

LAB SESSION IV

COMMANDS COVERED THIS WEEK: - DIMENSION [QDIM, LINEAR DIM, ALIGNED DIM, ORDINATE, RADIUS, DIAMETER, ANGULAR, BASELINE, CONTINUE, CENTERMARK, ALIGN TEXT, EXPLODE]

•DIMENSION:

This command is used to dimension the drawing created.

EXECUTION

- 1) Through the “DIMENSION” menu.

Various options are available in the dimension menu. These can be used depending upon the object to be dimensioned.

- ◆ 1. a) **QDIM**: This menu option can be used to dimension a prominent feature of any object. For e.g.. If the object is a circle, then we can mark the diameter of the circle by just selecting the circle.
- ◆ 1. b) **DIMENSION LINEAR**: This command is used to dimension an object either horizontally or vertically.
- ◆ 1.c) **DIMENSION ALIGNED**: This command is used to dimension an object, which is at an angle.
- ◆ 1.d) **DIMENSION – ORDINATE**: This menu option gives the distance of an object from either the X-axis or Y-axis. To measure the distance from Y-axis, choose the option Y datum and to measure the distance from X-axis, choose the option X-datum. By using the options, mtext, text and angle, you can modify the way the dimension is represented.
- ◆ 1.e) **DIMENSION – RADIUS**: This menu option is used to mark the radius of an arc or a circle.
- ◆ 1.f) **DIMENSION – DIAMETER**: This option is used to mark the diameter of an arc or a circle.
- ◆ 1.g) **DIAMETER – ANGULAR**: This option is used to mark the angle between two lines, or an angle subtended by an arc or a circle.

◆ 1.h) **DIMENSION – BASELINE**: This menu option is used to mark the distance of various objects from a datum object, which is selected as a baseline.

◆ 1.i) **DIMENSION – CONTINUE**: This menu option is used to mark the distances of various objects in a continuous line, starting from an initial datum.

◆ 1.j) **DIMENSION – CENTER MARK**: Using this menu option, you can mark the center of an arc or a circle.

◆ 1.k) **DIMENSION – ALIGN TEXT**: This menu option is used to align the text at an angle; in most cases, the text is aligned in parallel with the object.

• **EXPLODE**: The explode command breaks a compound object into its component objects.

◆ You can explode 3D meshes, 3D solids, blocks, bodies, dimensions, multilines, polyface meshes, polygon meshes, polylines, and regions.