

2nd lesson - basics of Autocad

4th October, 2022

Let's get started:

- Dynamic input - at the bottom of the Autocad page (line of symbols) - disconnect, because if not it remembers million numbers (coordinates) of every point
- Difference between:
 - Absolute coordinates - cartographically correct
 - Relative coordinates - connected to the first point we clicked at
- UNITS - work in meters

LAYERS

- Nothing goes on layer 0 - except blocks (so we don't lose them)
 - Floor plan = a section at the height of 1 m → layer SECTION
 - Section line - thick (like contact with the air)
 - View → layer VIEW - not that thick lines
 - Don't touch the bulb symbol in Layer properties
 - Lock - cannot erase from that layer, but we can draw in it
 - Color of the layer - the lines in the layer have the color
 - DASH LINE - for projection (everything above 1 m)
 - DOT LINE - invisible stuff
 - DIMENSIONS
 - TEXT
 - ! do not touch LINEWEIGHT - otherwise problems with printing
 - CURENT LAYER - green tick
 - X_VP - view port, select: don't print
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- Best to draw near point 0 - computer is much faster then
 - Command bar - always see 3 lines of code
 - Point input - x.y.z → insert absolute

Portugal regulations:

- RGEU 163/2006 (for disabled)
- PDM
- RMUEL

Commands:

- LAYER → new layer
- DDP TYPE - point style - choose dot
- ERA=erase
- POINT - x.y.z → insert dimensions for x,y
- Z=zoom
- PAN - can move with the hand (can press wheel on the mouse)
- REC=rectangle - polyline - must be at the plane always, we define the first point and then add @ + x,y dimensions (related to the first point)
- XL=xline - line defined just by 1 point, a horizontal/vertical/angled
- OSNAP=object snap - the clicking of objects (never have active: nearest and apparent intersection)
- O=offset
- DIST=distance
- MIRROR - to mirror objects
- REPEAT - space bar/right click on the mouse
- S=stretch
- EXPOLODE - polyline change to lines
- UNDO