

Layers, Layer Standards and Blocks

1. Layers
 - a) Visibility
 - i) On/Off vs. Freeze/Thaw
 - (1) Off are regenerated
 - (2) Froze are not regenerated.
 - (3) Off and frozen are not displayed of plotted.
 - (4) 3d items on off layers will hide other objects during HIDE, RENDER or SHADEMODE.
 - ii) Lock and Unlock
 - (1) Entities on locked layer cannot be edited.
 - (2) Locked layers can still have their properties changed and osnaps used.
 - b) Visibility per viewport.
 - i) Layers can be frozen or thawed in a viewport (tilemode off).
 - ii) Use vplayer command or the layer dialog box.
 - iii) Viewport visibility is not shown in the layer pulldown.
 - c) Layer Filters
 - i) To use Layer Filters
 - (1) In the Layer Dialog box
 - (a) Choose the [...] button.
 - (i) One of two button in A2K without a ToolTip.
 - (b) Select or enter layer property settings
 - (c) Enter a name in the Filter Name box
 - (d) Choose Close
 - (e) Choose the filter from the Named Layer Filters list.
 - ii) Wildcards can be used.
 - (1) *
 - (2) ?
 - iii) Invert filter.
 - iv) Apply to Object Properties toolbar.
 - d) Creating Layers
 - i) Press the New button
 - ii) -layer;n,name;;
 - e) Renaming Layers
 - i) Highlight similar to Explorer or My Computer
 - ii)
 - f) Deleting layers
 - i) Delete from dialog box
 - (1) Layers need to be empty and not referenced in any way.
 - (2) Cannot delete current layer, 0, defpoints, or xref-dependent layers
 - g) Purging layers
 - i) Use the Purge command
 - (1) Layers need to be empty and not referenced in any way.
 - (2) Cannot Purge current layer, 0, defpoints, or xref-dependent layers
 - h) Colors, linetypes and lineweights
 2. Layer Standards
 - a) Why?
 - b) Why not?
 - c) Some standards
 - i) National CAD Standards, <http://www.nationalcadstandard.org/ncs.htm>
 - ii) American Institute of Architects, (\$30)
<http://www.e-architect.com/news/aiarchitect/october/cadguidelines.asp>
 - iii) ????
 3. Blocks
 - a) Creating blocks
 - i) Create with geometry on layer 0
 - ii) Geometry to be bylayer for color and linetype.
 - iii) Attributes