Answers to Chapter 6 Review

1. Explain how to use the Realtime zoom option.

*Answer:* After accessing the Realtime zoom option, press and hold the left mouse button and move the button.

2. What is the difference between zooming and panning?

*Answer:* Zooming changes the display area to show a higher or lower magnification of objects. Panning moves the drawing display to view different portions of the drawing without changing the magnification.

3. What two commands allow you to cycle back and forth quickly between prior views that were created by zooming or panning?

*Answer:* VIEWBACK and VIEWFORWARD

4. Which steering wheels navigation commands are most appropriate for 2D drafting applications?

*Answer:* ZOOM, CENTER, PAN, and REWIND can be used in 2D drafting applications.

5. Explain how to use the CENTER command on the Full Navigation wheel.

*Answer:* Press and hold the left mouse button on the CENTER wedge of the wheel so that the pivot point icon appears. Move the pivot point icon over an object to be centered on the screen and release the mouse button.

6. What feature of the Full Navigation wheel allows you to return to previous display settings?

*Answer:* REWIND

7. Why should you avoid using the view cube to rotate the display of a 2D drawing?

*Answer:* The coordinate system may not behave as expected. For example, text, which should always be horizontal, may appear at an unacceptable angle.

8. Provide an example of when regenerating the display is necessary.

*Answer:* You may need to regenerate the display if curved objects appear as straight segments when you zoom in, or if you are unable to pan past the drawing limits or the current display area.
Answers to Chapter 6 Review

9. Which command regenerates all of the viewports?

*Answer:* `REGENALL`

10. Explain the difference between using layer states and object isolation or object hiding to hide objects.

*Answer:* Layer states allow you to use layers to control the display of objects. Object isolation and object hiding are used to display or hide objects by selecting specific objects.

11. How do you enter a display command transparently at the keyboard?

*Answer:* By typing an apostrophe (') before the command name.

12. Which command changes the order in which objects are displayed in a drawing?

*Answer:* `DRAWORDER`

13. How do you create a 2D named view of the current screen display?

*Answer:* In the View Manager dialog box, pick the New... button to open the New View/Shot Properties dialog box. Enter the desired view name in the View name: text box. Next, select Still from the View type: dropdown list. Make sure the Current Display option is activated in the View Properties tab and then pick OK.

14. How do you display an existing named view?

*Answer:* In the View Manager dialog box, select one of the named views from the list in the Views area. Pick the Set Current button or right-click and select Set Current. Pick the Apply button to display the view, or pick the OK button to display the view and exit the dialog box.

15. By default, how many model viewports appear in the drawing window?

*Answer:* One

16. How can you specify whether a new model viewport configuration applies to the entire drawing window or the active viewport?

*Answer:* Use the Apply to: drop-down list in the Viewports dialog box.

17. Explain the procedure for joining model viewports.
Answers to Chapter 6 Review

Answer: Viewports can be joined by picking **Join Viewports** from the **Model Viewports** panel on the **View** tab on the ribbon, or by entering `-VPORTS` at the keyboard. After the dominant viewport and a second viewport have been selected, the viewports are joined and the dominant view is retained. The two viewports that are selected for joining cannot create an L-shape viewport. Model viewports can also be joined by dragging a viewport boundary near another viewport boundary.

18. Define **hard copy** and **soft copy**.

Answer: Hard copy refers to a physical drawing produced on paper by a printer or plotter. Soft copy refers to the electronic data file of a drawing.

19. Identify four ways to access the **Plot** dialog box.

Answer: (Any four) Pick the **Plot** button on the **Quick Access** toolbar, select **Plot** from the **Plot** panel in the **Output** ribbon tab, press the `[Ctrl]+[P]` key combination, type `PLOT`, or pick the **Print** button in the **Application Menu**.

20. Describe the difference between the **Display** and **Window** options in the **Plot area** section of the **Plot** dialog box.

Answer: The **Display** option is used to plot the current screen display. The **Window** option allows you to pick two corners of a window around the area to plot.