EXERCISE 29B

Step 1.
2. Select the Model tab.
3. Draw the objects shown below approximately as shown. Use Layers specified.
4. Do not dimension.
5. Create a block for each.
   A. Important: Don’t forget to select a “Base Point” on each object.
   B. Select “Delete” so they disappear as they are made.
   C. Use the Numbers for name. Do not include the number when selecting the objects for the block.
6. Save as Ex-29B

Note: Your blocks will appear much smaller and thinner than the blocks shown below. These have been enlarged for clarity.
EXERCISE 29B...continued

Step 2.
1. Open Ex-29B (If not already open).
2. Select the A Size tab.
3. Draw the Floor plan approximately as shown below inside the viewport.
   (Note: the viewport scale should already be adjusted to 1/4" = 1’)
   A. The walls are 6" wide.
   B. The space behind the door is 4" and counter depth is 24".
4. Insert the (8) DOOR Blocks on Layer Door.
5. Insert the (9) WINDOW Blocks on Layer Window.
6. Dimension as shown using Dimension Style Dim-Arch (Your dimension text will
   appear different. I used text style Text-Classic because it is easier for you to read).
7. Save the drawing as: Ex-29B again.
EXERCISE 29B....continued

Step 3.
1. Open Ex-29B (If not already open).
2. Add the Electrical Blocks (1, 2, 3, 4 and 5) on Layer Electrical.
3. Add the Plumbing Blocks (6 and 7) on Layer Plumbing.
4. Save the drawing as: Ex-29B again.

Note: The dimension layer has been temporarily turned off so you can see the electrical and plumbing blocks easier.
EXERCISE 29B....continued

Step 4.
1. Open Ex-29B (If not already open).
2. Add the Wiring.
   A. Use Layer Wiring.
   B. Use Arc, (Start, End, Direction).
3. Notice that your dashed lines do not appear like the example below.
   A. Type LTS (this is Linetype Scale setting).
   B. Type .25 (This scales all linetypes).
4. Save the drawing as: Ex-29B again.
EXERCISE 29B....continued

Step 5.
1. Open Ex-29B (If not already open)
2. Erase the existing Viewport Frame. (The Floor plan will disappear.)
3. Select Viewport as Current layer and create 3 NEW Viewports approx. as shown.
4. Adjust the scale of each Viewport.
5. Use PAN to find the area to view as shown below.
6. Lock each Viewport.
7. Add the dimensions in the 2 Viewports on the right.
   by adding the current object scale. (Refer to page 28-3 and 28-4.)
8. Add the Viewport Scale labels (1/8" height) in Paper space (Not Model space).
9. Make Viewport Frames plottable. (page 3-10.)
10. Edit the Title Block. Plot using plot page setup Plot Setup A.
11. Save as Ex-29B