

LAORT CADD LECTURE NOTES (Blocks/Attributes)

CREATING TITLE BLOCK WITH ATTRIBUTES

OVERVIEW

The following is a step by step example of creating a title block symbol using **BLOCK**, **WBLOCK** and **ATTDEF** commands. In this example we will create a 'B' size title block, the only difference for other sizes would be the size itself/

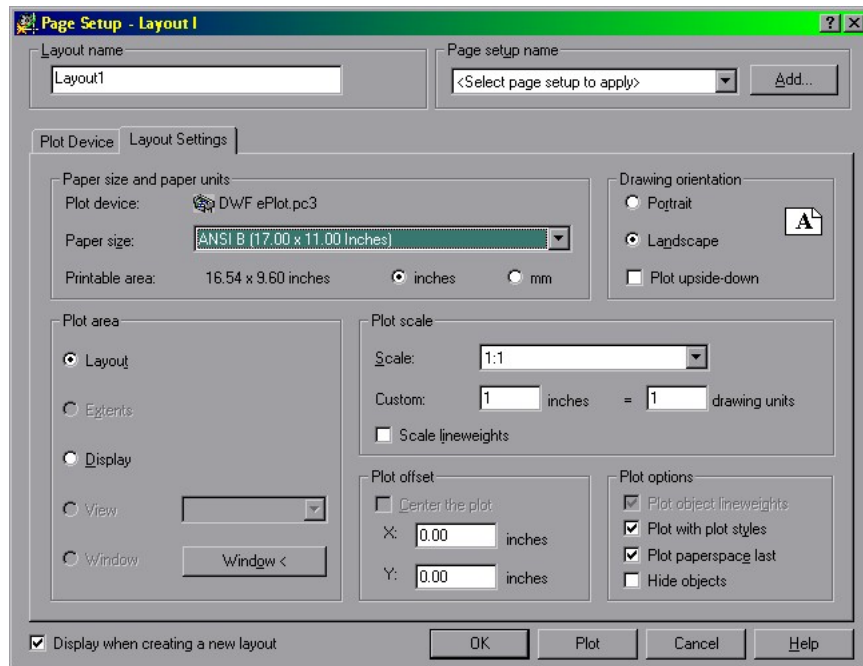
STEPS

The following steps outline the process that will be followed to create the title block. This title block will contain attributes for title, date and drawn by.

- *Open a new drawing, units = decimal*
- *Draw title block geometry*
- *Draw fixed text using TEXT or MTEXT*
- *Create variable text using ATTRIBUTES*
- *Save as BLOCK in current drawing*
- *Write to disk file using WBLOCK*

EXAMPLE

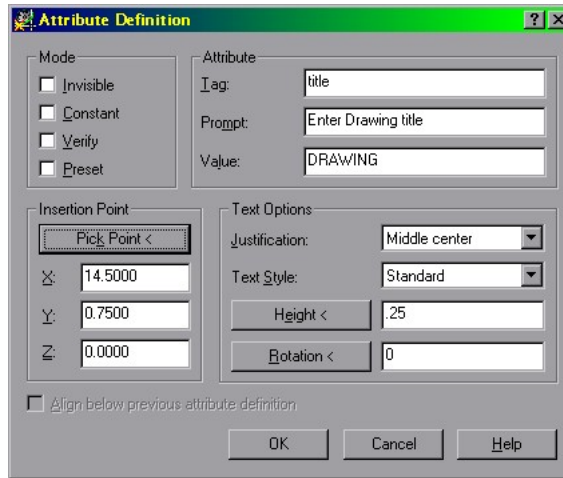
- *Open new drawing, set UNITS to decimal*
- *Save drawing as 'title block library'*
- *Determine title block size by clicking on the 'Layout 1' tab and selecting the 'Layout Settings' tab after picking the desired plotter*



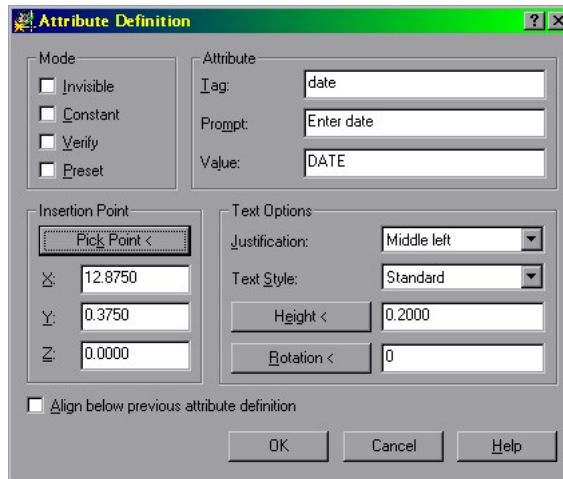
- *In this case the 'B' size format will be 17" by 11" , note that the 'Printable Area' is 16.54 x 9.60 inches for this plotter*
- *Draw a rectangle using the 'Paper Size' with the lower left corner at 0,0*
- *OFFSET this rectangle to the inside by .25" (could use larger value depending on 'Printable Area')*
- *Set LIMITS to 'Paper Size'*
- *Turn SNAP and GRID on, Set SNAP to .125, GRID to .25*
- *Draw Title Block*
- *Draw fixed text labels using TEXT command*

TITLE	
DATE	NAME

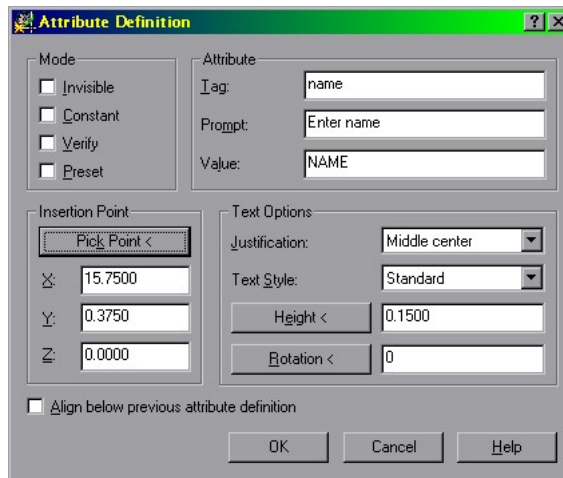
- *Draw attribute for title using ATTDEF*



➤ Draw attribute for date using ATTDEF



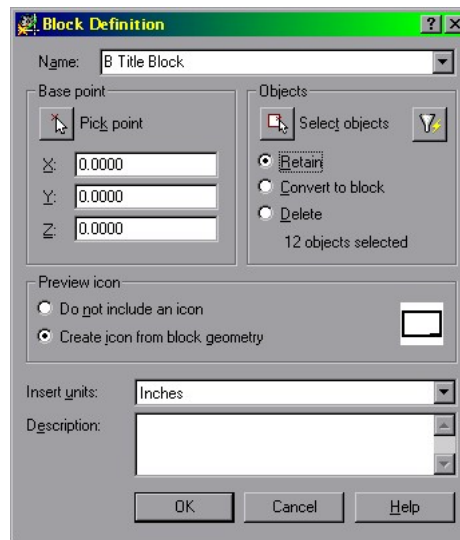
➤ Draw attribute for Name using ATTDEF



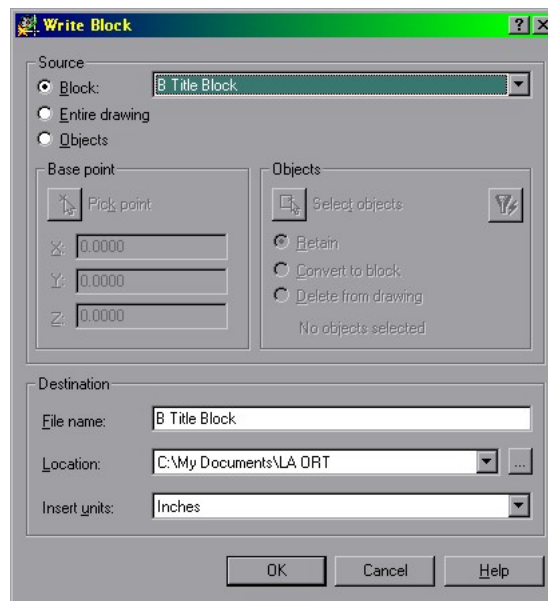
➤ Your title block should look like this

TITLE		TITLE	
DATE	DATE	NAME	NAME

➤ Use **BLOCK** command to save as block



➤ Use **WBLOCK** to write to disk

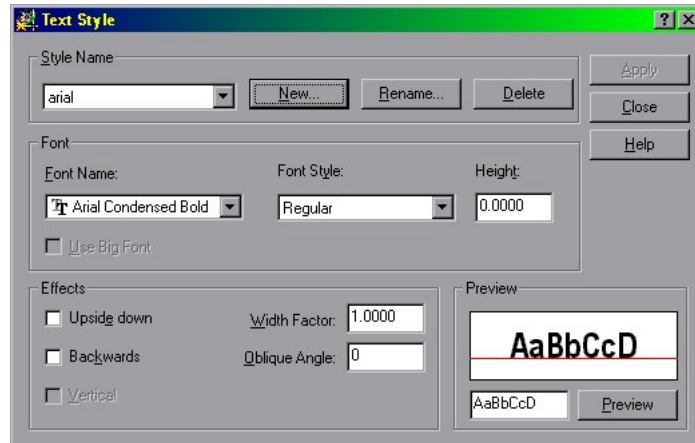


➤ Insert into your **PAPER** space to use

NOTES

USING OTHER TEXT FONTS

To use alternative text fonts for attributes you must define a new STYLE using that fonts.



EDITING ATTRIBUTES AFTER BLOCK IS PLACED

To modify attributes after placing a block you must use the ATTEDIT command. To make options available use -ATTDEF.