LAYER

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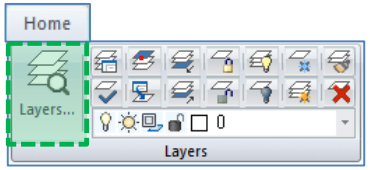
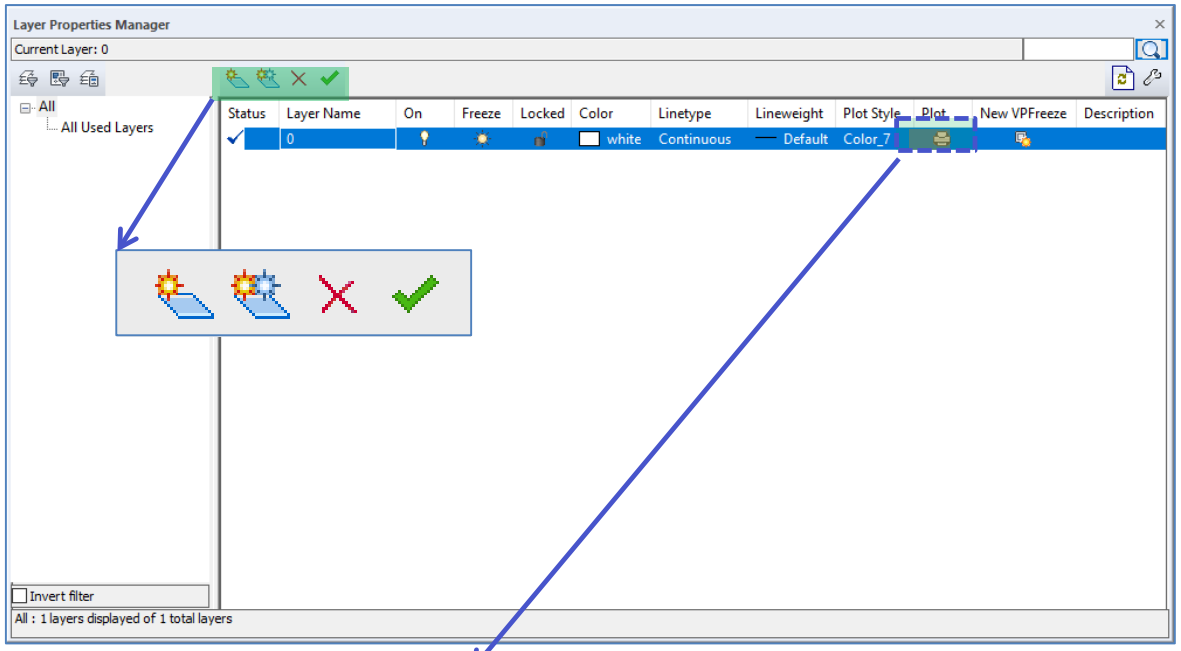
Layer

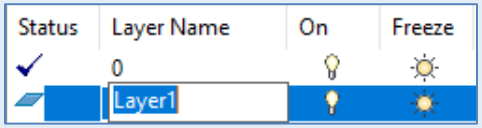
command : la (Layer)





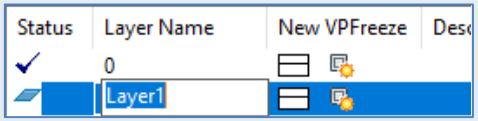
New

Create new layer



New layer and VPFreeze

Vports freeze + new layer



Model

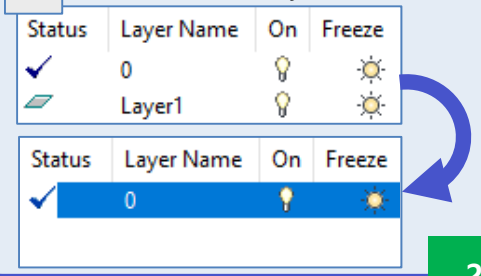
Default layer
VP Freeze

Layout

Default layer

Delete Layer

Delete unused layers



Defpoints

If you change the layer name to defpoints, you do not see it when you print (Only visible in the drawing)

same as
the defpoints function

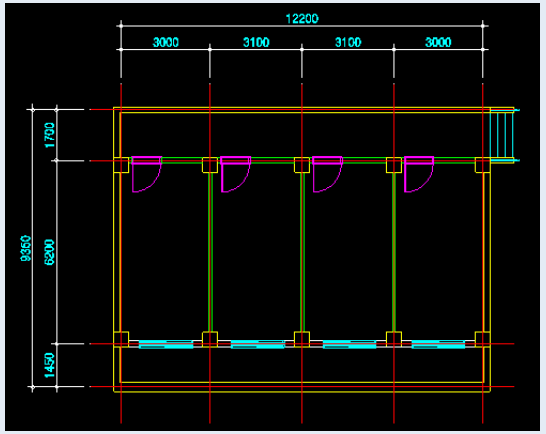
Set Current Layer

Change selected layer to current layer

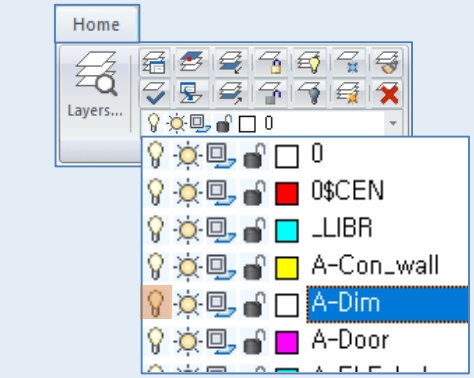
Layer ON / OFF

- command : layon (ON)
- command : layoff (OFF)

layer_eng.dwg

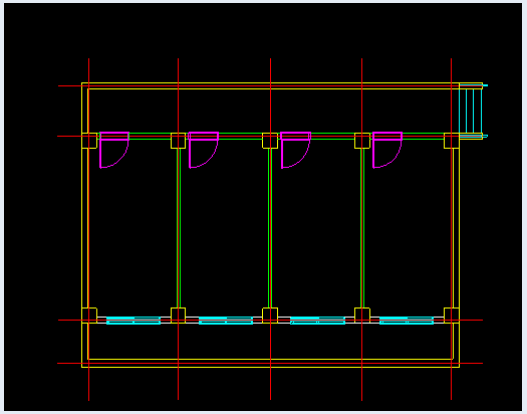


"A-Dim" Layer off



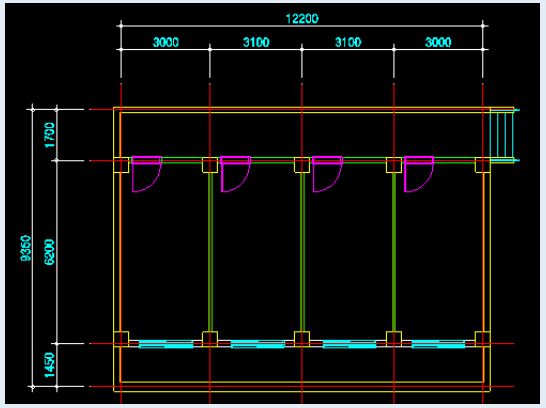
Click icon

Confirm LAYOFF



Disappear dimension

LAYON execute



Turn on all layers

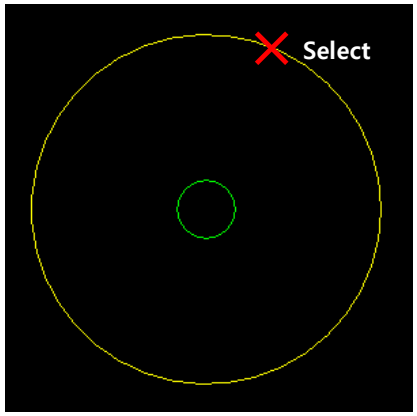
NOTE

-. Directly select an entity by executing the LAYOFF

-. If there are many layers, it is recommended to execute by command (LAYOFF)

Difference between ON / OFF and FREEZE / THAW

- command : layfrz (FREEZE)
- command : laythw (THAW)

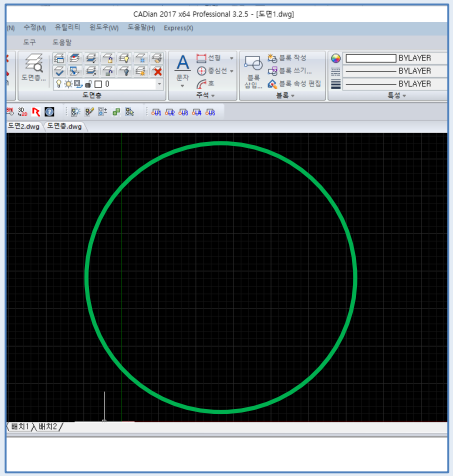


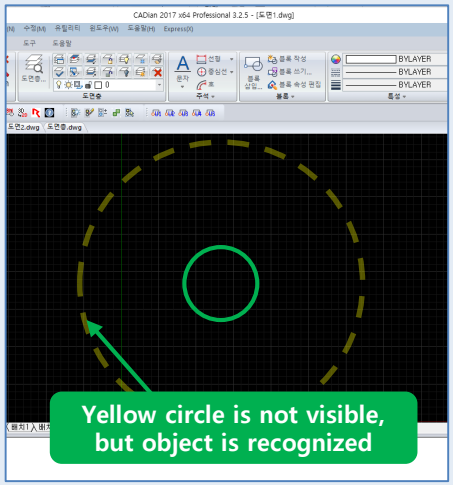
LAYFRZ

LAYOFF

1. "command :" ZOOM input and SPACE
2. "~<real time>: " E input and SPACE

ZOOM_EXTEND





LAYFRZ

-. Entity visibility : X

-. Entity recognition : X

-. Use when layers are not used for a long time

-. Exclude frozen entities in Auto-save and REGEN (Regenerate)

-. It is efficient because it does not recognize frozen entities

LAYOFF

-. Entity visibility : X

-. Entity recognition : O

-. Use when layers are not used temporarily

-. It also recognizes entities that are LAYOFF when Auto-save and REGEN are performed

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Layer LOCK

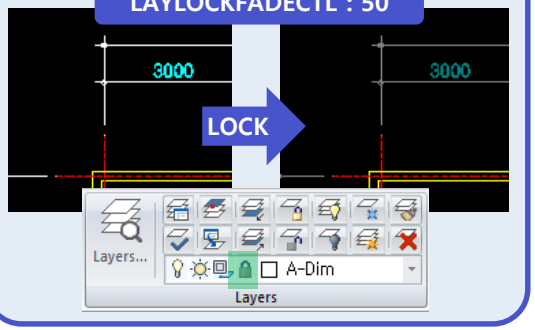
- command : laylck (LOCK)
- command : layulk (UNLOCK)

NOTE

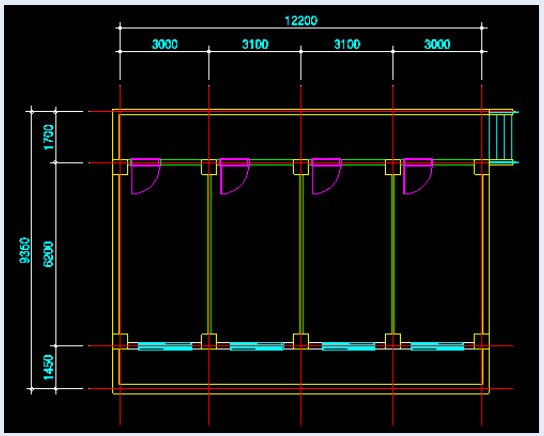
-. Used when the entities should not be modified

-. To use this feature, you need to work on layers in advance on entities

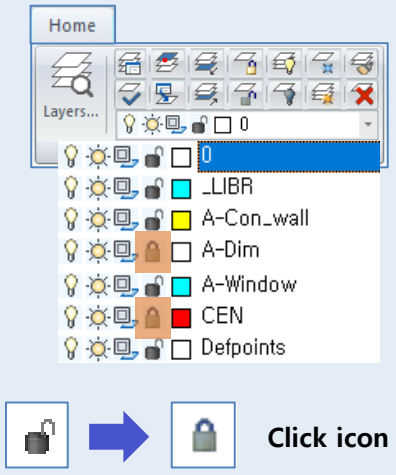
-. It is distinguished from the entities where the lock was performed
LAYLOCKFADECTL (-90 ~ 90)



layer_eng.dwg

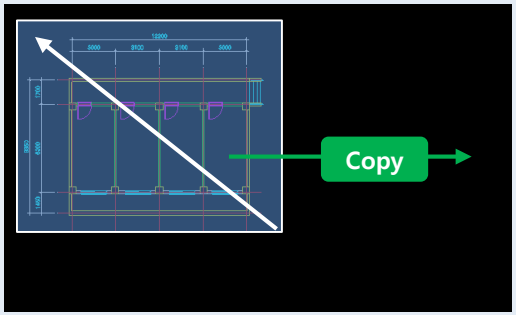


"A-Dim" "CEN" LOCK

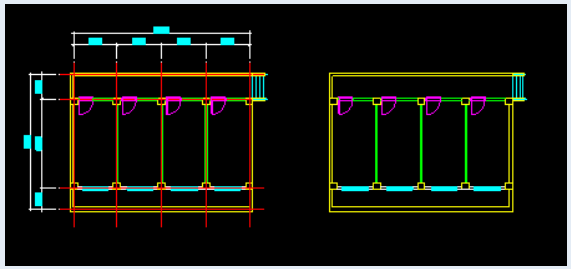


Click icon

Copy all entities



Confirm layer lock



Except for dimensions and centerline, copy everything else

Layer isolation

- command : layiso(ISOLOATION)
- command : layuniso(UNISOLATION)

Training

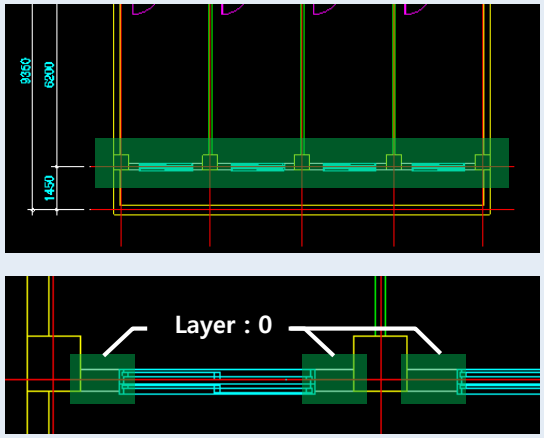
Change wall next to window to "A-Con_wall" layer

NOTE

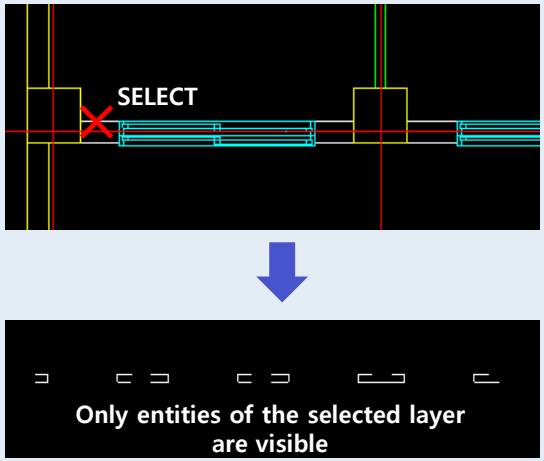
-. Function to see only selected layers

-. Efficiency increases when working with one or several layers

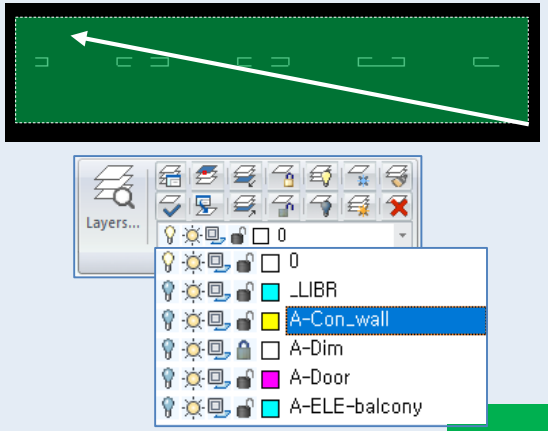
layer_eng.dwg



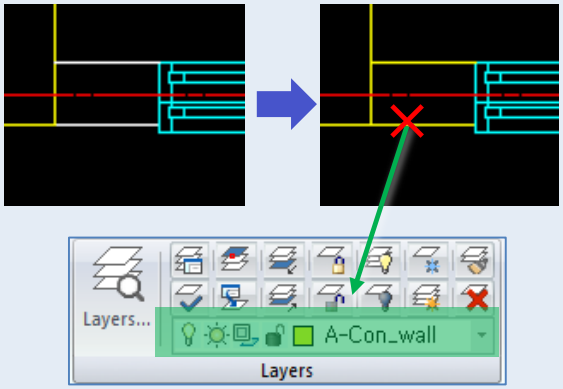
LAYISO execute



Change layer after select



Check



Matching layer

command : laymch

```
Command: LAYMCH
Select objects to be changed:
Opposite corner:
2 found
Select objects to be changed:
Select objects on destination layer or [Last/Name]:
2 objects changed to layer "ETC".
```

Execution Process

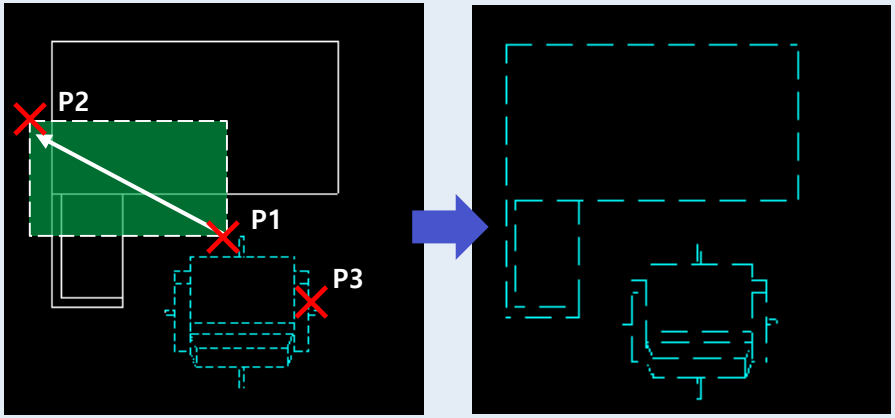
*. layer-1.dwg File OPEN

1. "command : "laymch input and SPACE

2. "Select objects to be changed:"
   Select P1 to P2 (DRAG) and SPACE

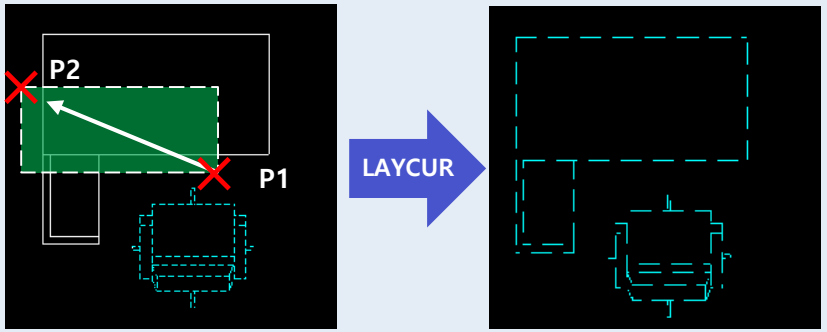
3. "~layer or [Last/Name]" P3 CLICK

LAYMCH execute



CHAIR's layer = Current layer

-. LAYCUR : Selected entities changes to current layer



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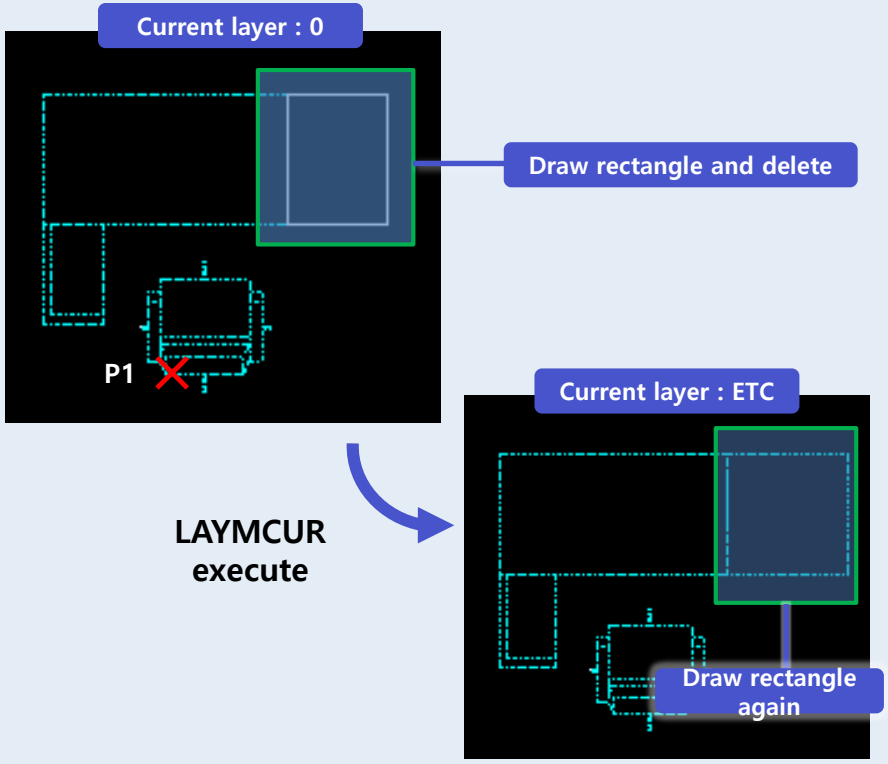
Change current layer

command : laymcur

```
Command: LAYMCUR
Select an entity to set the current layer:
Layer "ETC" now current.
```

LAYMCUR execute



Execution Process

*. layer-1.dwg File OPEN

1. "command : "laymcur input and SPACE

2. "~ current layer :" P1 CLICK

NOTE

-. It is difficult to find layers if there are many layers in the drawing. So if there are entities in your drawing that you want to change to the current layer, use the LAYMCUR function.

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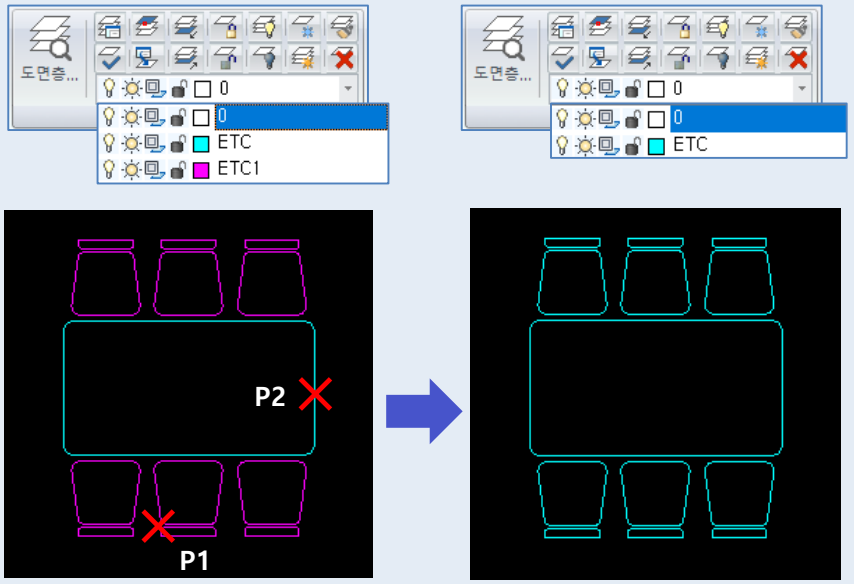
Layer merging

command : laymrg

```
Command: LAYMRG
Select object on layer to merge or [Name]:
Layers Selected:  ETC1
Select object on layer to merge or [Name/Undo]:
Select object on target layer or [Name]:
******** WARNING ********
You are about to merge layer "ETC1" into layer "ETC".
Do you wish to continue? [Yes/No] <No>:y
Deleting layer "ETC1".
1 layer deleted.
```

LAYMRG execute



Execution Process

1. "command : "laymrg input and SPACE
2. "~to merge or [Name]:" P1 CLICK and SPACE
3. "~target layer or [Name]:" P2 CLICK
4. "~continue? [Yes/No]:" y input and SPACE

NOTE

-. When the layer of the selected entity changes, the layer of the entity selected in step 2 is deleted

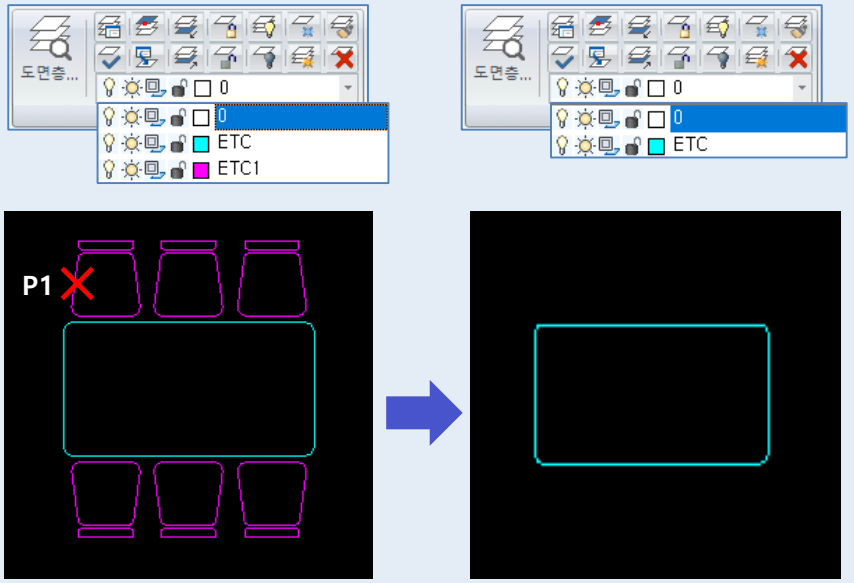
-. If you use LAYMRG, you can reduce the number of layers

Layer delete

command : laydel

```
Command: laydel
Select an entity to delete a layer:
Layer "ETC" was deleted.
Select an entity to delete a layer:
```

LAYDEL execute



Execution Process

1. "command : "laydel input and SPACE
2. "~to delete a layer:" P1 CLICK

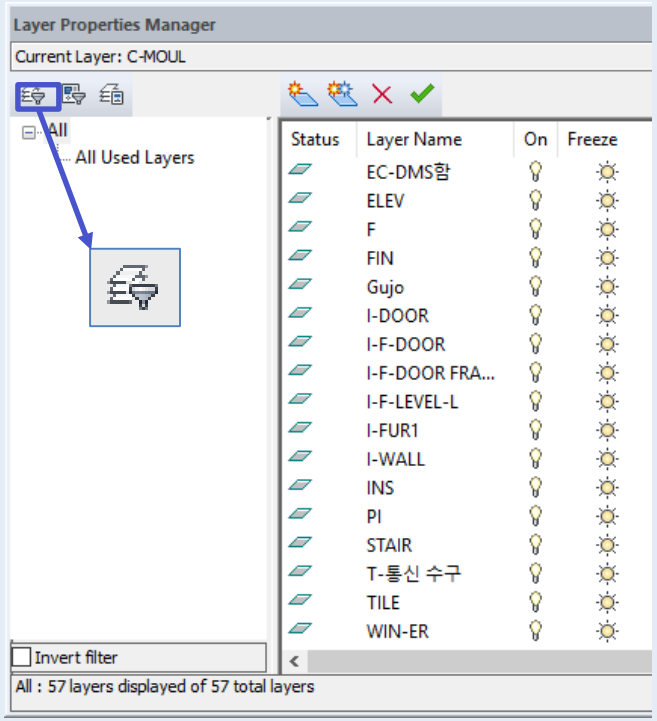
NOTE

-. If you use LAYDEL, you delete entities and layers of entities at the same time

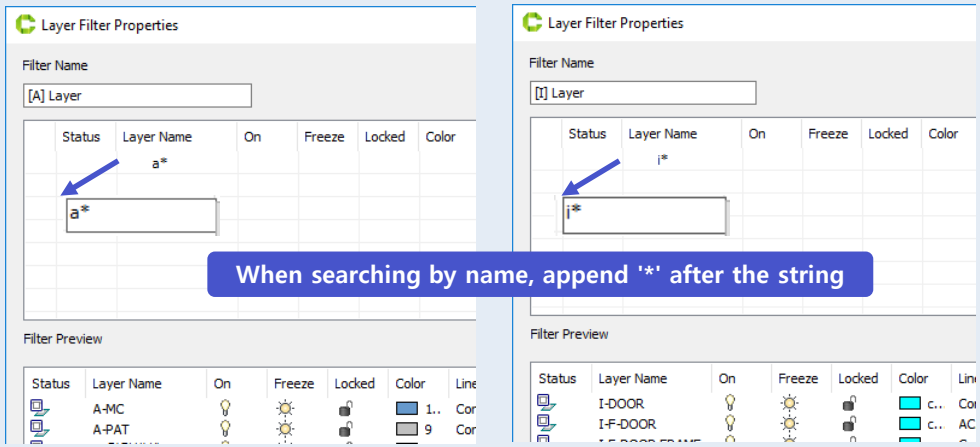
Layer filter

Manage layers using filters

1 Layer Properties Manager



2 Filter by name (Example)

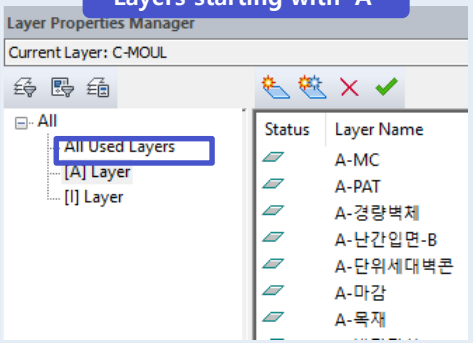


When searching by name, append '*' after the string

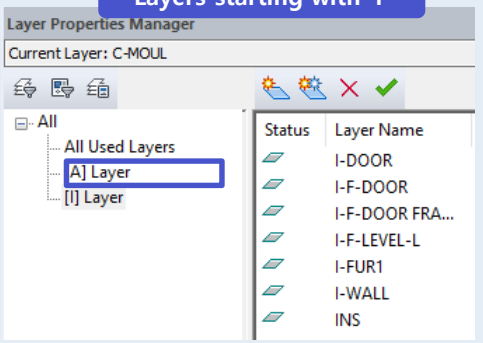
-. Use the filter with the item of
LAYON / LAYFRZ / LAYLCK / COLOR, including the name

3 Check filter

Layers starting with 'A'



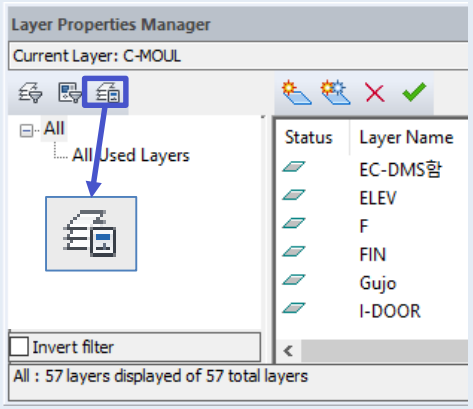
Layers starting with 'I'



Layer State Manager

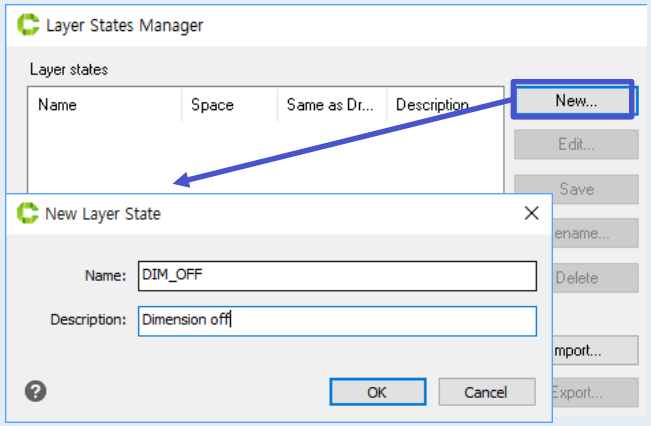
Store layer state and Manager

1 Layer Properties Manager



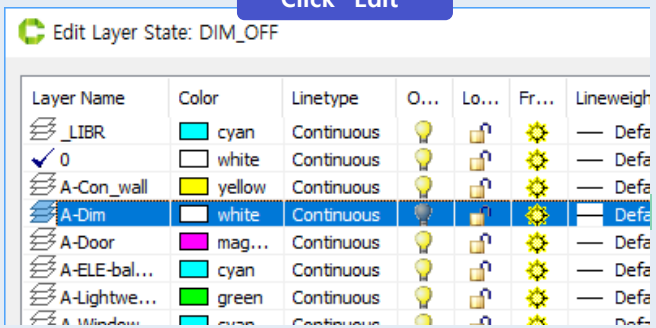
Layer States Manager execute

2 New



3 Edit Layer State

Click "Edit"

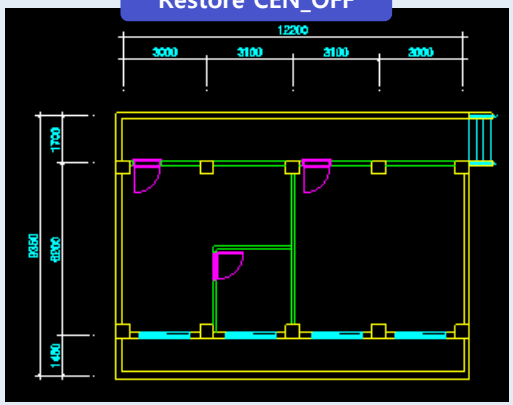


CEN_OFF also makes the same as DIM_OFF

Name	Space	Same as Drawing	Description
CEN_OFF	Model	No	Cente line off
DIM_OFF	Model	No	Dimension off

4 Check

Restore CEN_OFF



Restore DIM_OFF