

151222126 - Engineering Graphics

Lecture 5
AUTOCAD

Command entity : offset

- Command entry : *offset*
- Modify Toolbars : A small icon representing the offset command, showing a red line with a perpendicular offset.
- Modify menu → Offset
- You can offset an object at a specified distance or through a point.

Command entity : trim

- Command entry : *trim*
- Modify toolbars : A small square icon representing the trim command. It shows a black line being cut by a red dashed line.
- Modify menu → Trim
- Trims objects to meet the edges of other objects.

Command entity : copy

- Command entry : *copy*

- Modify toolbars : 

- Modify menu → copy

- Copies objects a specified distance in a specified direction.

Command entity : move

- Command entry : *move*
- Modify toolbars : A square icon with a gray background, featuring a black crosshair with small black squares at the ends of the horizontal and vertical lines, representing a move or pan tool.
- Modify menu → Move
- Moves objects a specified distance in a specified direction.

Command entity : rotate

- Command entry : *rotate*
- Modify toolbars : 
- Modify menu → rotate
- Rotates objects around a base point.

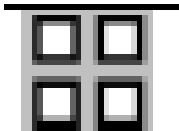
Command entity : scale

- Command entry : *scale*
- Modify toolbars : The icon shows a square with a smaller square inside it, with a red border and a gray background, representing the scale command.
- Modify menu → Scale
- Enlarges or reduces selected objects, keeping the proportions of the object the same after scaling.

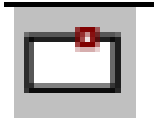
Command entity : mirror

- Command entry : *mirror*
- Modify toolbars : The icon shows two triangles, one pointing up and one pointing down, separated by a vertical red line, all within a grey square frame.
- Modify menu → mirror
- Creates a mirrored copy of selected objects.
- By default, when you mirror a text object, the direction of the text is not changed. Set the *mirrtext* system variable to 1 if you do want the text to be reversed.

Command entity : array

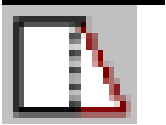
- Command entry : *array*
- Modify toolbars : 
- Modify menu → Array
- Creates an array of rows and columns of copies of the selected objects.

Command entity : break

- Command entry : *break*
- Modify toolbars : 
- Breaks the selected object between two points.

Command entity : stretch

- Command entry : *stretch*

- Modify toolbars : 

- Stretches objects crossed by a selection window or polygon.

Command entity : extend

- Command entry : *extend*
- Modify toolbars : 
- Modify menu → Extend
- Extends objects to meet the edges of other objects.

Command entity : chamfer

- Command entry : *chamfer*
- Modify toolbars : A small icon representing the chamfer command, showing a corner of a square being beveled with a diagonal line and dashed lines indicating the original edges.
- Bevels the edges of objects.

Command entity : fillet

- Command entry : *fillet*

- Modify toolbars : 

- Rounds and fillets the edges of objects.

Command entity : explode

- Command entry : explode
- Modify toolbars : A small icon representing the 'explode' command, showing a red cylindrical object with a black band and a small red square on it, with several small red squares floating around it to indicate an explosion.
- Breaks a compound object into its component objects.