CEE 4020 - Computer Applications in CEE

Introduction to Civil 3D: Environment and Drawing Settings

September 20, 2010

Modify Object and Label Styles

Objective: To be able to add and edit styles and understand basic annotation principles, use drawing: *class_09_20.dwg*.

Following steps:

- Zoom to Parcel *Single-Family : 8*

- Check the object style

- Check *Site parcel style*

- Check *Site label style*

- Change order of *Style display order*

- Go to Settings tab - investigate the *Single-Family* parcel Style - change layer configuration

- Add a parcel label - Parcel to Add Label

- Investigate label styles - choose to label a line segment - choose the lines around *Single-Family : 8*: Note Line label Style

- Find Line Label Style to Bearing Over Distance in Settings tab and edit it to change the color of the bearing property

- Regenerate after each change in settings using the **regen** command.

Using Styles Hierarchy: Inheritance

Objective: To understand how the settings of an object can be inherited from its parent settings, use drawing: *class_09_20.dwg*. In this exercise we will change the properties of a point label style class and then change the properties of its parent class and investigate how inheritance can be forced.

Following steps:

- Edit point description text height of Point Label Style *Point#-Elevation-Description* in the Settings pane to 0.4"

- Next edit the Label Style Defaults of Label Styles and cancel child override.

- Regenerate using the **regen** command.

Drawing Settings, Viewport Scaling and Text Size

Objective: Modify drawing settings and use viewports to plot in appropriate scale, use drawing: *class_09_15.dwg*. Following steps:

- Always plot from paper space

- Remember that the text height setting reflects the actual printed height of text

- Open the Drawing settings tab - investigate alternative scales

- Go to paper space and set viewport scale to 1"=40' while inside the viewport

- Regenerate using the **regen** command while in viewport