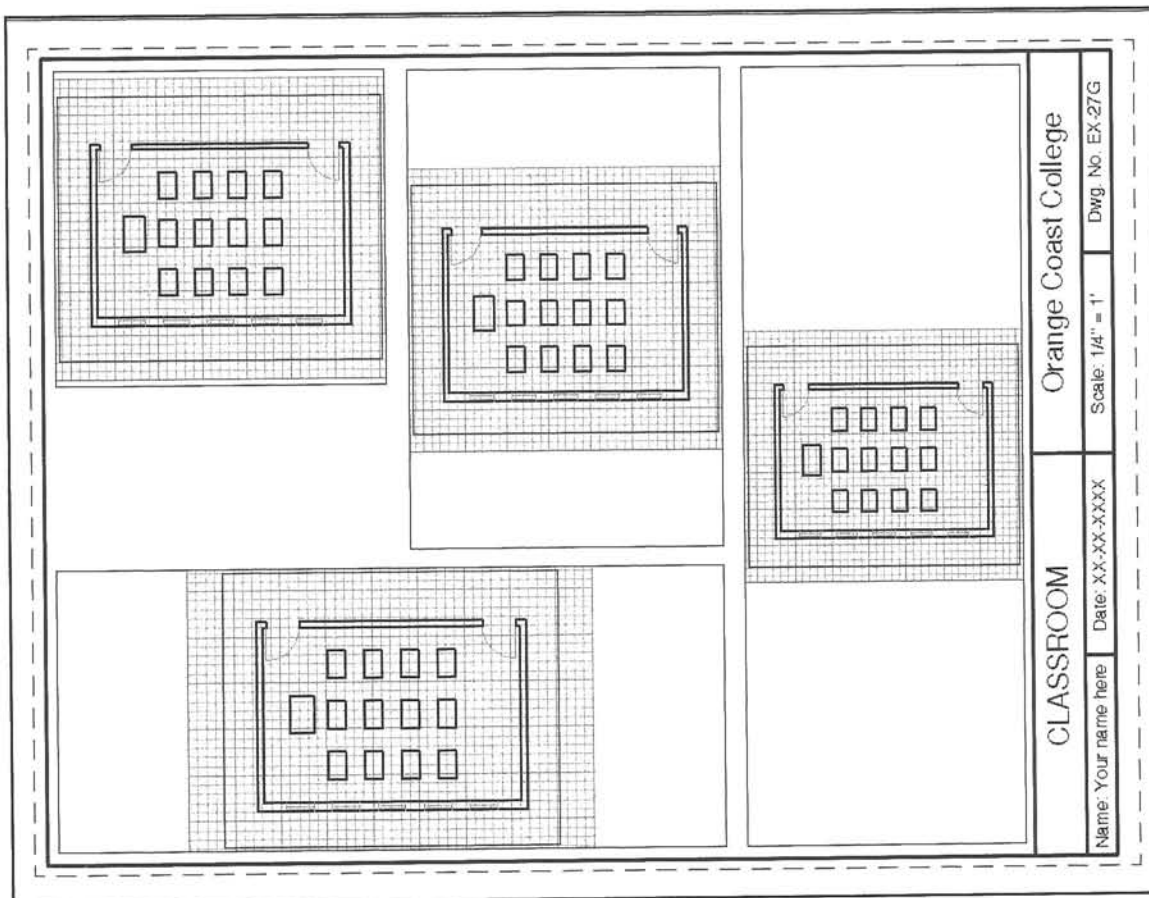
EXERCISE 28A

The following exercise will give you practice adding Annotative Object Scales to existing dimensions in order to display them within viewports with different scales. Follow the instructions below as you manipulate the drawing to appear as shown on page 28-14.

STEP 1

1. Open **EX-27G**
2. Select the **A size** tab.
3. **Erase** the 1 existing Viewport (click on it and select delete)
(The classroom will disappear from paperspace because the hole is gone.)
4. Select the Viewport Layer and **Create** 4 new viewports approximately as shown below.

Notice each viewport is a hole in paperspace and you are looking through to modelspace. Also notice the dimension do not appear.



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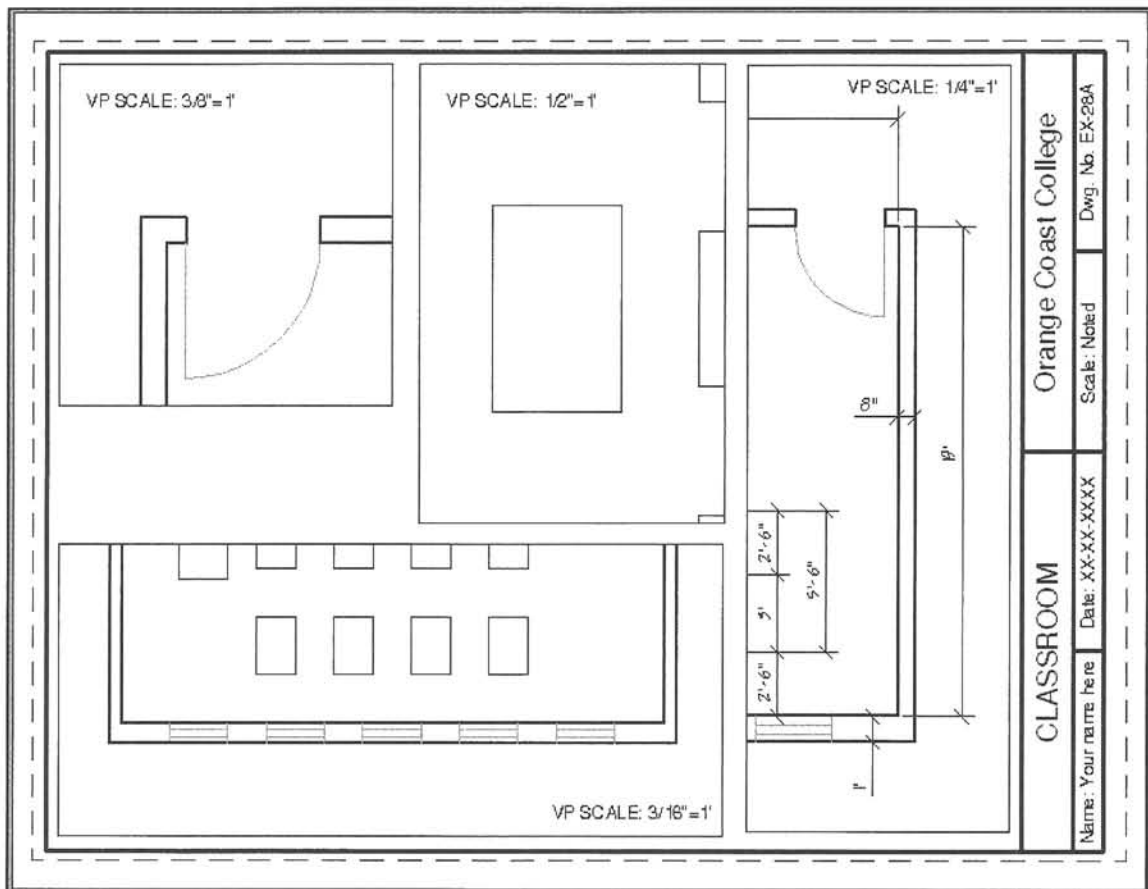
EXERCISE 28A CONTINUED

STEP 2

5. **Adjust the scale** of each Viewport as indicated below.
6. Use **Pan** to move the image within the viewport without changing the scale.
7. Add the **VP Scale** labels.
Place them in Paper space. Text style: Text-Classic 1/8" ht.
8. **Lock** each viewports.

*Notice the annotative dimensions appear only in the 1/4" = 1' viewport.
The dimensions currently have only 1/4"=1' annotation scale.*

Note: I turned the grids OFF for clarity.



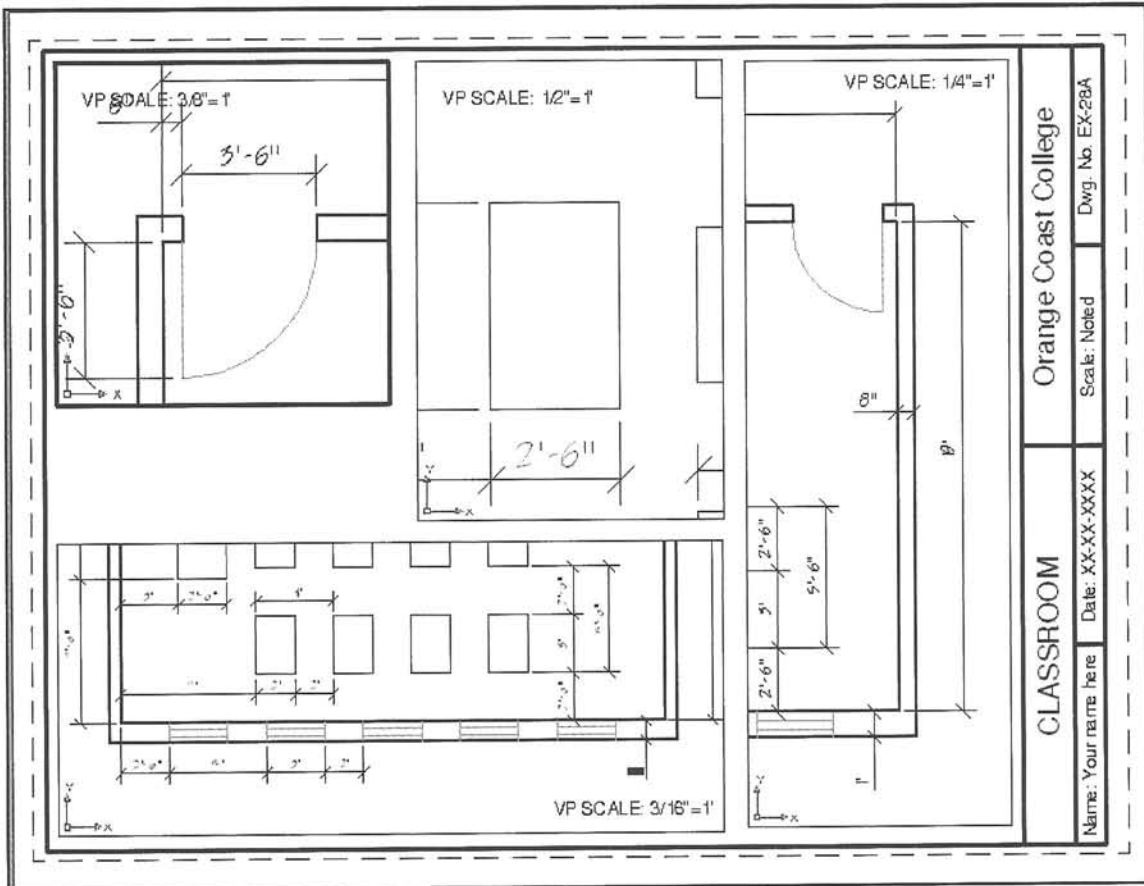
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EXERCISE 28A CONTINUED

Step 3

1. Turn on **Annotation Visibility**  (yellow light bulb Refer to 28-3)

You should see dimensions in all viewports now.
And they are all different sizes.



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EXERCISE 28A CONTINUED

Step 4

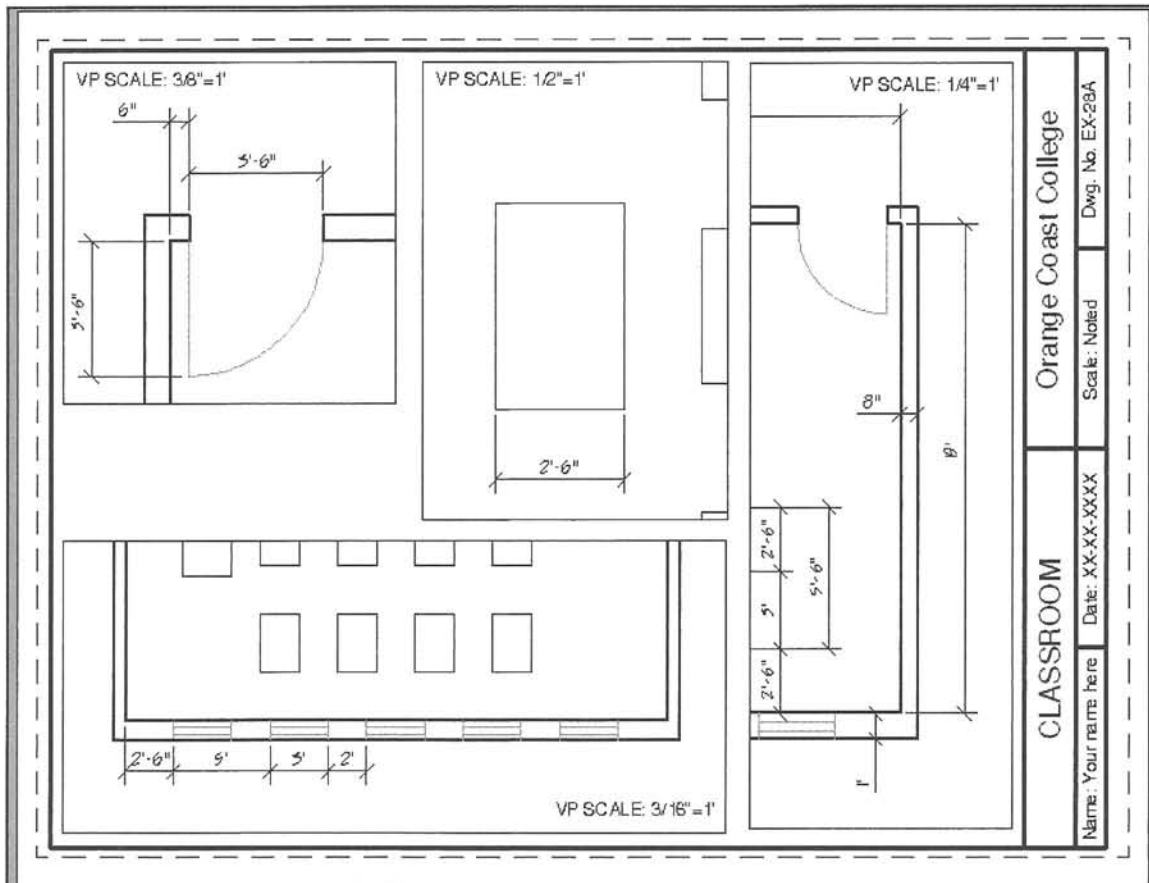
1. Add **Annotative Object Scales** to the dimensions shown in the viewports below:

- Select a Viewport (double click inside viewport)
- Select the dimensions that you want to stay visible in that viewport.
- Select the **Annotate** panel. (Refer to 28-4)
- Select **Add Current Scale** button
This will automatically add the current viewport scale to the selected objects.
- Go on to the next Viewport and repeat A thru D above until they are all done.

Step 5

1. Turn OFF **Annotative Visibility**  (blue light bulb)
The unwanted dimensions should have disappeared.

2. Save as: **EX28A**

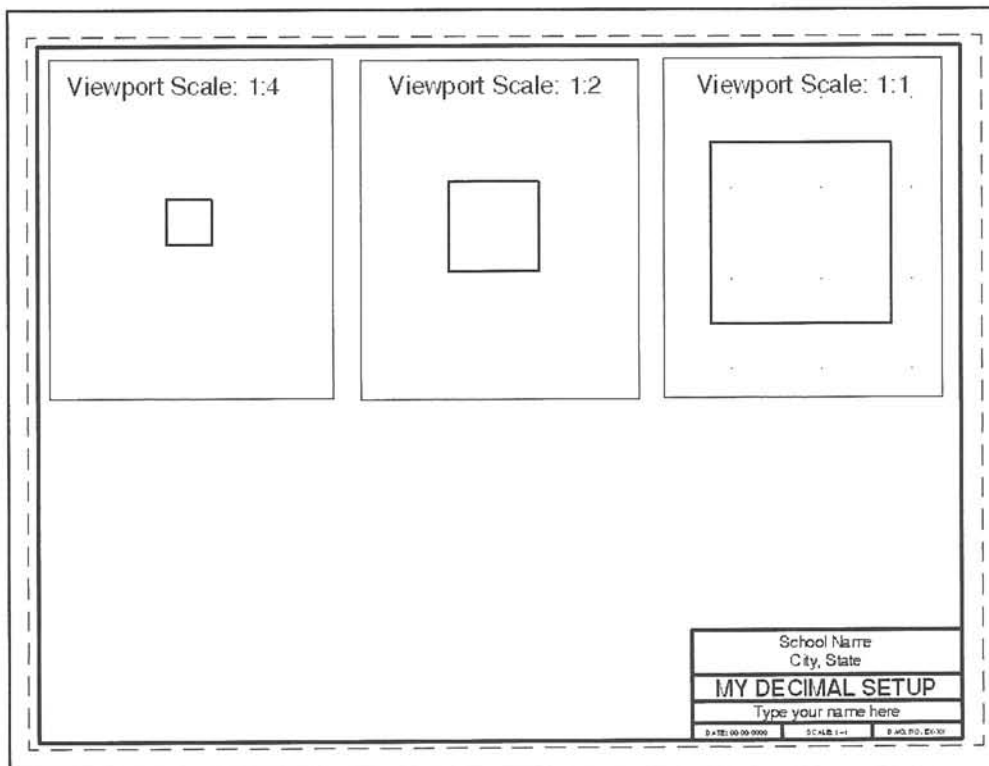


EXERCISE 28B

The following exercise will give you practice with Hatch within scaled viewports using **Annotative Object Scale** option. Follow the instructions below while you manipulate the drawing to appear as shown.

STEP 1

1. Start a NEW file using: **My Decimal Setup.dwt**
2. Select **A size** layout tab
3. **Erase** the 1 existing Viewport.
4. Select the Viewport Layer and **Create 3 new viewports** approximately as shown.
5. **Adjust the scale** of each Viewport as indicated.
6. **Lock** each viewport.
7. Activate the 1 = 1 viewport. (Double click inside the viewport)
8. **Draw** a 2" X 2" Rectangle inside the 1 = 1 Viewport as shown using Layer Object.
(The rectangle will appear in the other 2 Viewports because all viewports display model space.)

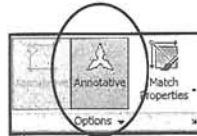


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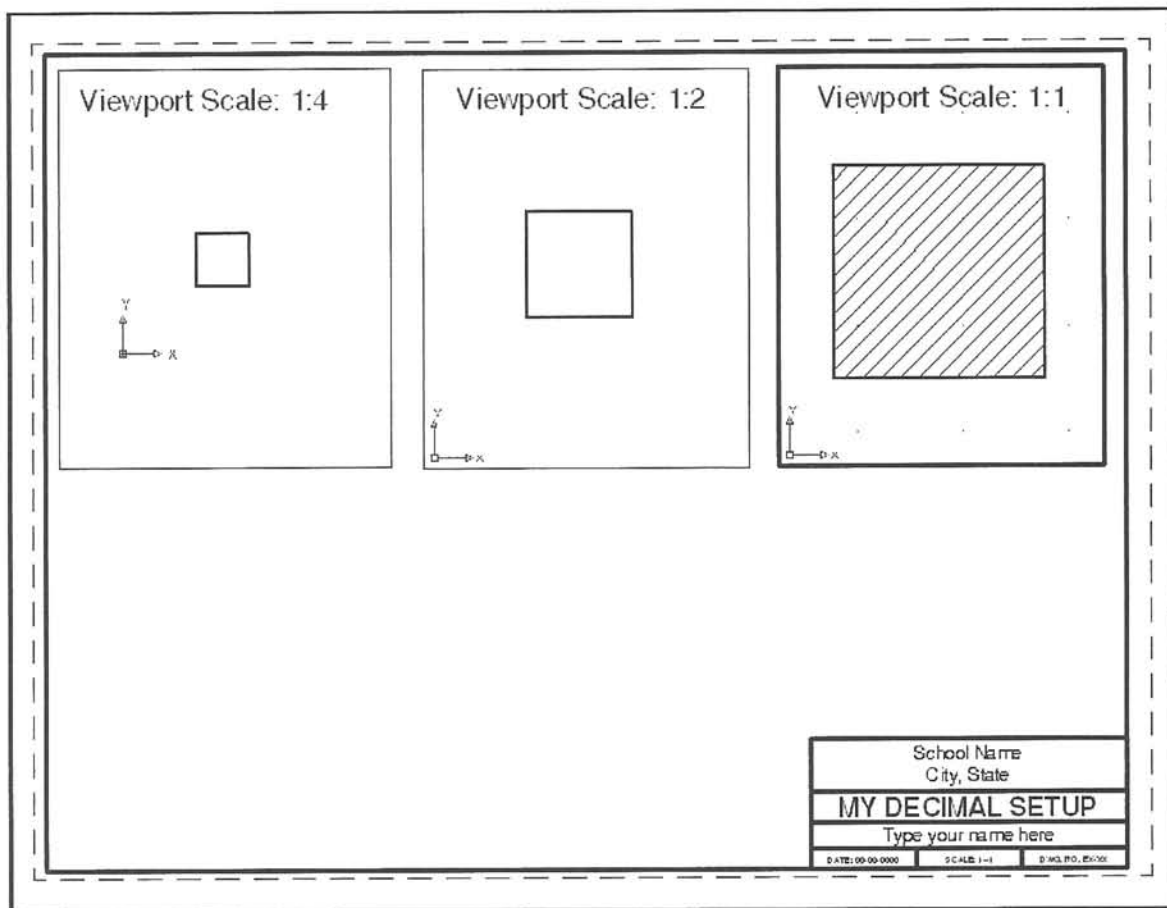
EXERCISE 28B CONTINUED

STEP 2

1. Select the layer **Hatch**
2. **Hatch** the 1 = 1 Rectangle using:
 - A. Pattern **Ansi 31**
 - B. Angle **0**
 - C. Scale **1.000**
 - D. Select the **Annotative** option.



3. Place Hatch inside the rectangle as shown and press <enter>



Note:

If a Hatch Set appears in all Rectangles you probably forgot to select the Annotative box or you have Annotation visibility ON.

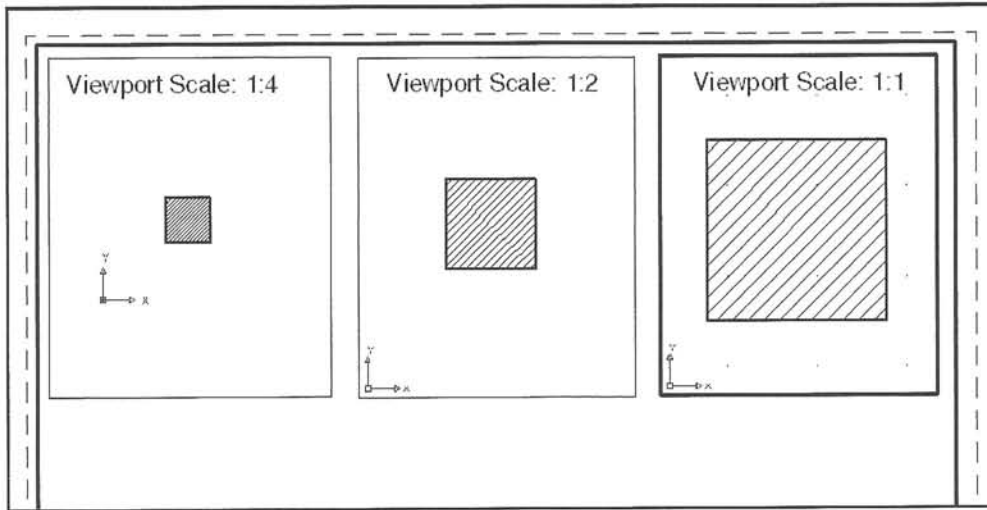
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EXERCISE 28B CONTINUED

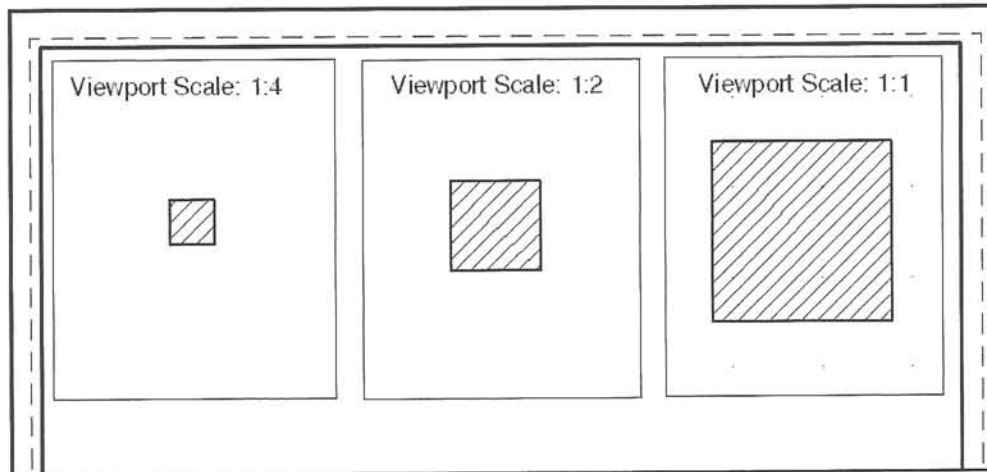
STEP 3

1. Turn ON **Annotation Visibility**  (yellow light bulb Refer to 28-3)

*The Hatch set appears in all of the viewports.
But the sizes are all different.*



2. Assign the correct Annotative scale to the hatch sets in viewport 1:4 and 1:2.



3. Turn OFF **Annotation Visibility**  (blue light bulb Refer to 28-3)
4. Save as: **EX28B**

Notes: