

UCS

CADian 2020



UCS change -1

commnad : UCS

Training
Draw dimordinate by moving ucs

1 **ucs.dwg**

Change ucs

2 **Execute UCS**

Copy to empty space

3 **UCS execute**

1. "commnad : "ucs input and SPACE
2. "?/3point(3) ~<World>: " 3 input and SPACE
3. "New origin <0,0,0>: " P1 CLICK and SPACE
4. "Point on positive X axis ~ : " P2 CLICK and SPACE
5. "~ positive Y value <> : " P3 input and SPACE

4 **Move ucs**

Check to move ucs

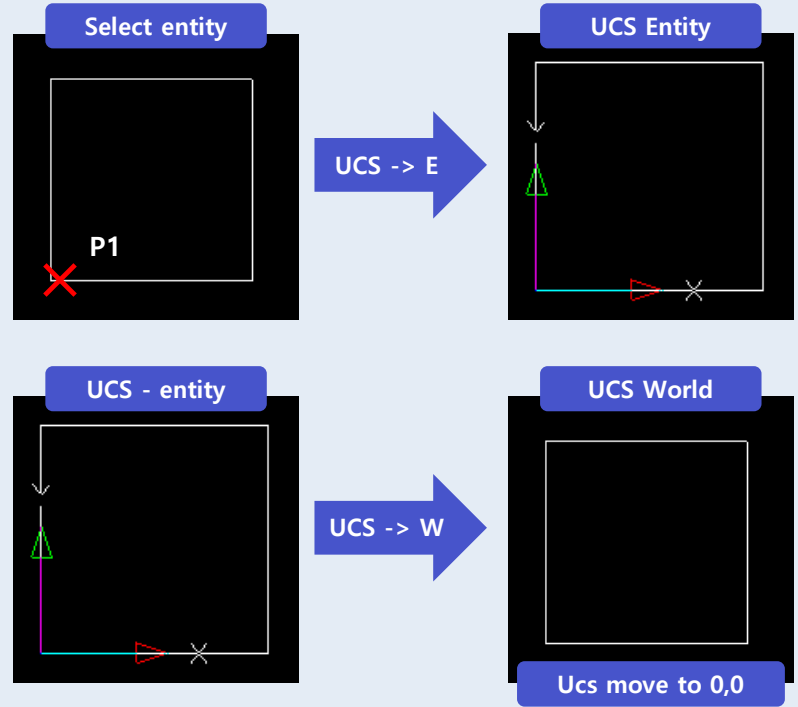
5 **Dimordinate**

Change dimordinate

UCS change -2

command : UCS

Change ucs



Execution Process (Entity)

1. "command : "ucs input and SPACE
2. . "?" ~<World>: "e input and SPACE (Entity)
3. "~ UCS definition : " P1 input and SPACE

Execution Process (World)

1. "command : "ucs input and SPACE
2. . "?" ~<World>: "w input and SPACE (World)

NOTE

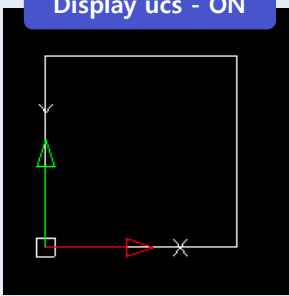
- . If you select Save in step 2, the current ucs is saved. (Available with Restore function)

UCS change -3

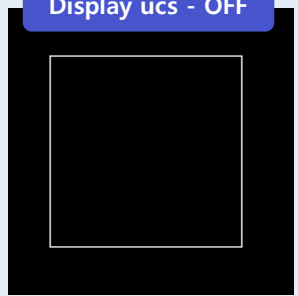
command : UCS

Display ucs - ON/OFF

Display ucs - ON

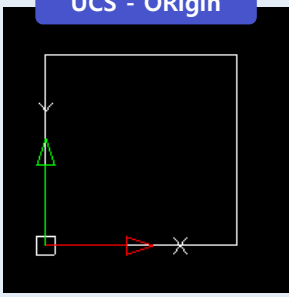


Display ucs - OFF

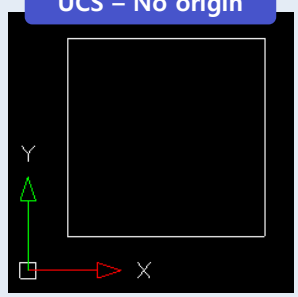


Display ucs - Origin

UCS - ORigin



UCS - No origin



Ucs displayed at bottom left, regardless of origin

Execution Process (ON/OFF)

1. "command : "ucsicon input and SPACE
2. . "ON(OFF) ~ <ON>:"off input and SPACE

Execution Process (No origin)

1. "command : "ucsicon input and SPACE
2. . "ON(OFF) ~ <ON>:"n input and SPACE

NOTE

- . If you select All in step 2, it applies to all viewports (The next time you apply All and select OFF, ucs will turn off for all viewports.)

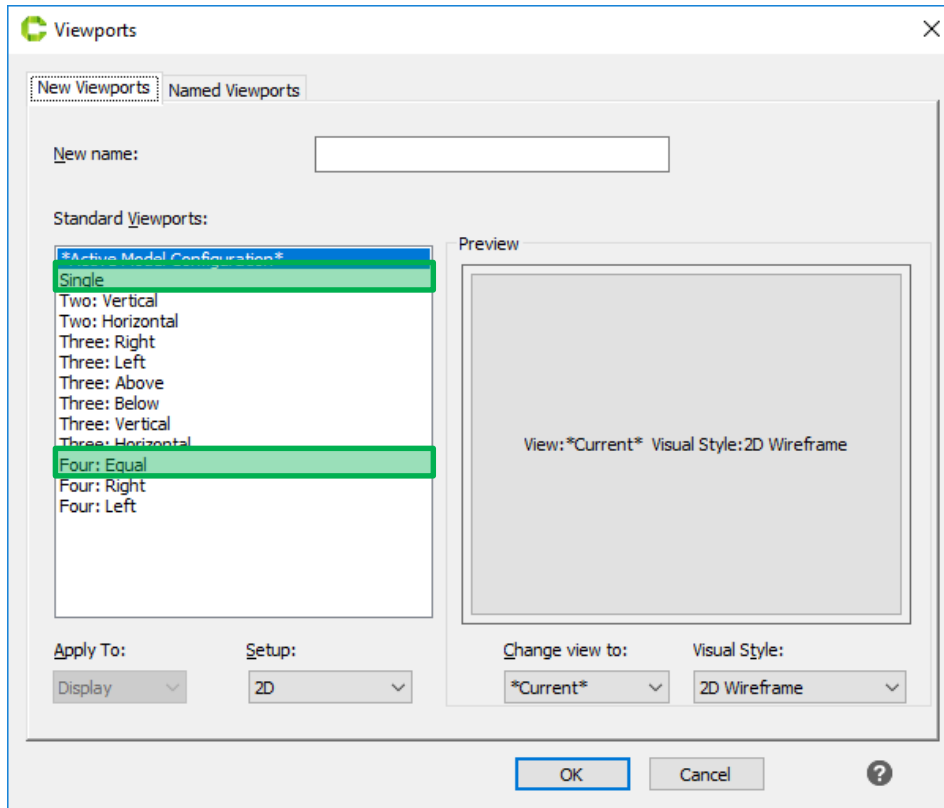
VIEWPORTS

CADian 2020



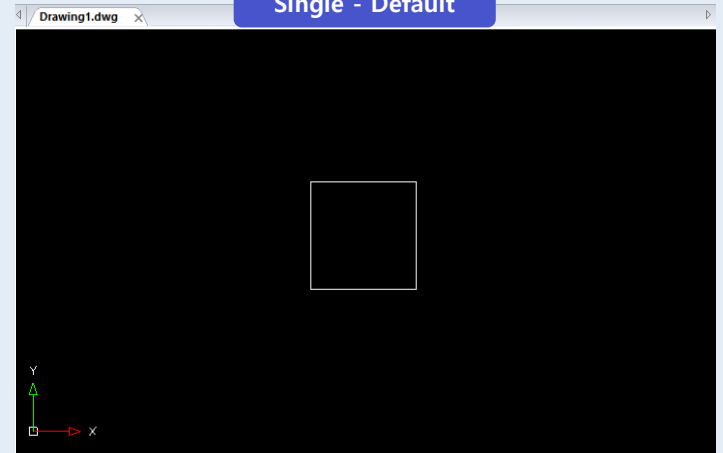
Viewports - 1

command : vports

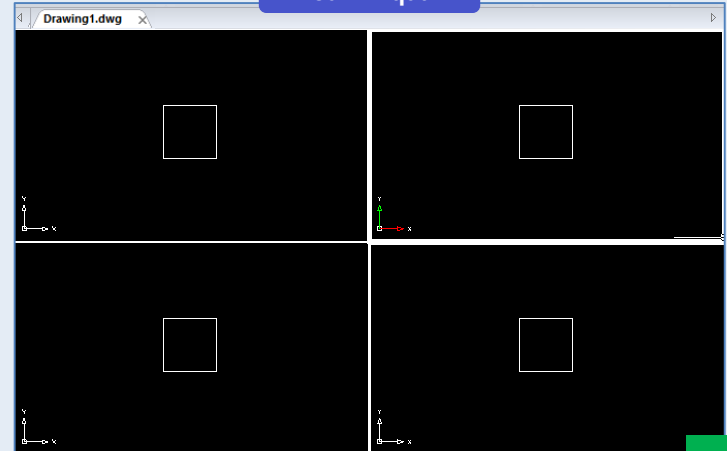


Vports - Example

Single - Default

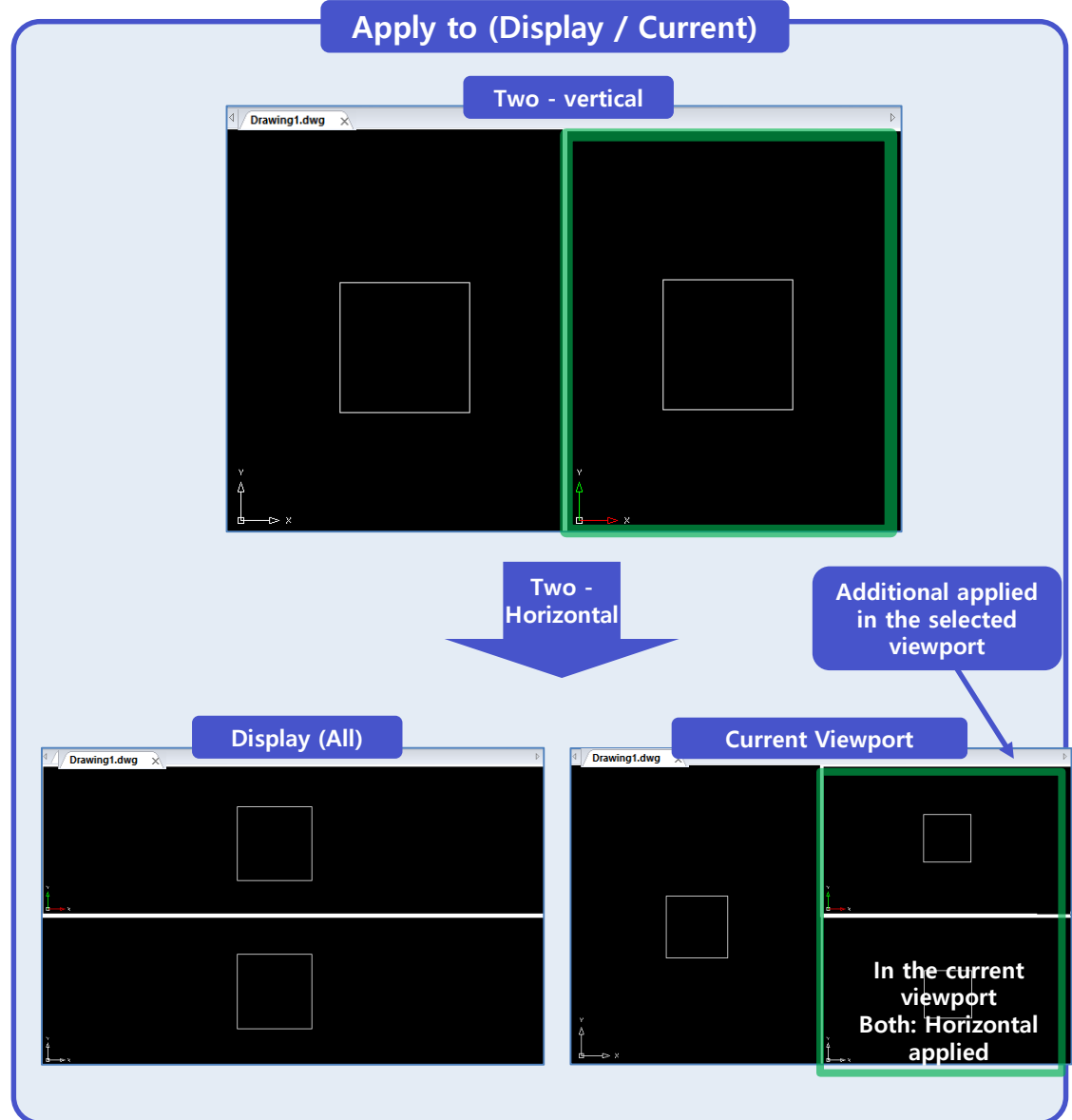
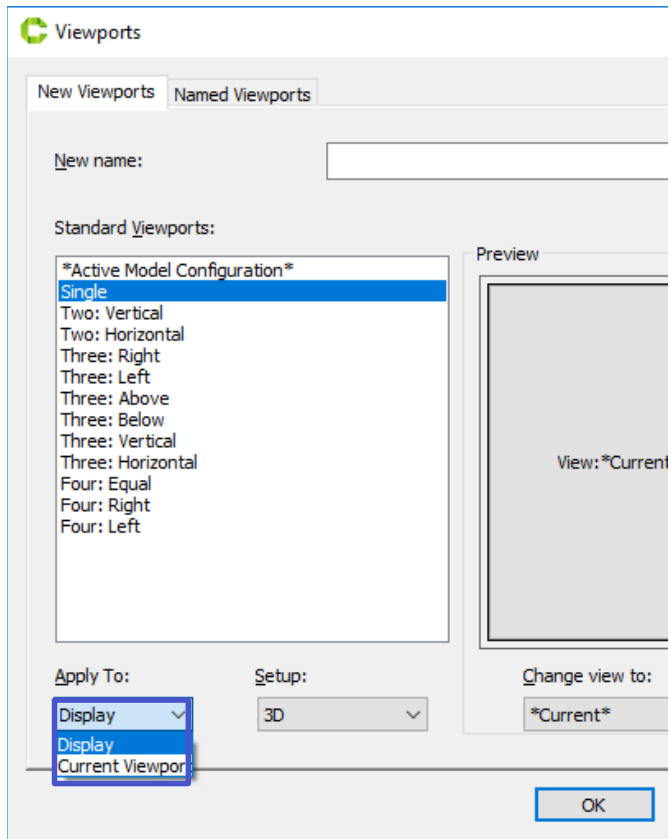


Four - Equal



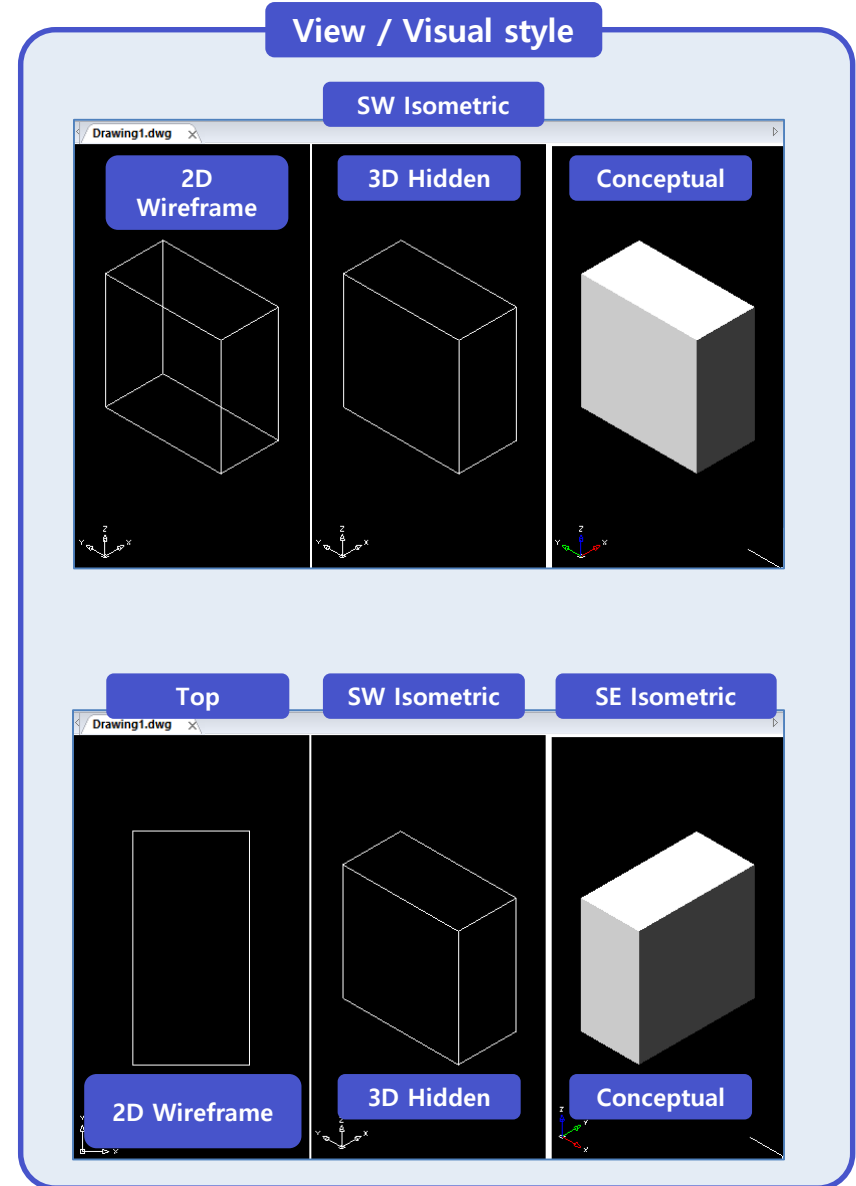
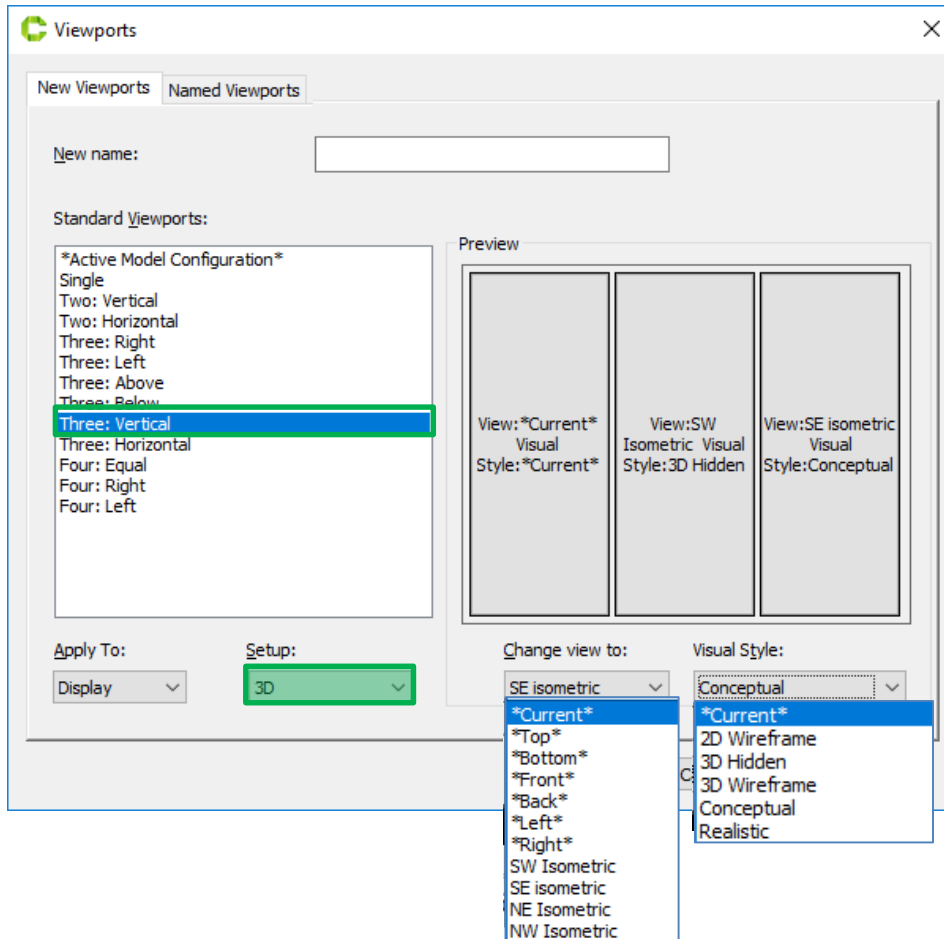
Viewports -2

command : vports



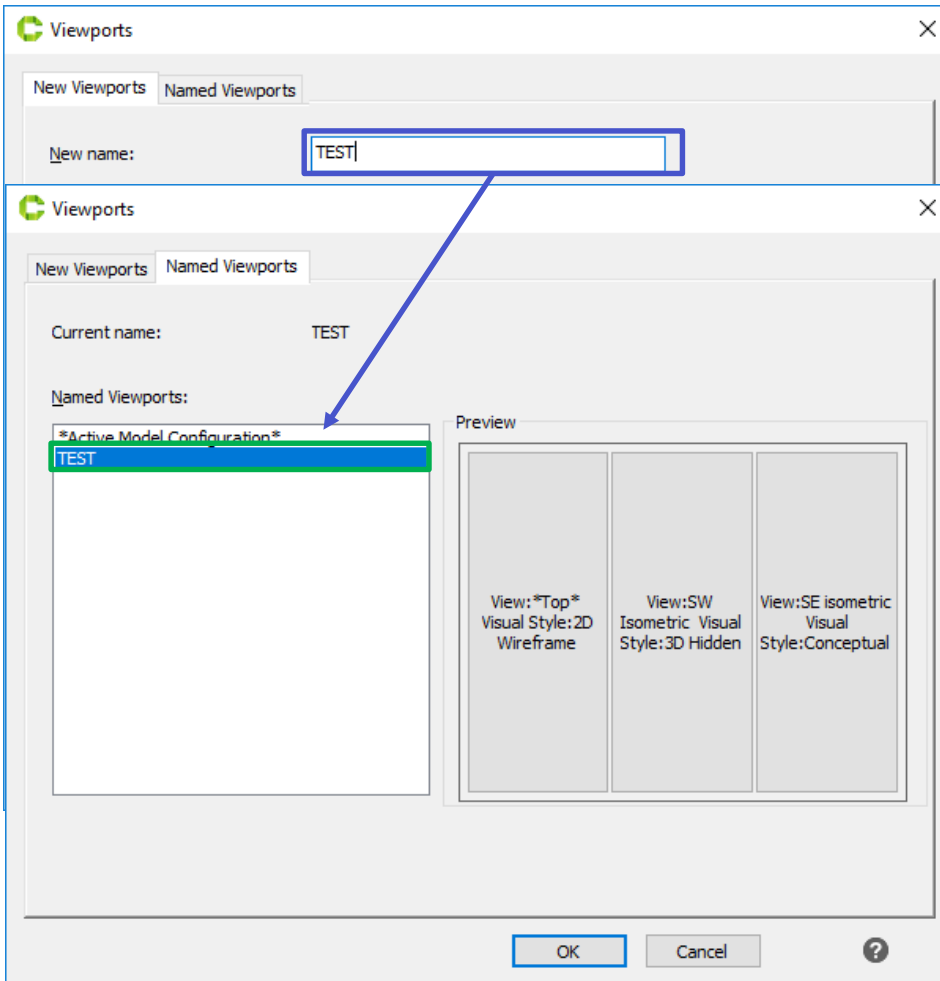
Viewports -3

command : vports



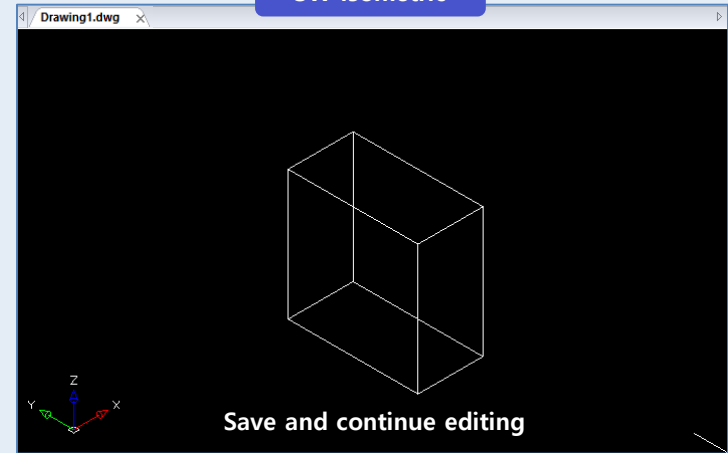
Viewports -4

command : vports

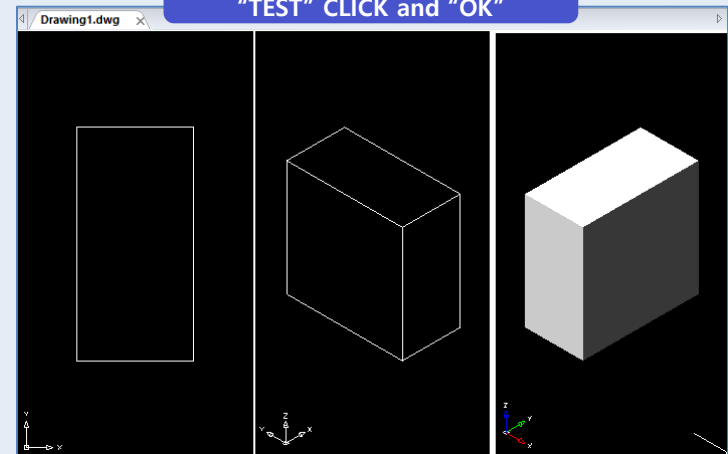


Save vports (Example)

SW Isometric



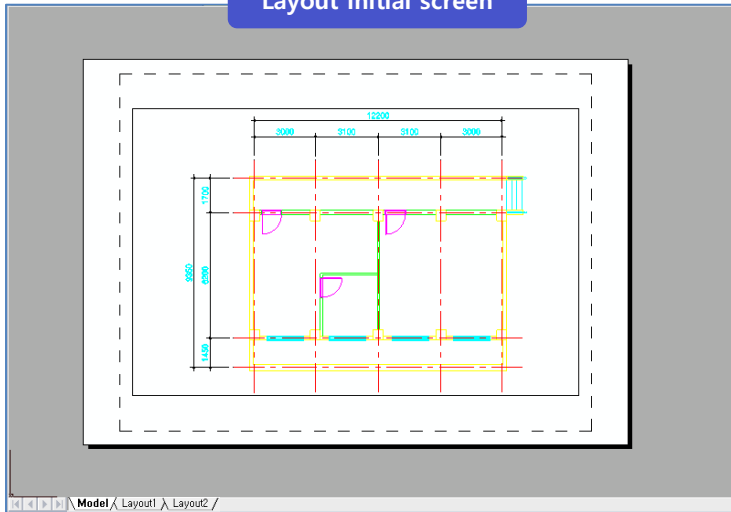
Named Viewports -> "TEST" CLICK and "OK"



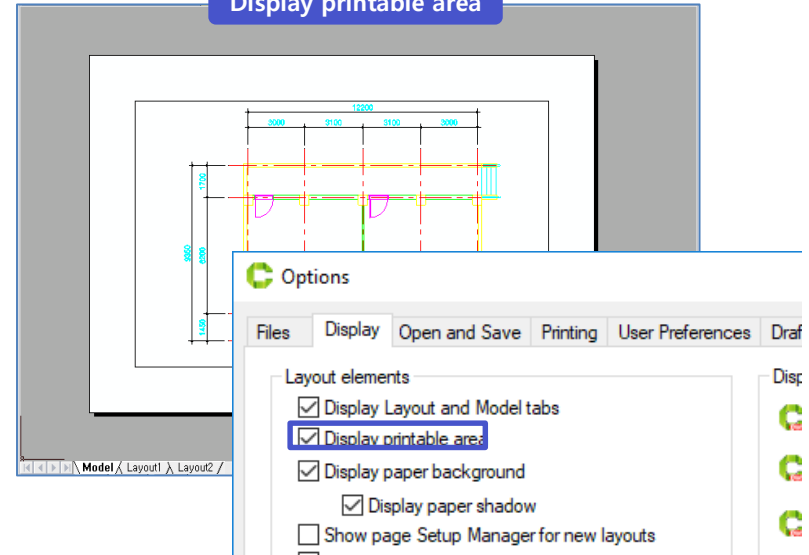
Viewports (LAYOUT) -1

LAYOUT

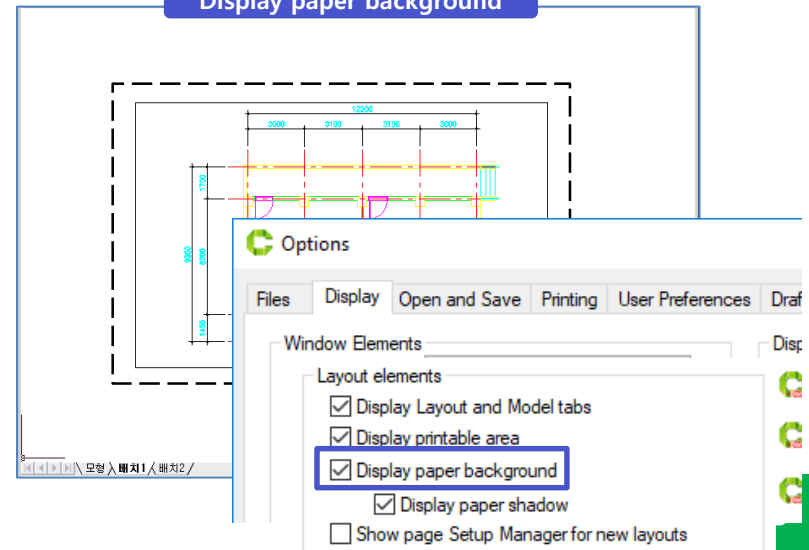
Layout initial screen



Display printable area



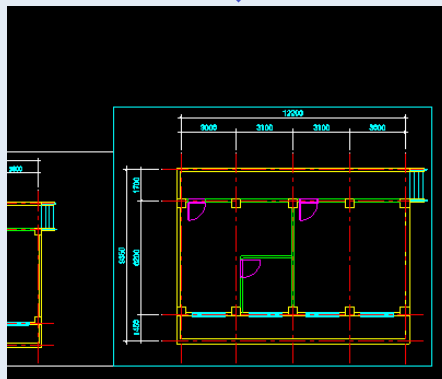
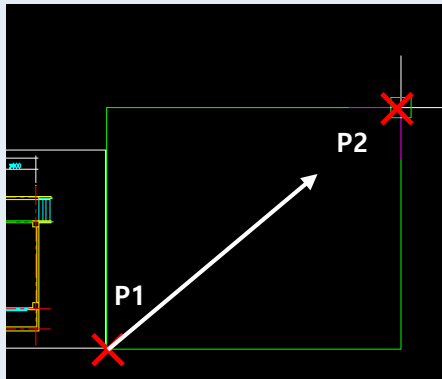
Display paper background



Viewports (LAYOUT) -2

command : -vports

Viewports (LAYOUT)

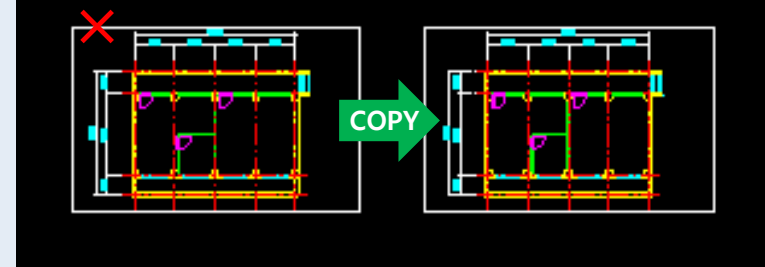


Execution Process

1. "command : "-vports input and SPACE
2. "~ <First corner of bounding rectangle>:" P1 CLICK
3. "Opposite corner:" P2 CLICK

NOTE

Select only viewports



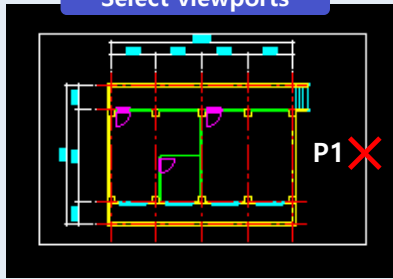
When you select only a viewport entities, the entities in the model are also copied

Viewports (LAYOUT) -3

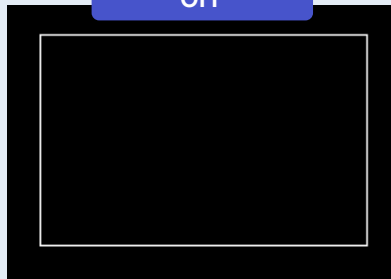
command : -vports

Viewports - ON / OFF

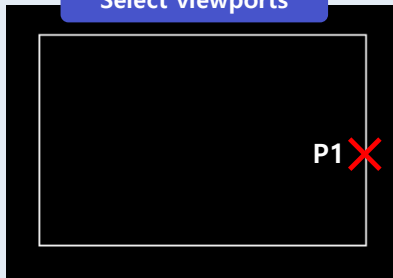
Select viewports



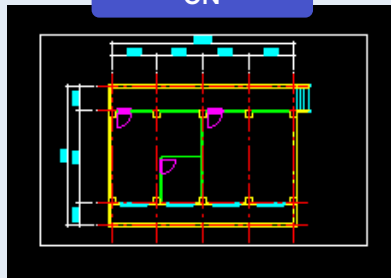
OFF



Select viewports



ON



Execution Process (ON)

1. "command : -vports input and SPACE
2. "Viewports: ~ <First corner> : "
on Select and SPACE
3. "Select viewports to turn on: "
P1 Select and SPACE

Execution Process (OFF)

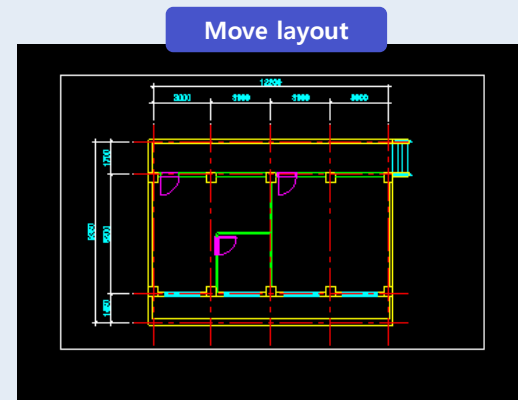
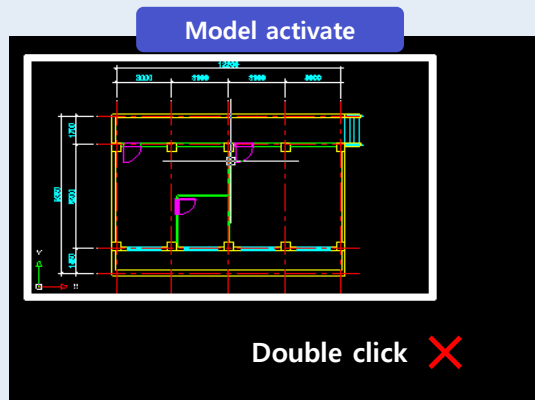
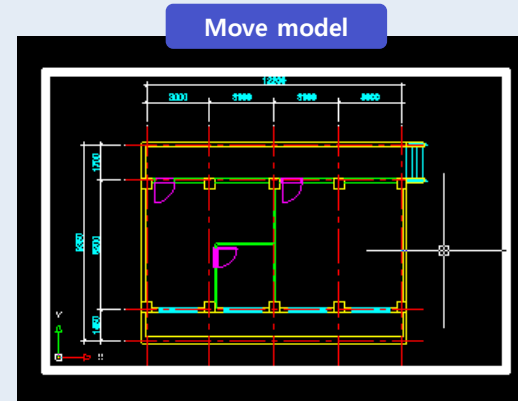
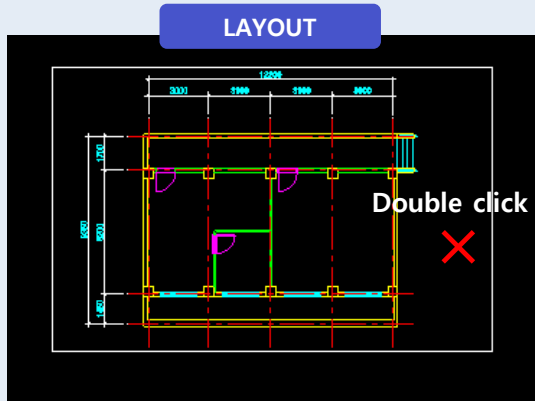
1. "command : -vports input and SPACE
2. "Viewports: ~ <First corner> : "
on Select and SPACE
3. "Select viewports to turn off: "
P1 Select and SPACE

Viewports (LAYOUT) -4

command : ms (Mspace - Move model)

command : ps (Pspace - Move layout)

Move to model or layout

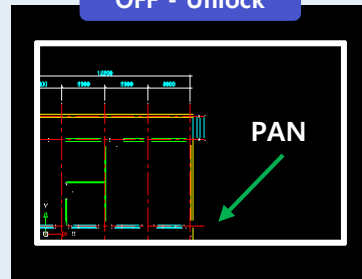


Viewports (LAYOUT) -5

command : -vports

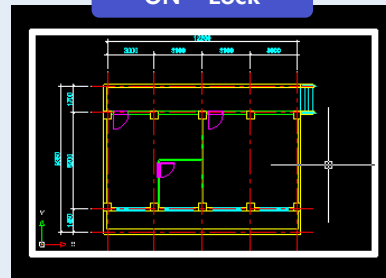
Layout - LOCK

OFF - Unlock



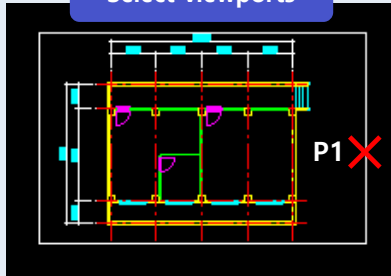
PAN (O)

ON - Lock



PAN (X)

Select viewports



Execution Process

1. "command : `-vports` input and SPACE
2. "Viewports: ~ <First corner>: "
I input and SPACE (Lock)
3. "Viewport View Locking [ON/OFF]:"
on input and SPACE
4. "Select viewports to lock: "
P1 Select and SPACE

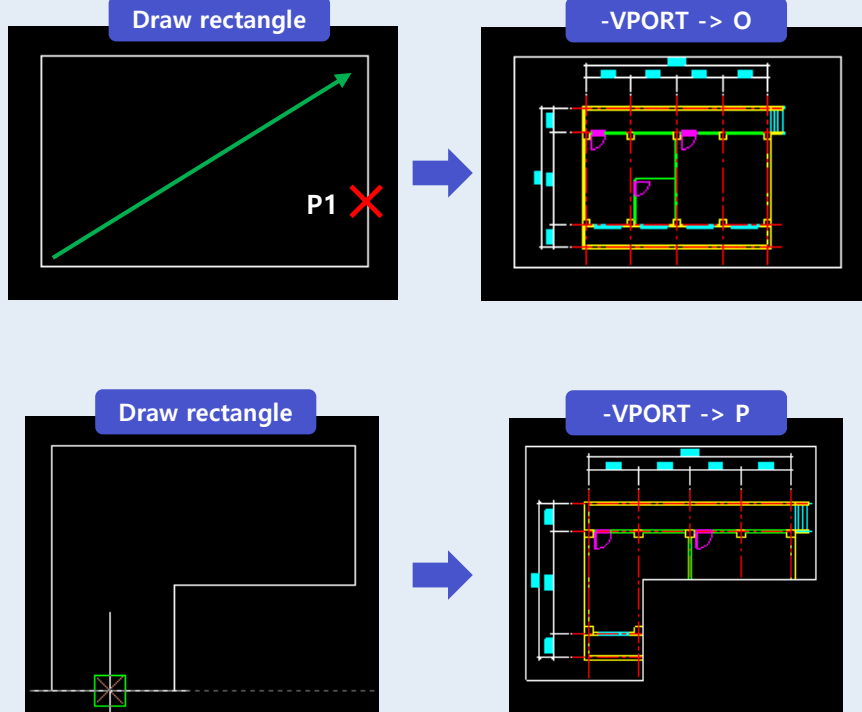
NOTE

- Custom scale does not change if LOCK is selected
- Select a viewport object and set the LOCK in the Properties

Viewports (LAYOUT) -6

commnad : -vports

Layout – OBJECT / POLYGON



Execution Process (OBJECT)

1. "commnad : "-vports input and SPACE
2. "Viewports: ~ <First corner>: "
 - o input and SPACE (OBJECT)
3. "Select object to clip viewport: "
 - P1 Select and SPACE

Execution Process (Polygonal)

1. "commnad : "-vports input and SPACE
2. "Viewports: ~ <First corner>: "
 - p input and SPACE (POLYGON)
3. Draw polygon and SPACE

NOTE

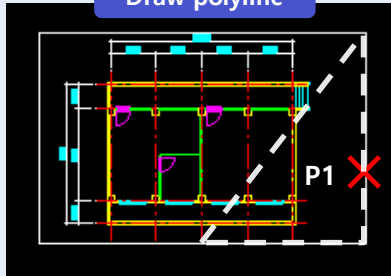
- When creating a polyline, you must execute close to create a viewport with entity selection
- If you did not CLOSE when you created the polyline, execute CLOSE of the PEDIT command.

Viewports (LAYOUT) -7

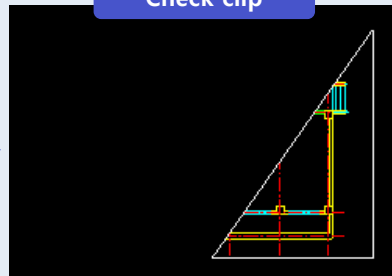
command : vclip

Layout – CLIP

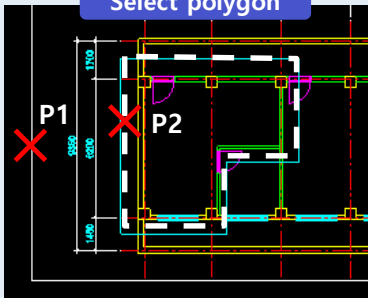
Draw polyline



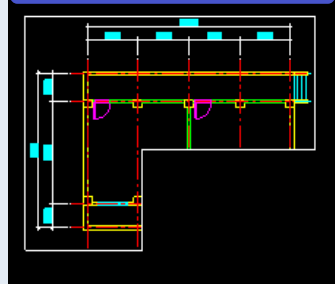
Check clip



Select polygon



Clip to polygonal shape



Execution Process (POLYGON)

1. "command : "vclip input and SPACE
2. "Select viewport to clip: "
P1 CLICK
3. "~ [Polygonal/Delete] <Polygonal>:"
p input and SPACE (Polygon)
4. Draw polygon and SPACE (White hidden line)

Execution Process (OBJECT)

1. "command : "vclip input and SPACE
2. "Select viewport to clip: "
P1 CLICK
3. "~ clipping entity or [Polygonal] <Polygonal>:"
P2 CLICK (POLYLINE or POLYGON)

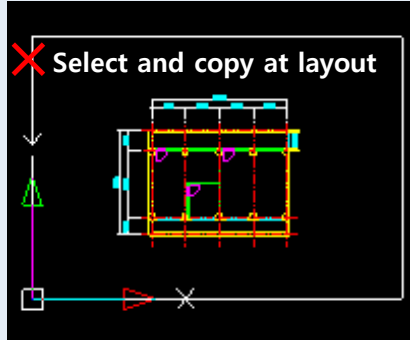
NOTE

- When you create a polyline, you must do a CLOSE to execute VPCLIP

Viewports (LAYOUT) -8

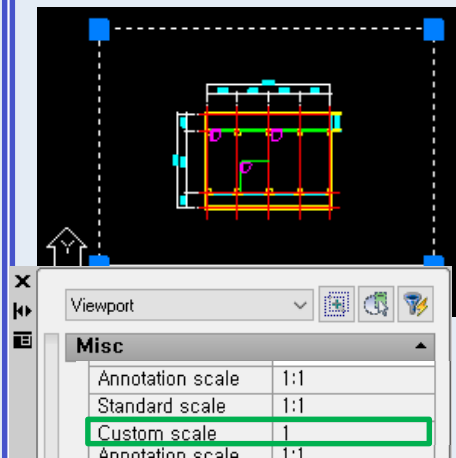
Apply viewport of layout

1 viewports1.dwg



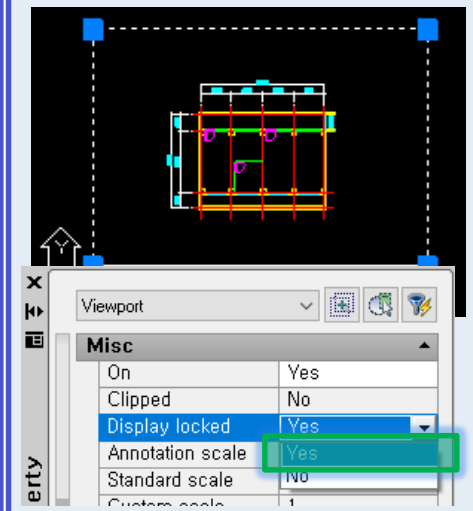
1. Copyclip outer-line
2. Pasteclip at layout space
3. -vports -> Object (outer-line)

2 Custom scale



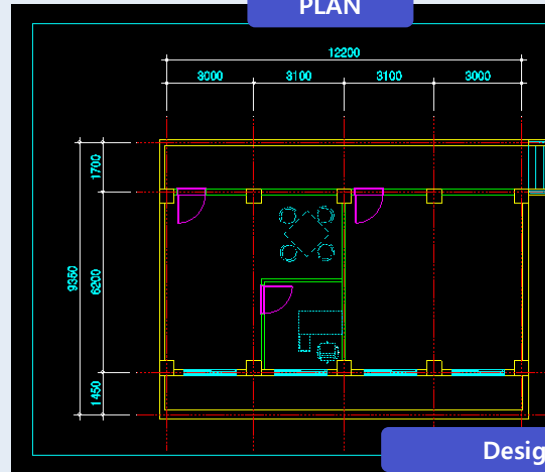
Set custom scale to 1 after select viewports

3 Display Locked ON

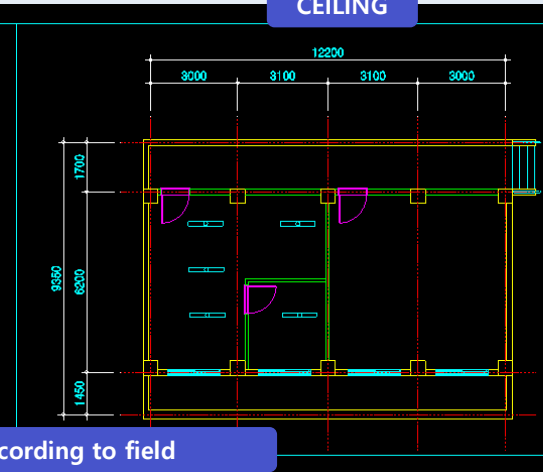


Draw PLAN and CEILING after copy viewports

PLAN



CEILING



Designed according to field

NOTE

- Architecture or interior uses viewports as Xreference
- If you work with a viewport in a layout, the autosave time is reduced