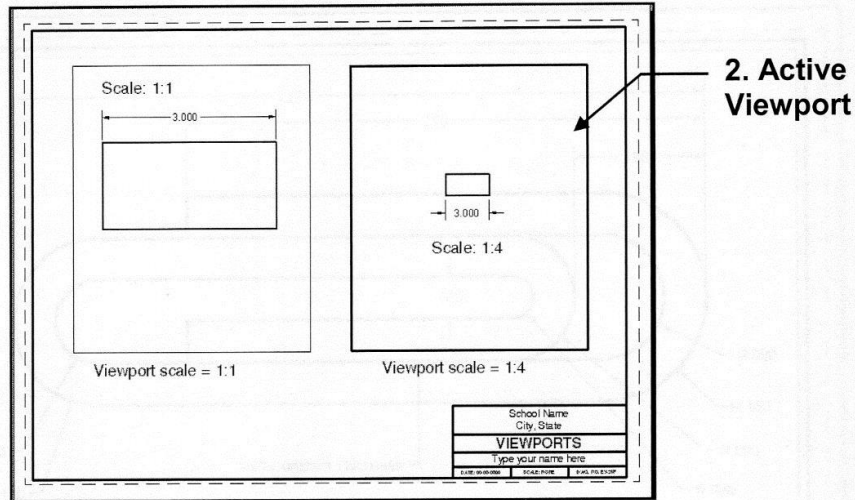


ASSIGNING MULTIPLE ANNOTATIVE SCALES

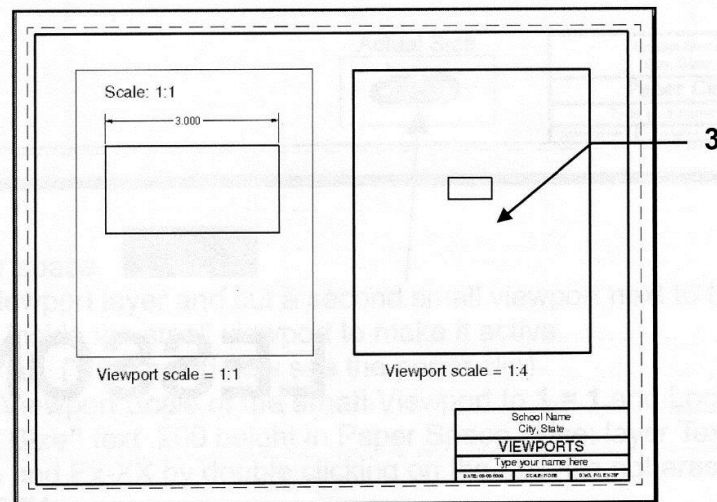
In the previous lesson you learned how annotative text and dimensions are automatically scaled to the viewport scale. But in order to have an annotative object appear in both viewports you placed 2 sets of text and dimensions. In this lesson you will learn how to easily assign multiple annotative scales 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.



Continued on the next page...

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.



4A. Annotation Visibility button
Icon should be blue



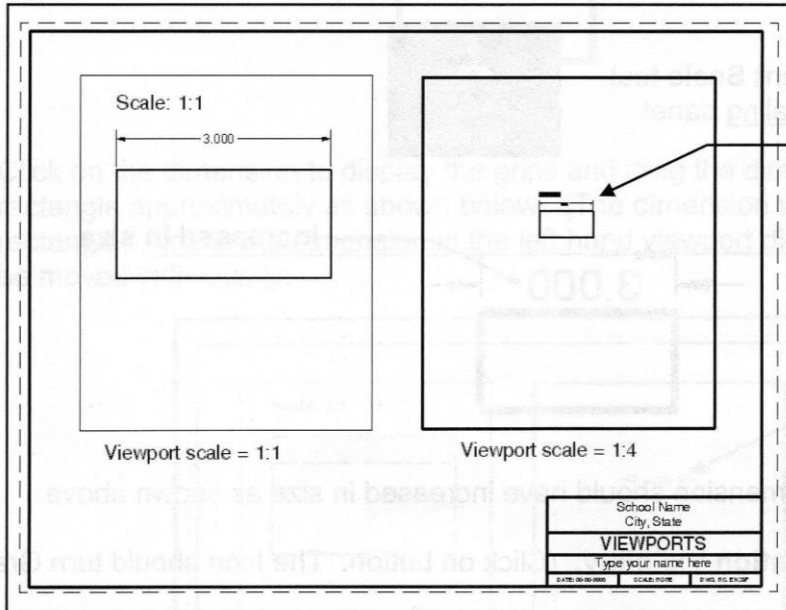
ON (Blue Icon)

Displays **all** Annotation objects in **all** viewports.
(example below)



OFF (Gray Icon)

Displays **only** Annotation objects that have an annotative scale that matches the viewport scale.



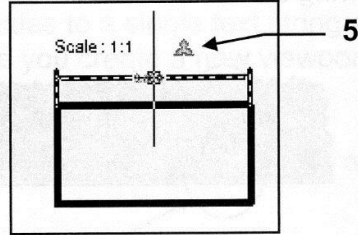
Notice Annotative scale does not match viewport scale.

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.*

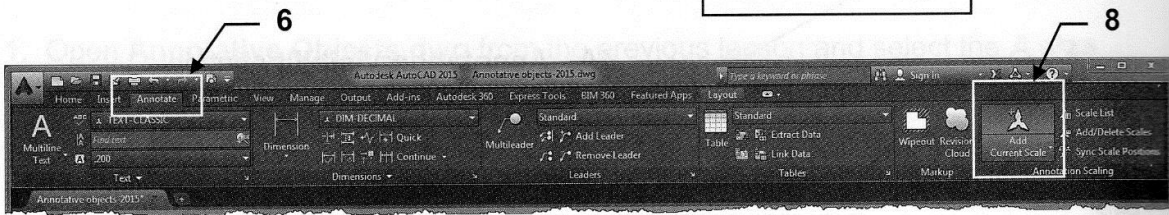
Continued on the next page...

ASSIGNING MULTIPLE ANNOTATIVE SCALES....continued

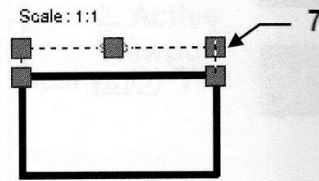
- 5. Place your cursor near the **dimension** in the right hand viewport. Notice the single Annotation symbol. This single symbol indicates the annotative dimension has only one annotative scale assigned to it.



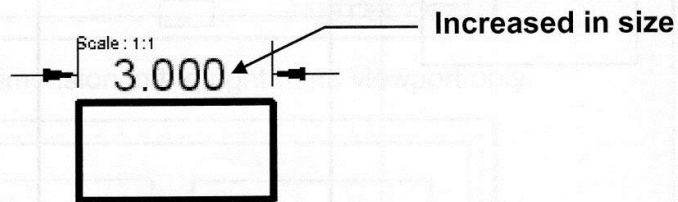
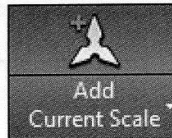
- 6. Select the **Annotate** tab.



- 7. Select only the dimension in the right-hand viewport.



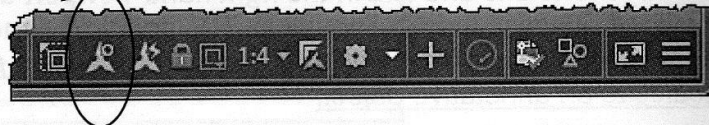
- 8. Select the **Add Current Scale** tool on the Annotation Scaling panel.



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

- 9. Turn OFF the **Annotation Visibility**. (Click on button. The Icon should turn Gray)

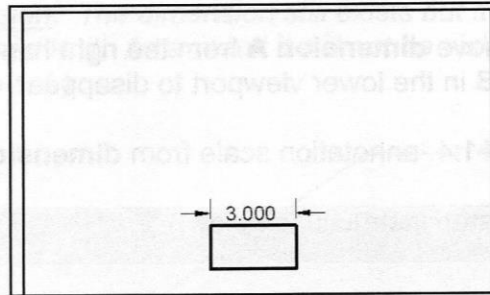
9. **Annotation Visibility** button should turn Gray



Continued on the next page...

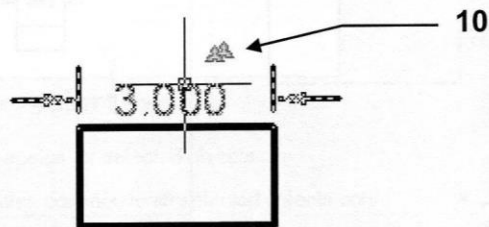
ASSIGNING MULTIPLE ANNOTATIVE SCALES....continued

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.

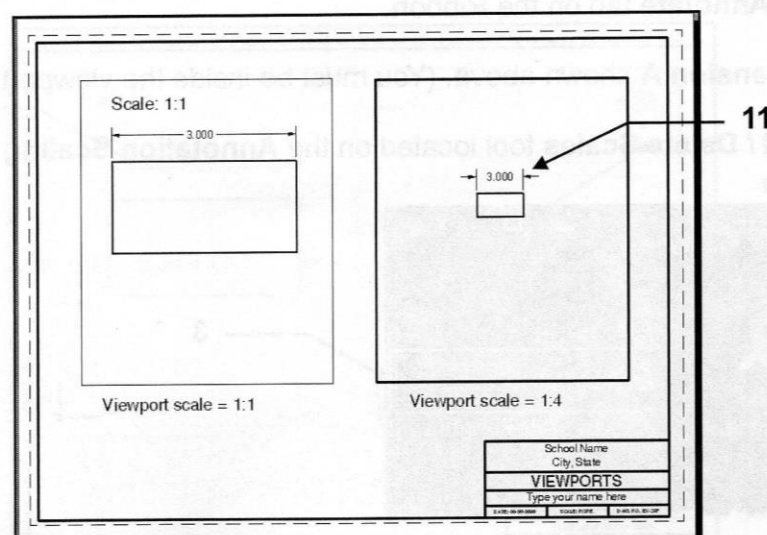


Annotative Visibility OFF

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



- 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.



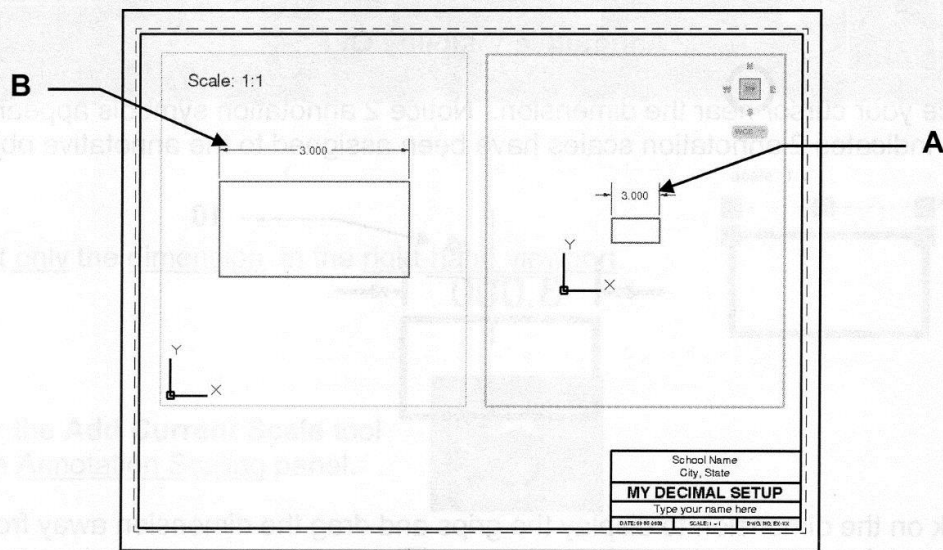
HOW TO REMOVE AN ANNOTATIVE SCALE

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.

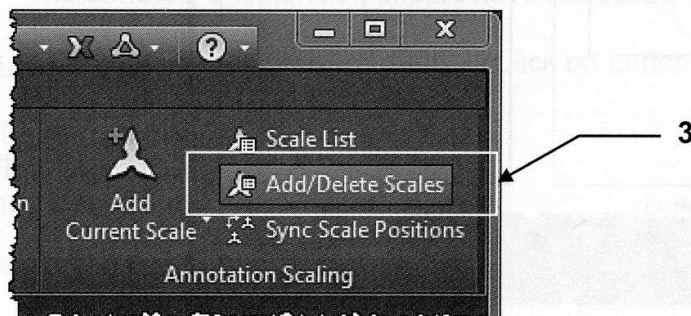
Solution: I must remove the 1:4 annotation scale from **dimension A**.

(Refer to Step by step instructions below.)



Step 1.

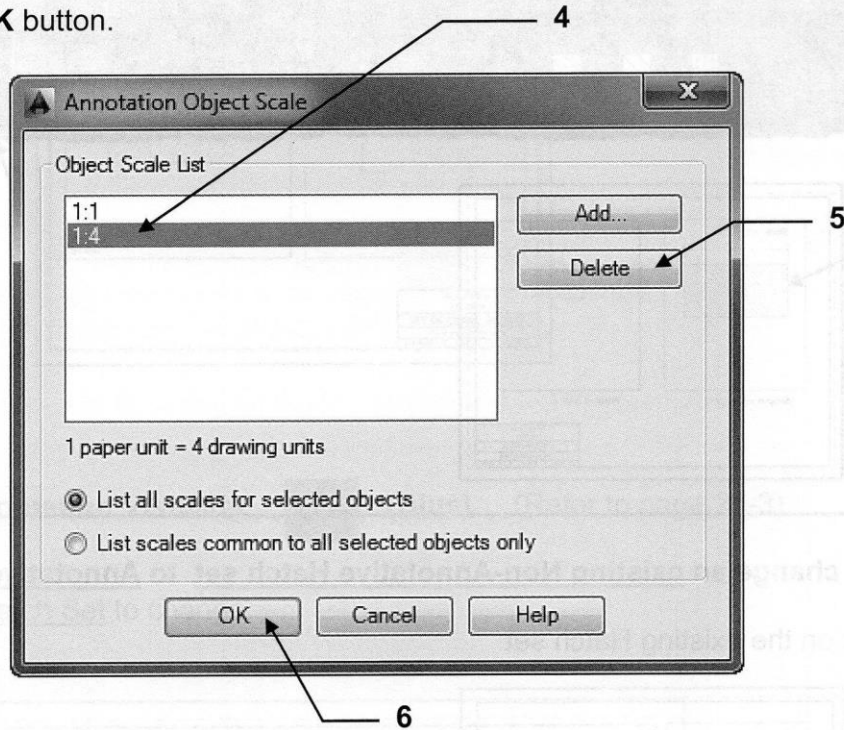
1. Select the **Annotate** tab on the Ribbon.
2. Select **dimension A** shown above. (You must be inside the viewport)
3. Select **Add / Delete Scales** tool located on the **Annotation Scaling** panel.



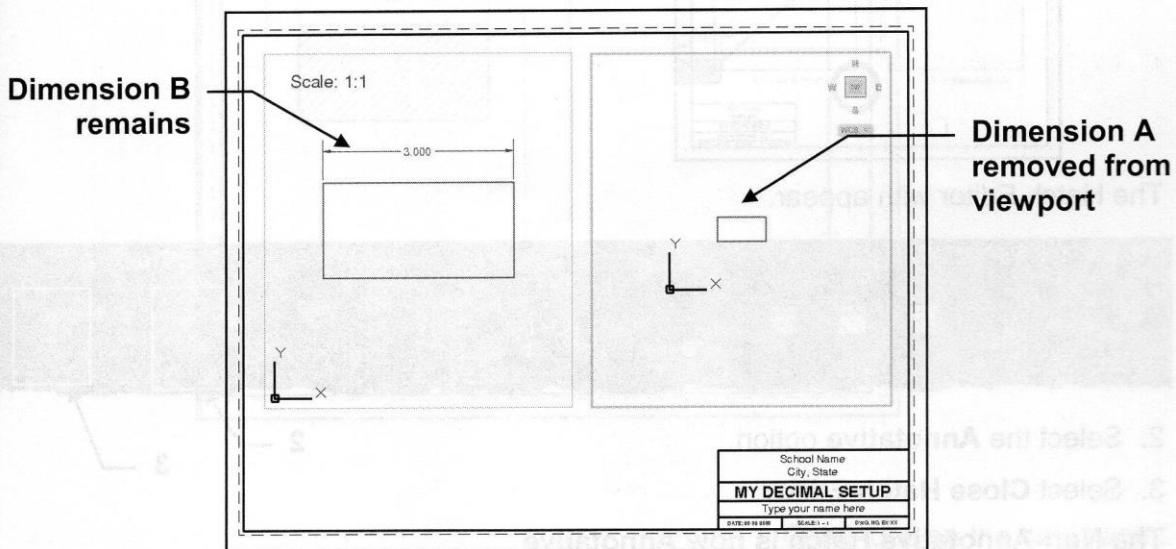
Continued on the next page...

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.

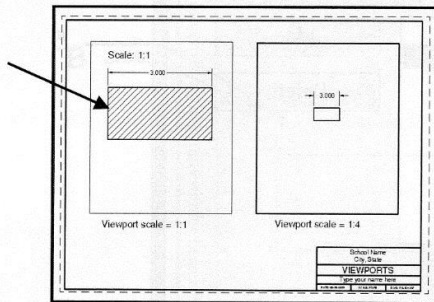


ANNOTATIVE HATCH

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.

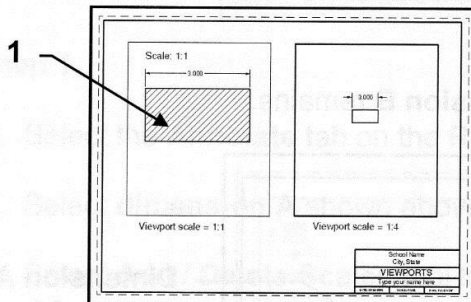
How to select the Annotative setting as you create the Hatch set.

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

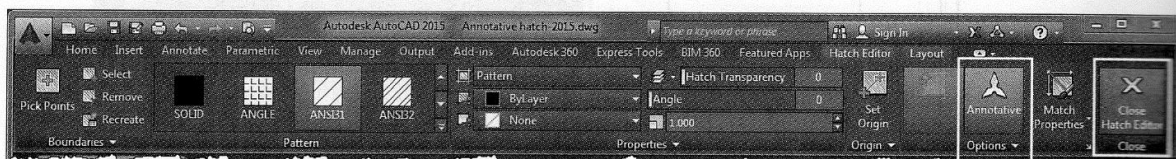


How to change an existing Non-Annotative Hatch set to Annotative.

1. Click on the existing Hatch set.



The Hatch Editor will appear.



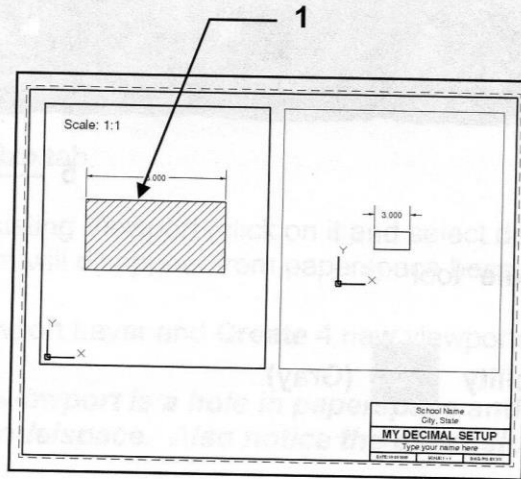
2. Select the **Annotative** option.
3. Select **Close Hatch Editor**.


The Non-Annotative Hatch is now Annotative

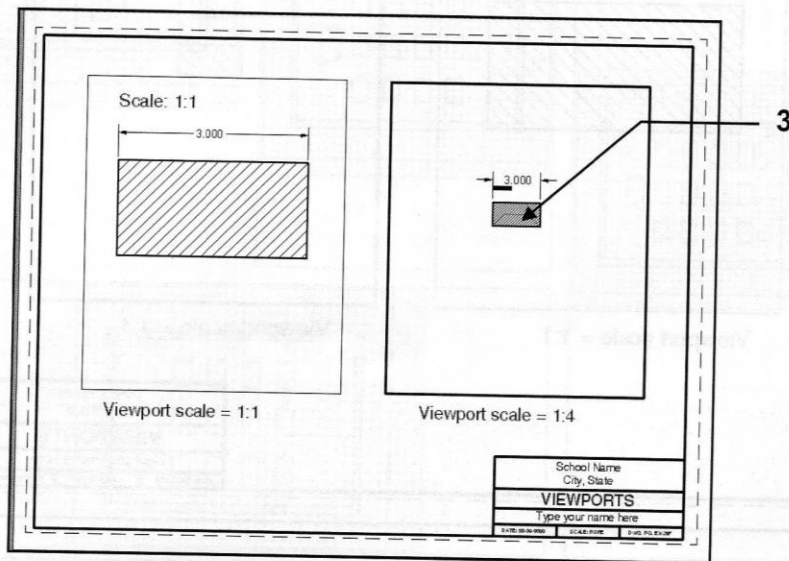
ANNOTATIVE HATCH....continued

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)



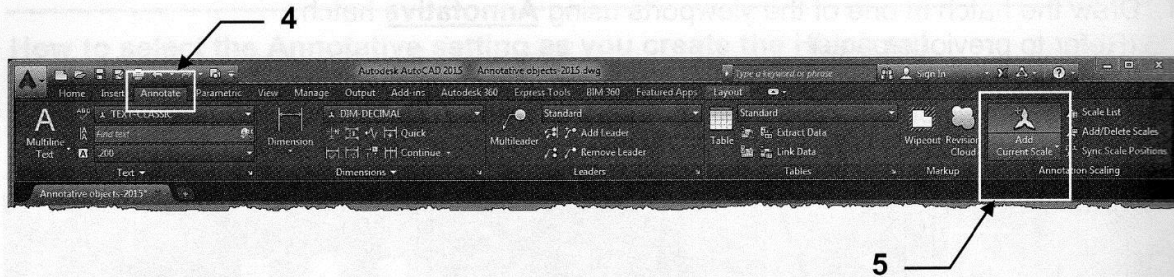
2. Turn ON **Annotation Visibility**  **(Blue)** (Refer to page 28-3)
3. Select the Hatch Set to change.



Continued on the next page...

ANNOTATIVE HATCH....continued

4. Select the **Annotate** tab



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

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

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

