CAD CONCEPTS

YQ ARCH

Auto CAD

100 Essential COMMANDS

In Brief

CAD CONCEPTS

A Revolutionary Approach To Sharpen Your Design Skill

Reach the best possibilities with CAD Concepts

Written by
Abu Hamzah

Preface

Most of the adventures recorded in this book it cover major Auto CAD YQ arch command that used in daily work frame each command briefly explained pagewise with facts & figures most of the command linked with youtube video for great convenience.

Copyright

Content


CAD
CONCEPTS

01

WW Command

Build Wall

'WW' command is used to draw wall by providing thickness & alignments window line also can be placed at the center of the wall as shown in Fig. 1.0.1

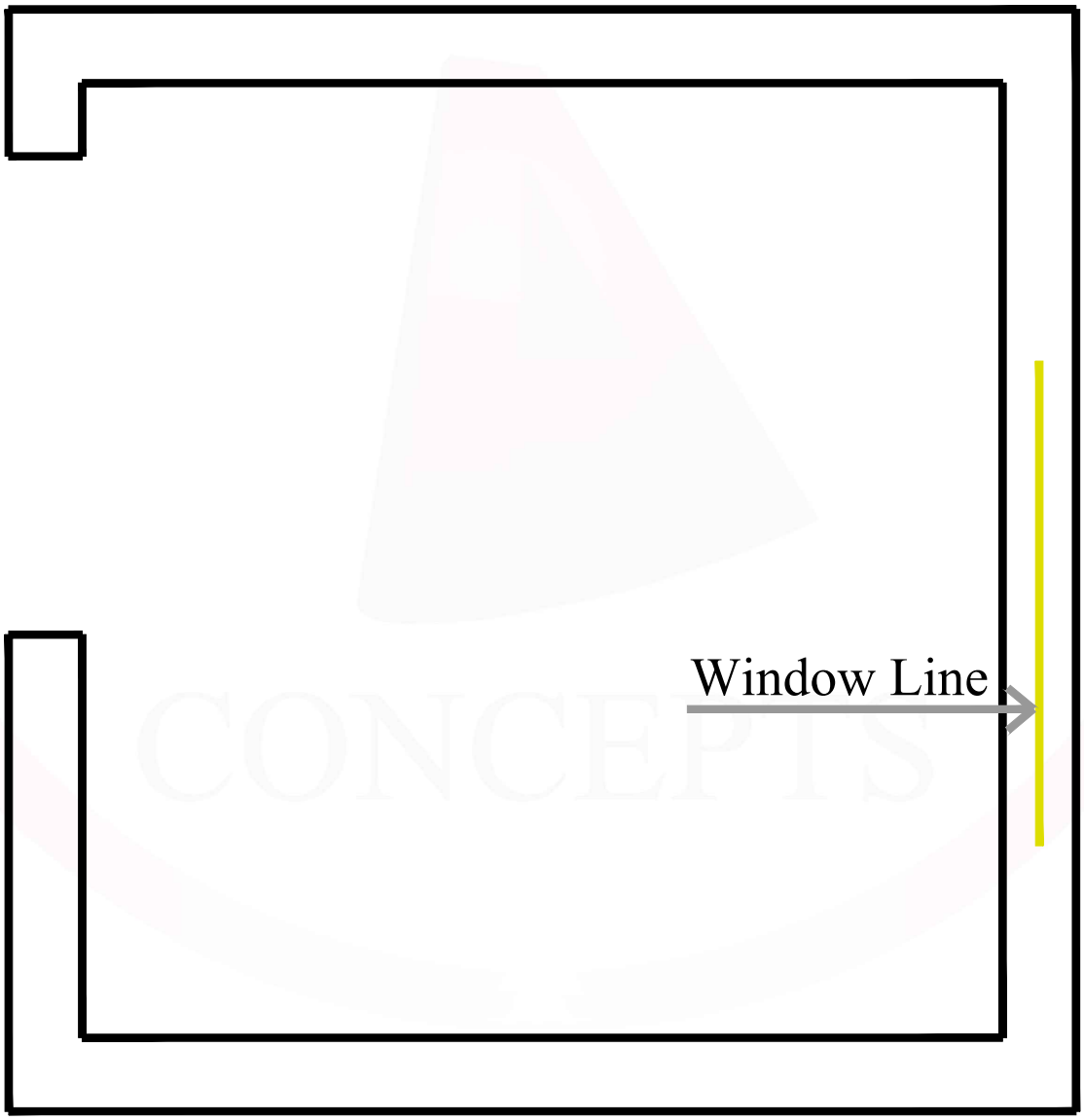

Fig. 1.0.1 Build wall

02

WWA Command

Rebuild wall axis

'WWA' command is used to place axis line center of the wall by selecting wall lines at a time as shown in Fig. 1.0.2

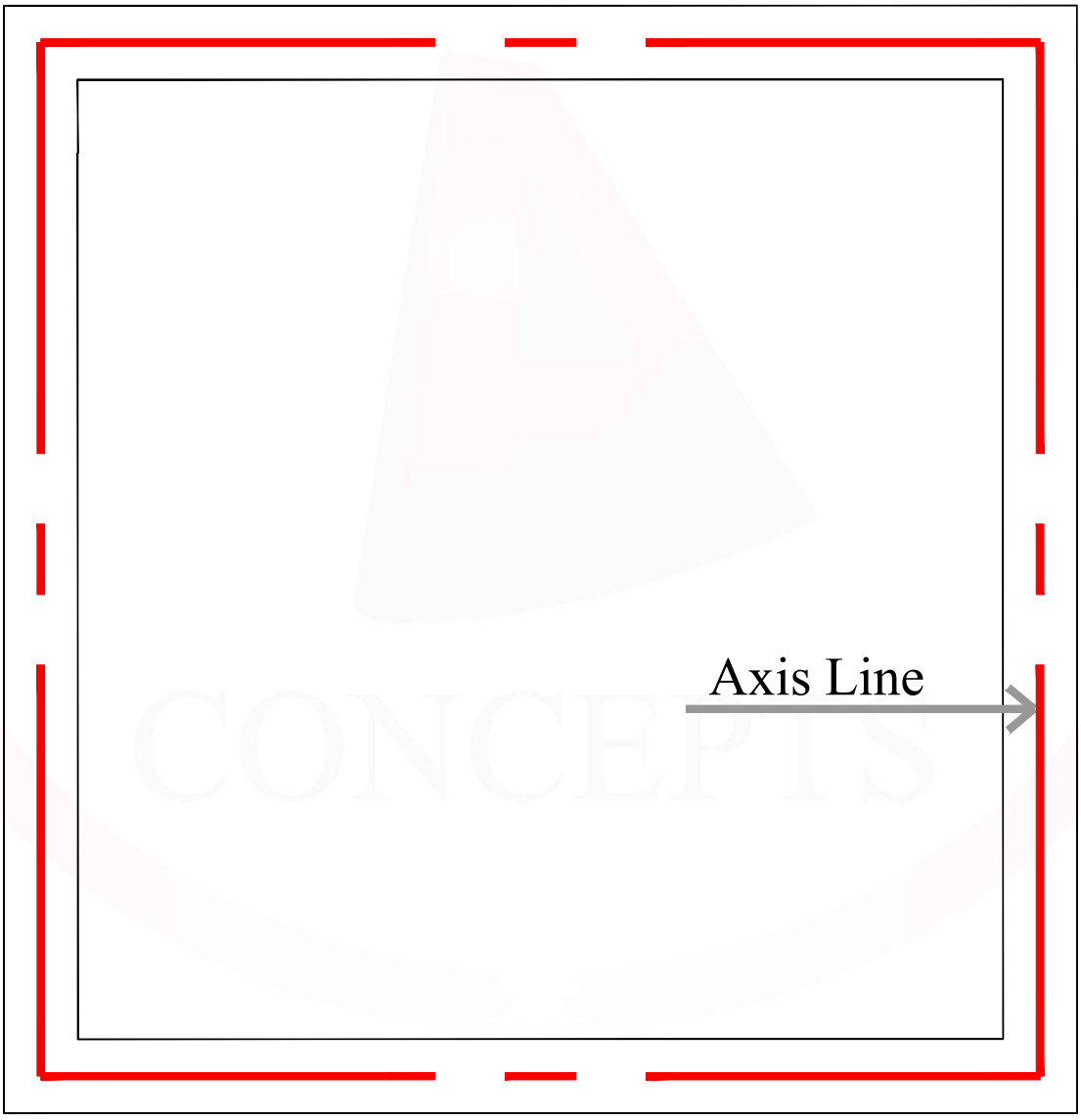

Fig. 1.0.2 Rebuild wall axis

03

XWW Command

Axis line to wall

'XWW' command is used to build wall from axis lines at a time as shown in Fig. 1.0.3

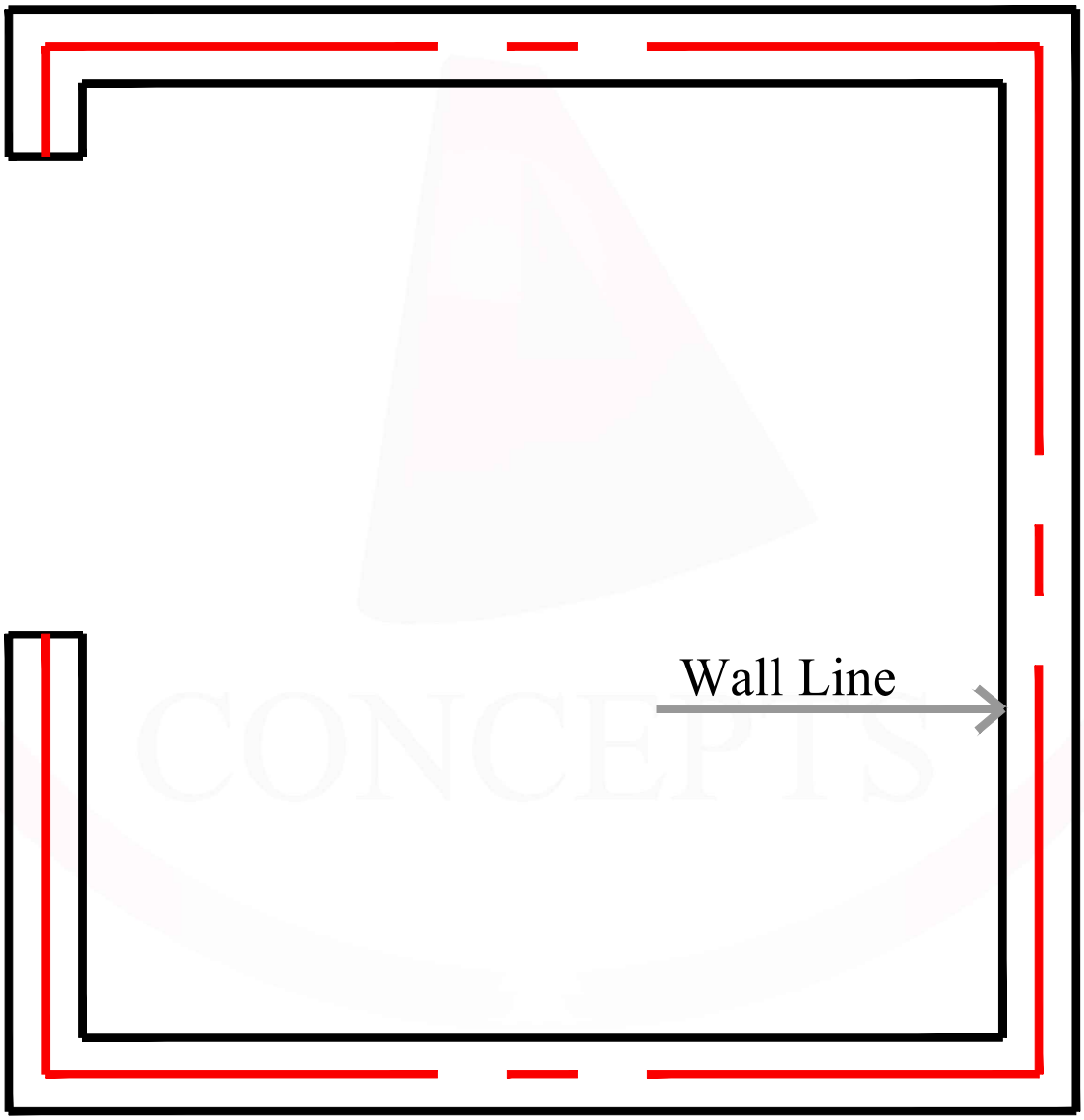

Fig. 1.0.3 Axis line to wall

Video link :- https://youtu.be/Wn6sk3fPrkU?t=6m15s

04

WWF Command

Fill in wall/column

'WWF' command is used to fill wall/column with solid hatch by selecting wall/column at a time as shown in Fig. 1.0.4

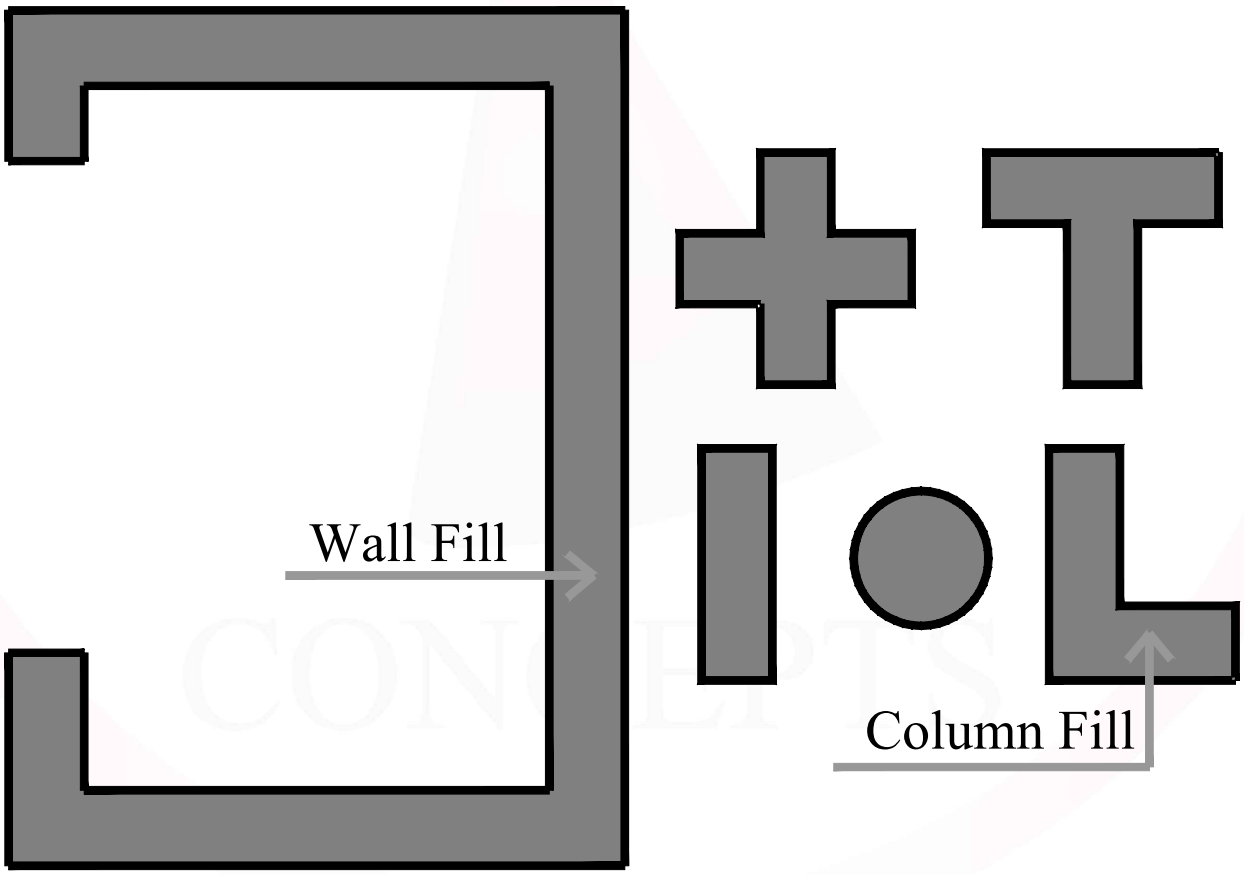

Fig. 1.0.4 Fill in wall/column

Video link :- https://youtu.be/Gdy9T8IXyJA?t=15s

05

AD Command

Open door

'AD' command is used to open door on wall at a time style hole & pier width switch mode can be customized by setting door will be created in block attribute form door type as shown in Fig. 1.0.5

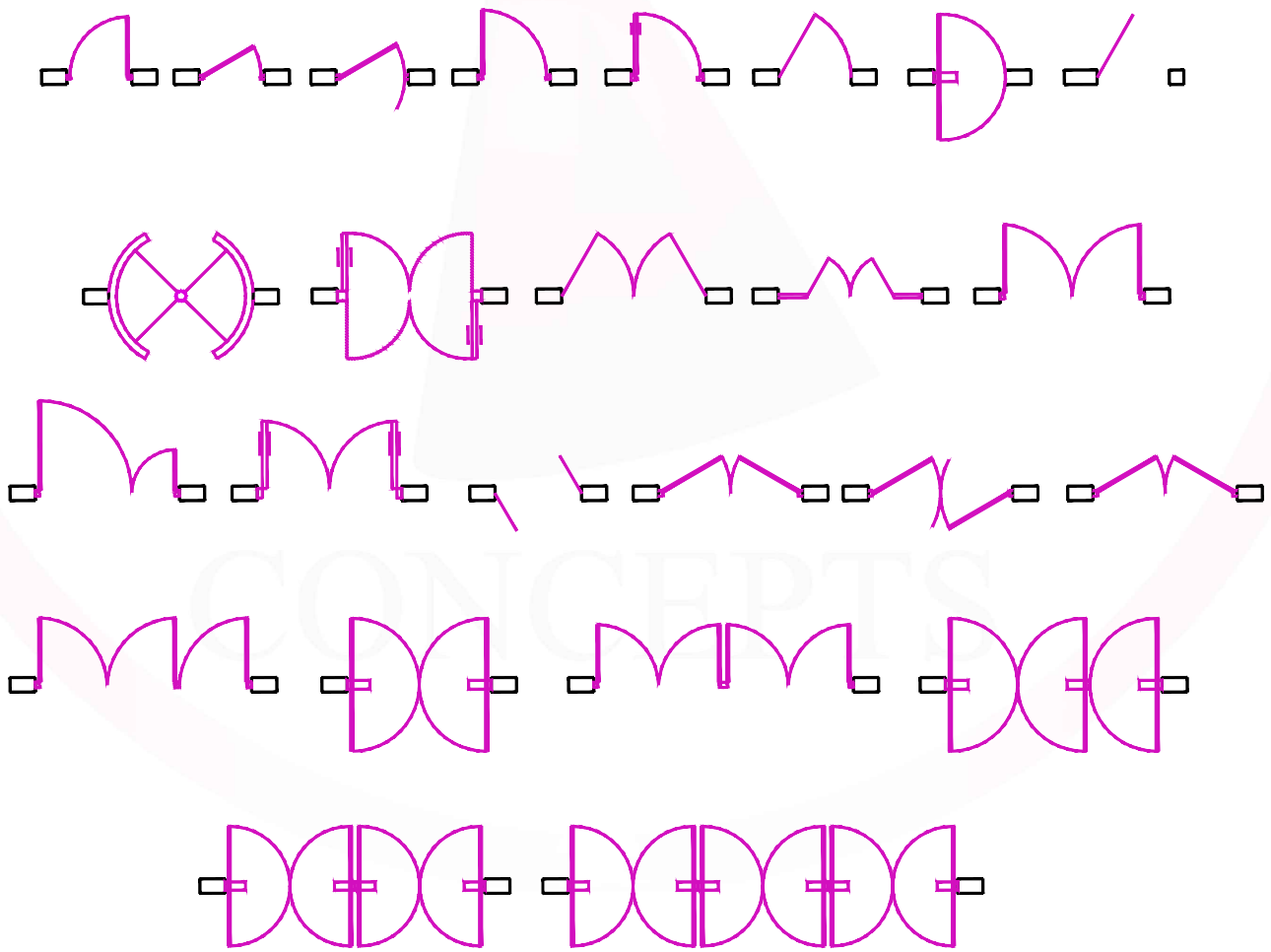

Fig. 1.0.5 Door type

06

ADT Command

Open Pocket door

'ADT' command is used to open pocket door on wall at a time style hole & pier width switch mode can be customized by setting door will be created in block attribute form door type as shown in Fig. 1.0.6

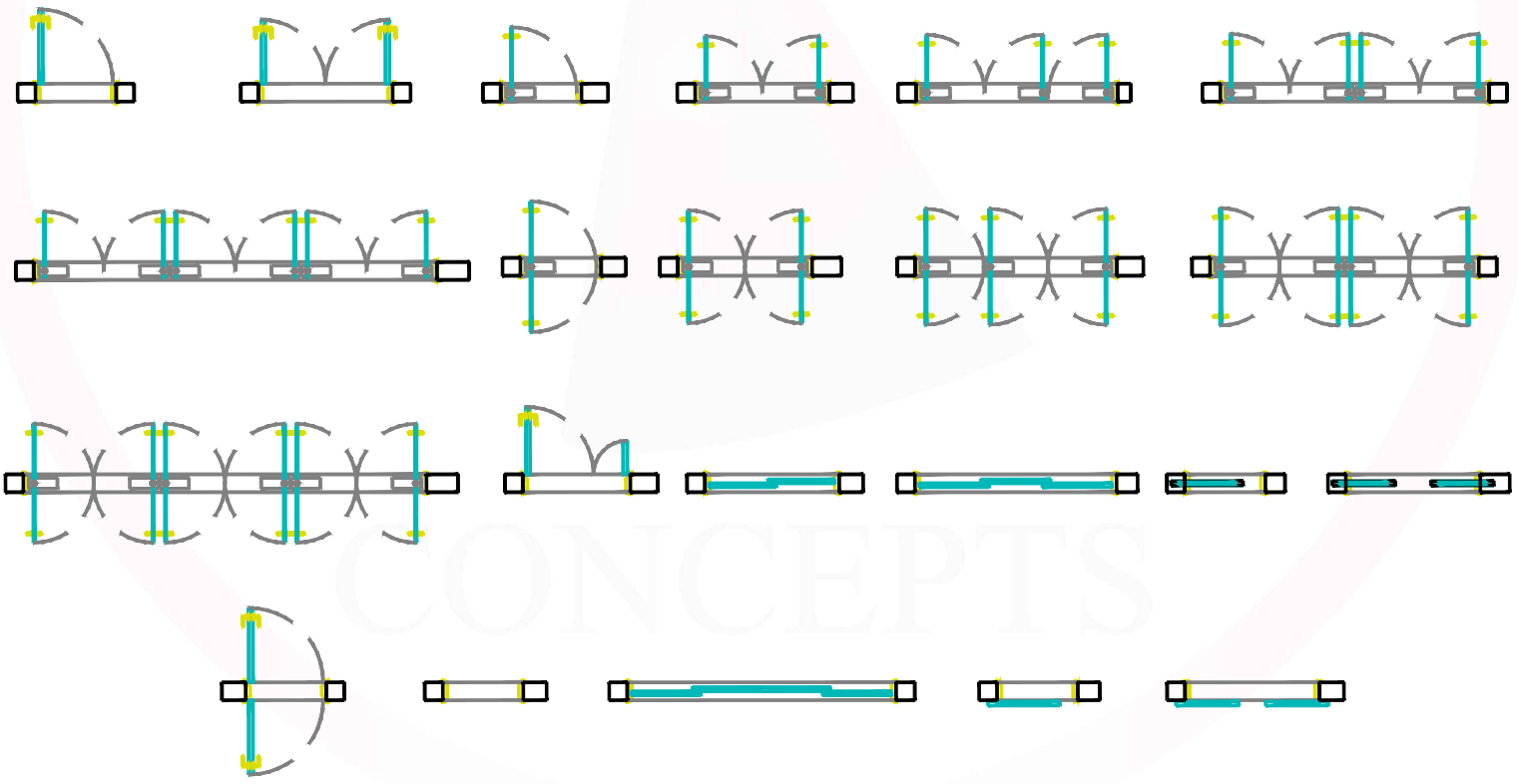

Fig. 1.0.6 Pocket door type

07

AW Command

Open window

'AW' command is used to open window on wall at a time style hole & pier width switch mode can be customized by setting window will be created in block attribute form window type as shown in Fig. 1.0.7

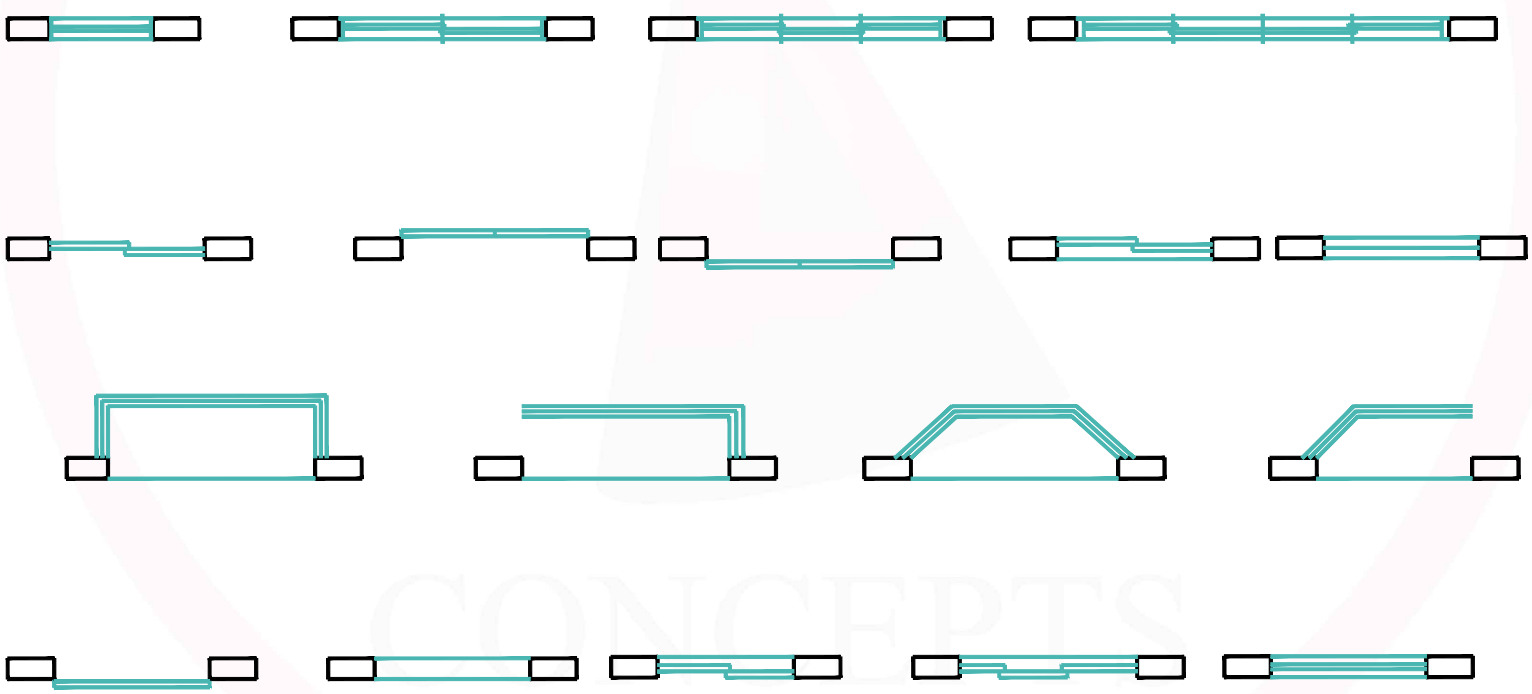

Fig. 1.0.7 Window type

08

WD Command

Open Parametric window

'WD' command is used to open parametric window on wall at a time style hole & pier width switch mode can be customized by setting window will be created in block attribute form window type as shown in Fig. 1.0.8

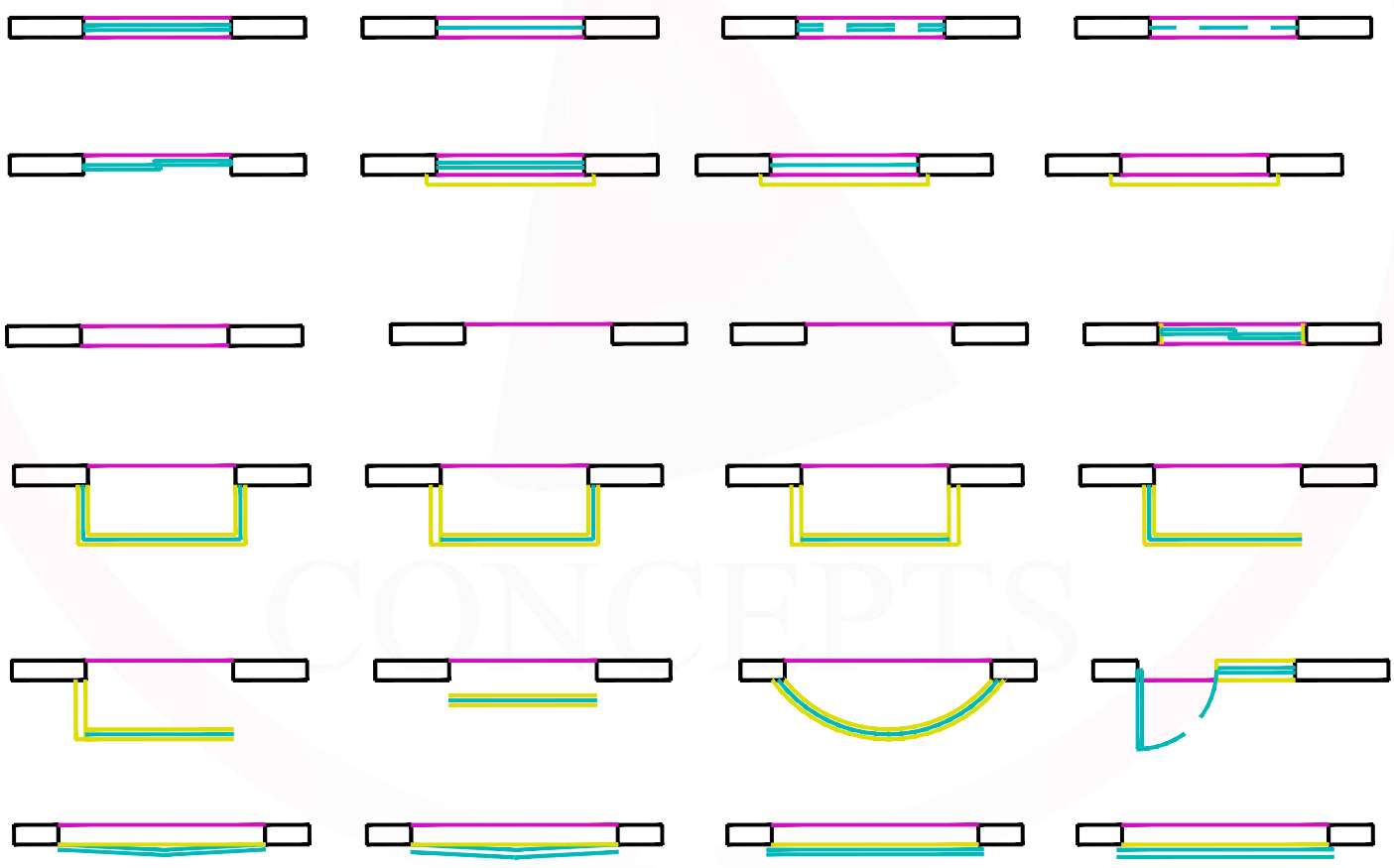

Fig. 1.0.8 Parametric window type

09

LTJ Command

Plan of Staircase

'LTJ' command is used to make staircase plan double tread single tread scissor stair with three floor type in parameter you can customize as per requirement as shown in Fig. 1.0.9 and Fig. 1.1.0

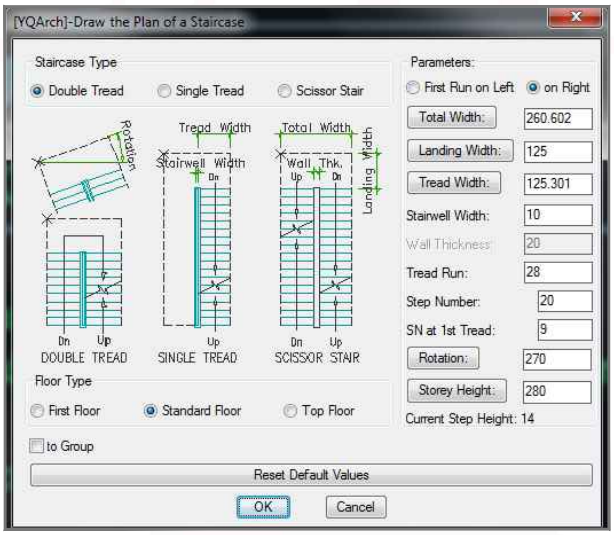

Fig. 1.0.9 Command dialog box

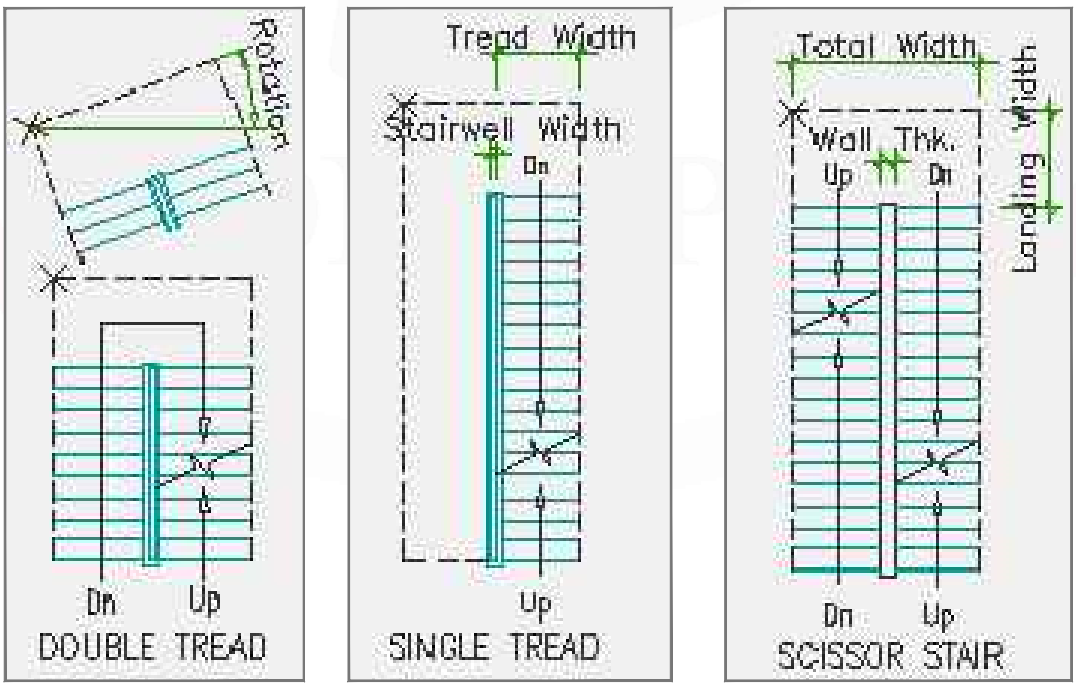

Fig. 1.1.0 Staircase plan type

Video link :- https://youtu.be/ie1VT-gaZBE

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LTP Command

Section of Staircase

'LTP' command is used to make staircase section double tread single tread scissor stair in parameter you can provide value as per requirement as shown in Fig. 1.1.1 and Fig. 1.1.2

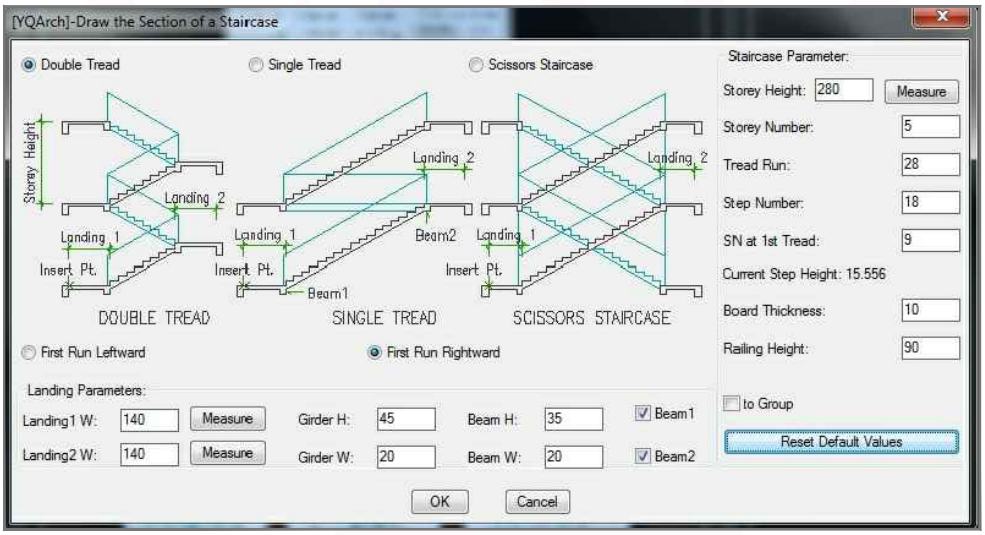

Fig. 1.1.1 Command dialog box

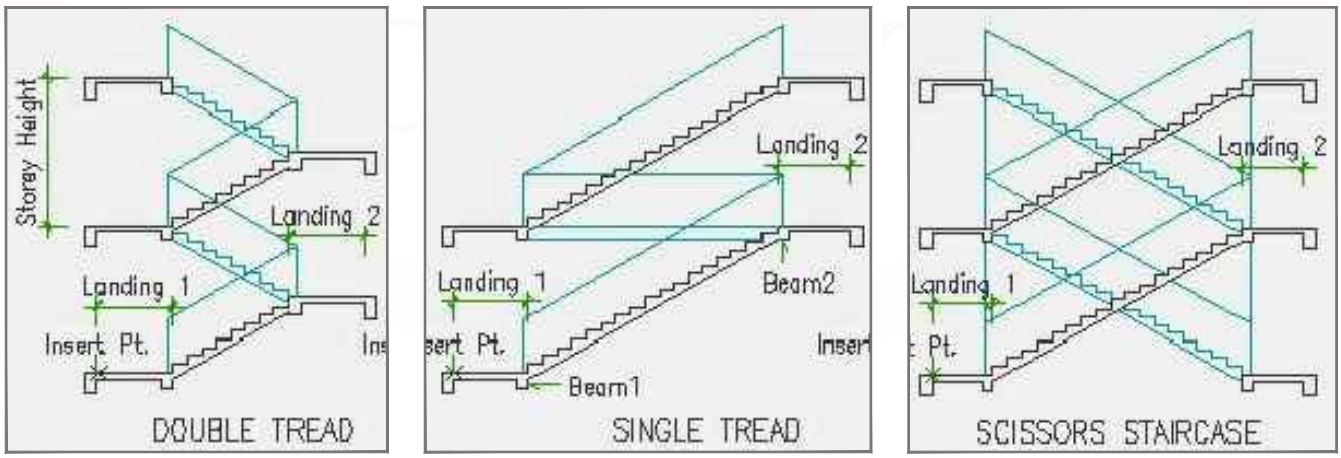

Fig. 1.1.2 Staircase section type

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LTA Command

Plan of Arc Staircase

'LTA' command is used to make arc staircase plan in parameter you can provide value as per requirement as shown in Fig. 1.1.3

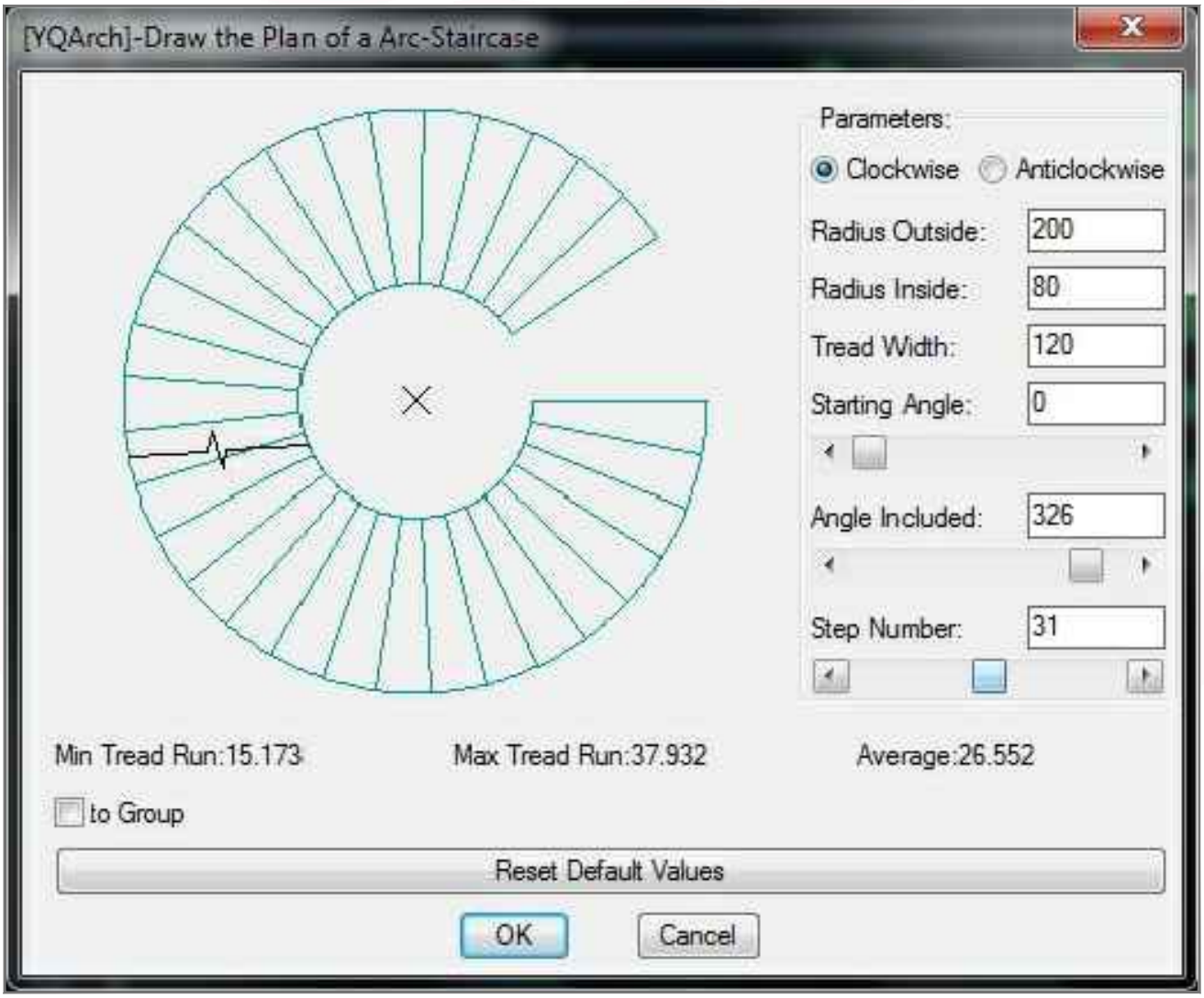

Fig. 1.1.3 Command dialog box

ADE Command

Elevation of door

'ADE' command is used to make front and back door elevation with three type single unequal & double in parameter you can provide value as per requirement as shown in Fig. 1.1.4 and Fig. 1.1.5

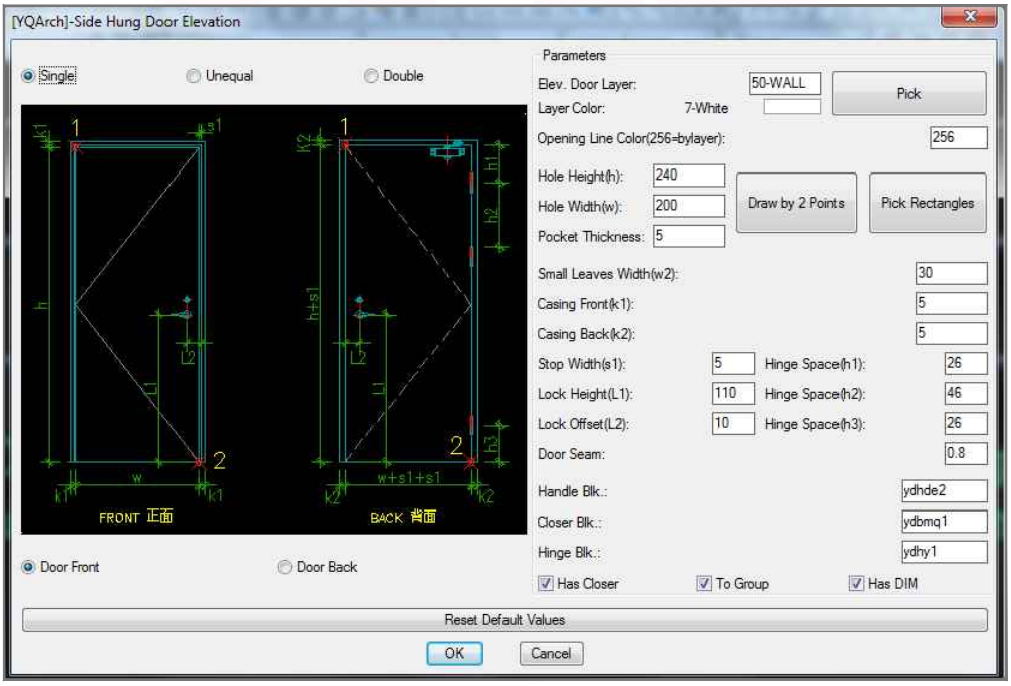

Fig. 1.1.4 Command dialog box

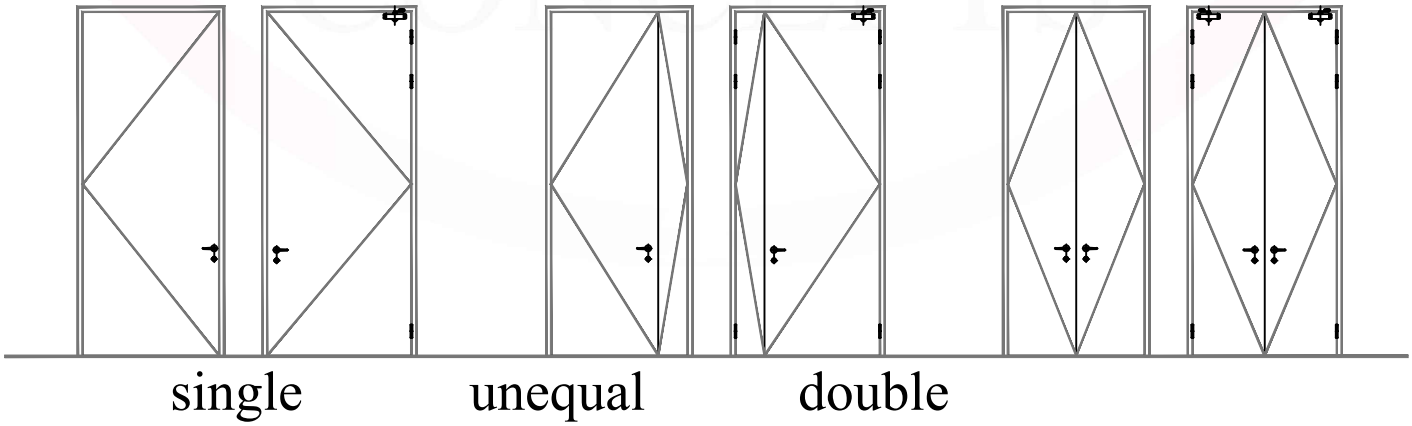

Fig. 1.1.5 Door elevation type

Video link :- https://youtu.be/LQlh0Dh5SIM

WDE Command

Elevation of window

'WDE' command is used to make multiple type window elevation in parameter you can provide value as per requirement as shown in Fig. 1.1.6 and Fig. 1.1.7

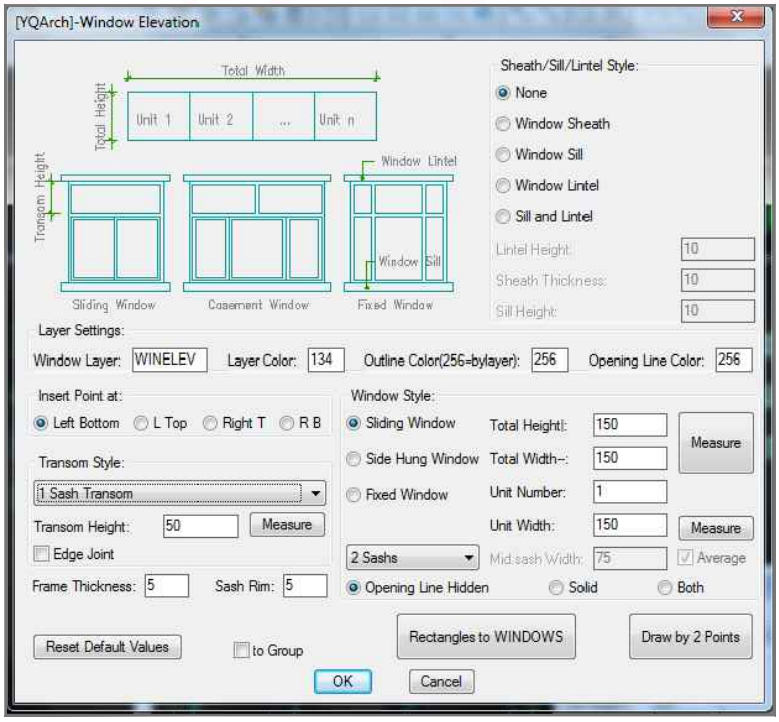

Fig. 1.1.6 Command dialog box

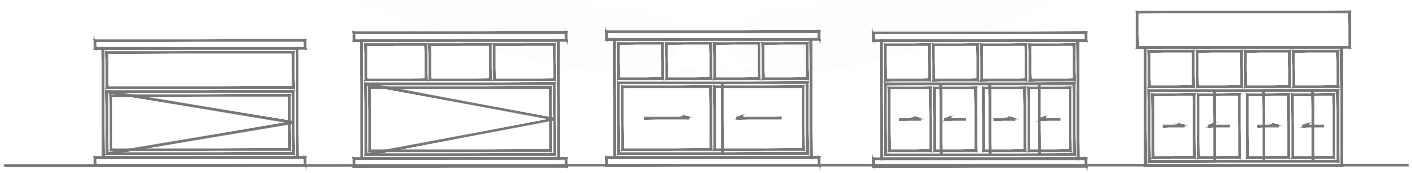

Fig. 1.1.7 Window elevation type

ADS Command

Section of door

'ADS' command is used to make five type door section by selecting wall line in parameter you can provide value as per requirement as shown in Fig. 1.1.8 and Fig. 1.1.9

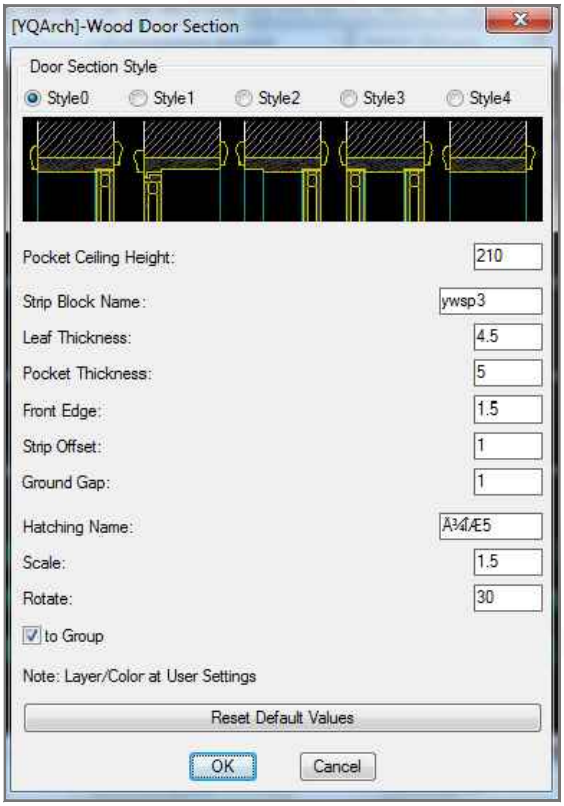

Fig. 1.1.8 Command dialog box

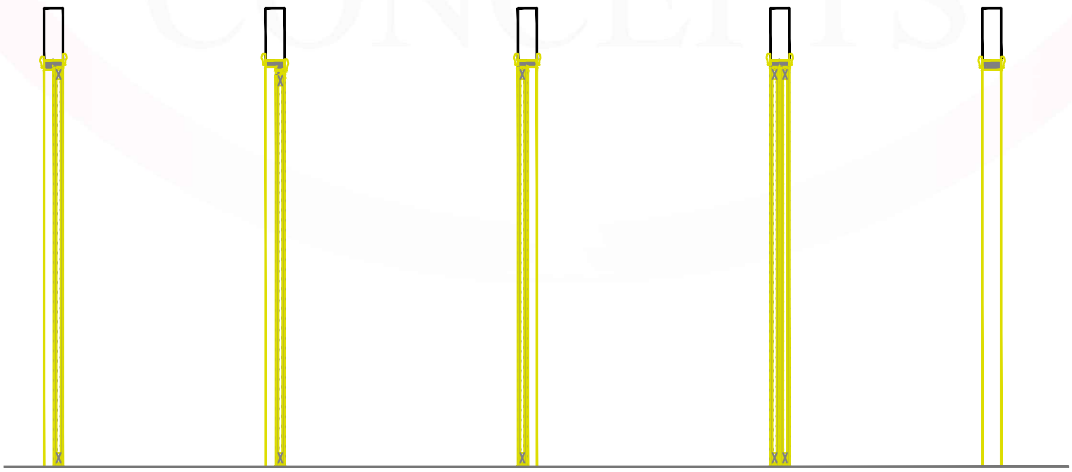

Fig. 1.1.9 Door section type

Video link :- https://youtu.be/LQlh0Dh5SIM

WDS Command

Section of window

'WDS' command is used to make window section by clicking two end points in parameter you can provide value as per requirement as shown in Fig. 1.2.0 and Fig. 1.2.1

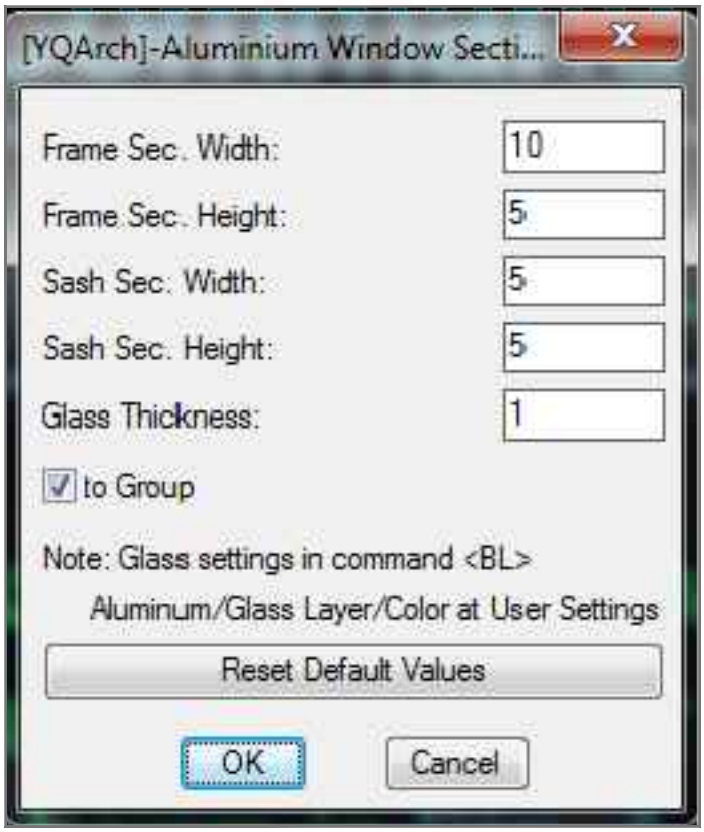

Fig. 1.2.0 Command dialog box

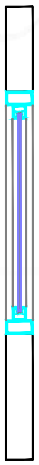

Fig. 1.2.1 Window section

LG Command

Elevation of banister

'LG' command is used to make elevation of banister handrail in parameter you can provide value as per requirement as shown in Fig. 1.2.2 and Fig. 1.2.3

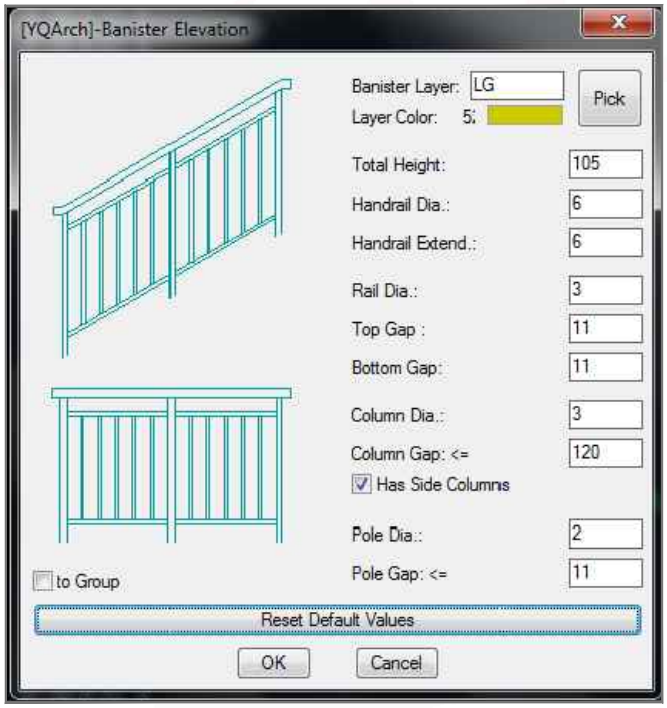

Fig. 1.2.2 Command dialog box

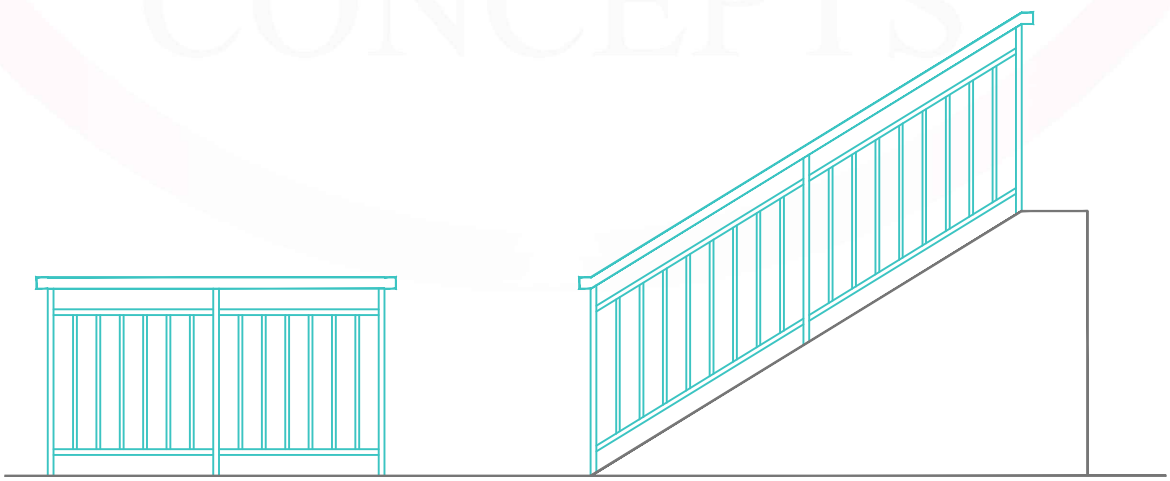

Fig. 1.2.3 Elevation of banister

Video link :- https://youtu.be/9RkL56832vM

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JJ Command

Furniture layout

'JJ' command is used to place furniture layout for living bedroom study dining kitchen toilet easily and you can customize size of each objects as shown in Fig. 1.2.4

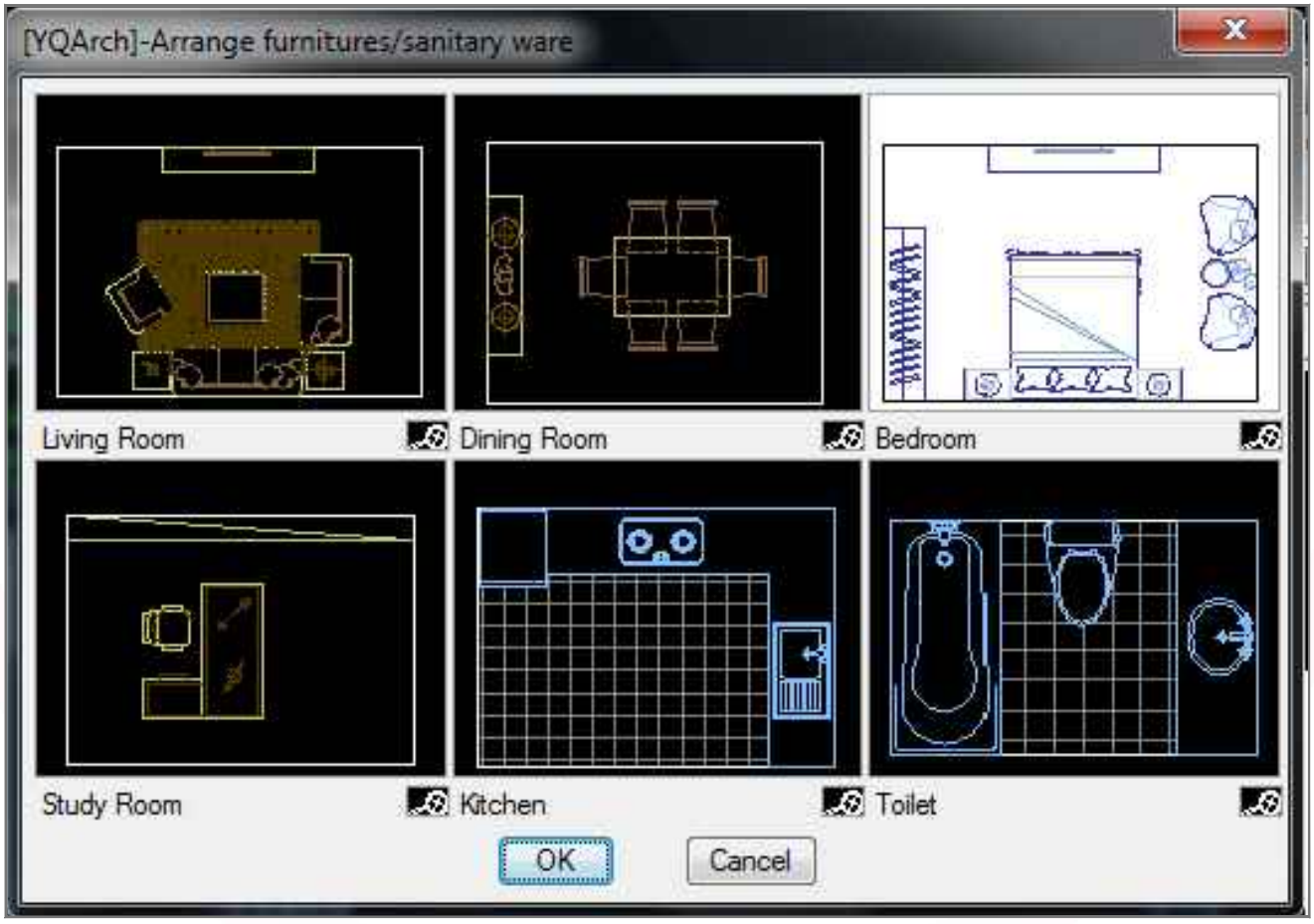

Fig. 1.2.4 Command dialog box

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YG Command

Chest plan

'YG' command is used to place chest plan by continuous line & depth can be customized by thickness as shown in Fig. 1.2.5

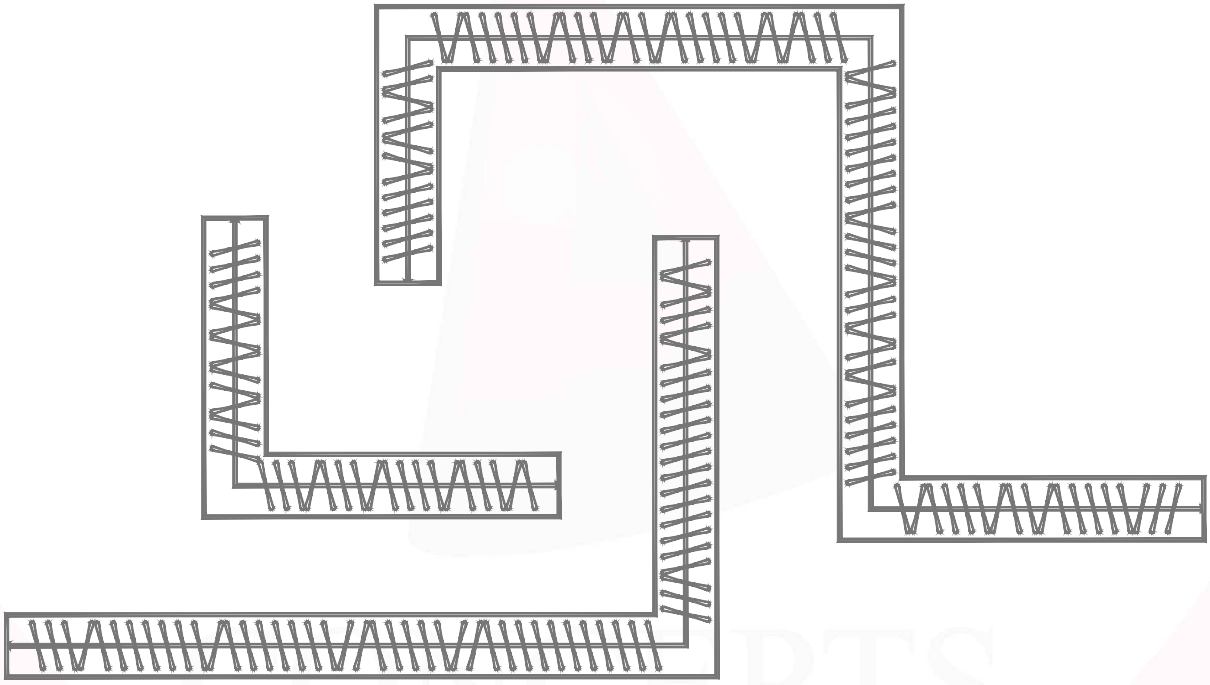

Fig. 1.2.5 Chest plan

GZ Command

Plan of cupboard

'GZ' command is used to make two type of cupboard plan single and multiple mode in parameter you can customize as per requirement as shown in Fig. 1.2.6 and Fig. 1.2.7

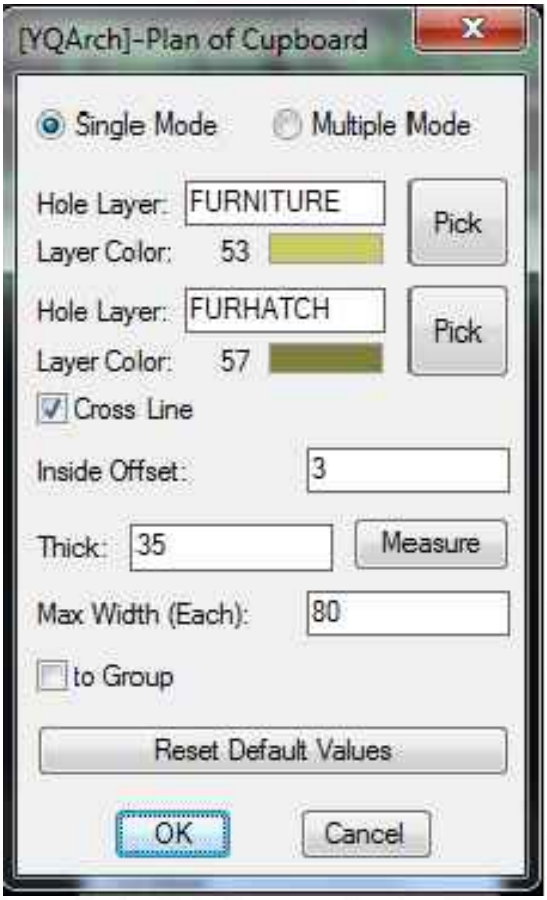

Fig. 1.2.6 Command dialog box

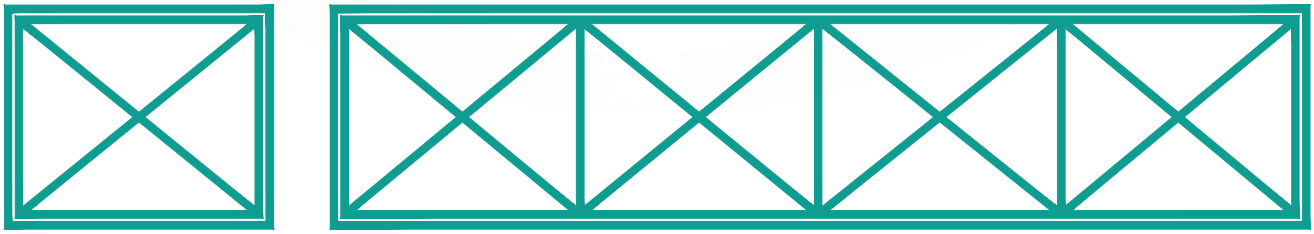

Fig. 1.2.7 Plan of cupboard

Video link :-https://youtu.be/qrXzm2SaUm0

CLP Command

Curtain plan

'CLP' command is used to create curtain plan quickly as shown in Fig. 1.2.8

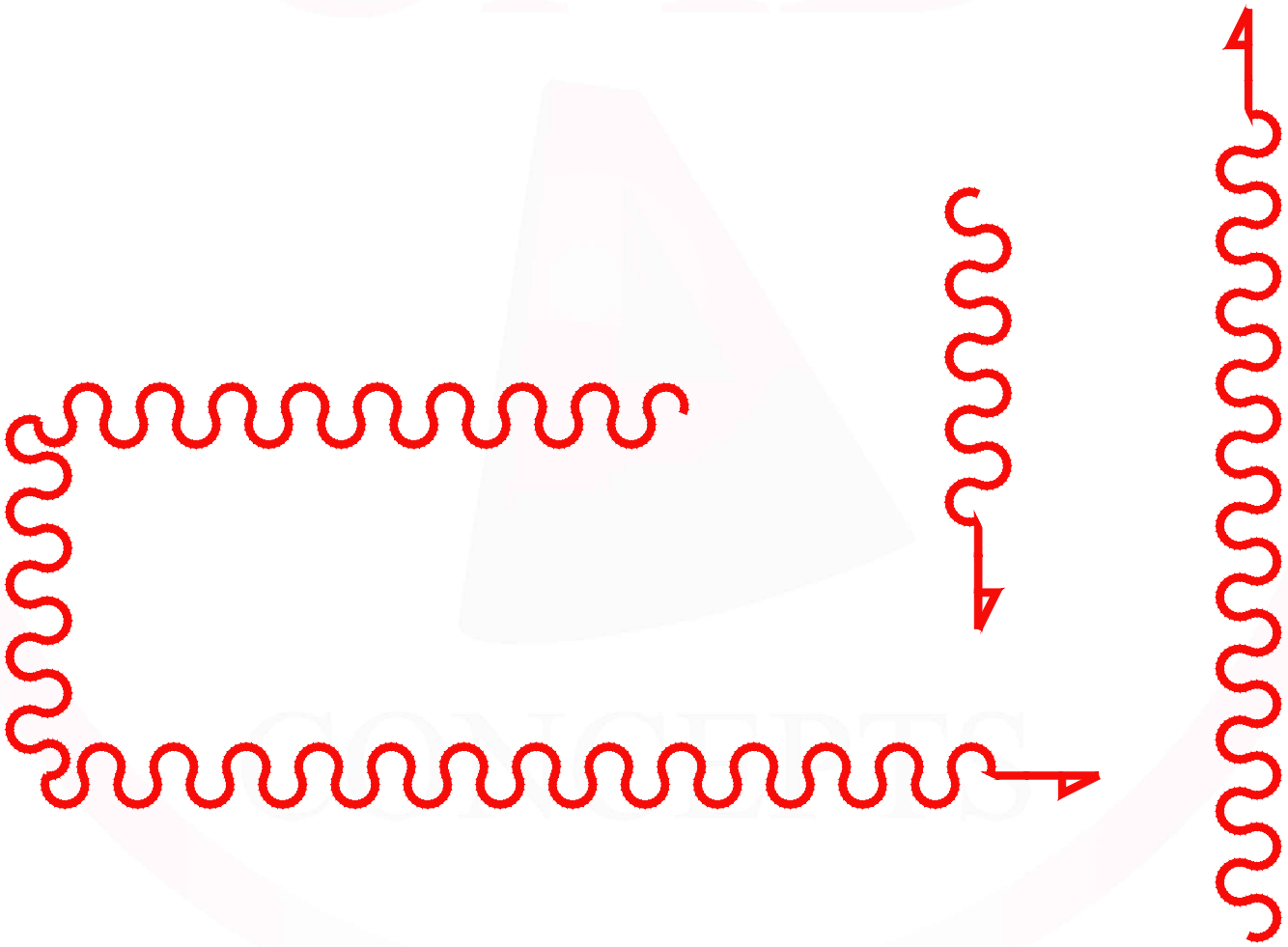

Fig. 1.2.8 Curtain plan

GZE Command

Elevation of cupboard

'GZE' command is used to make four type of cupboard elevation in parameter you can customize as per requirement as shown in Fig. 1.2.9 and Fig. 1.3.0

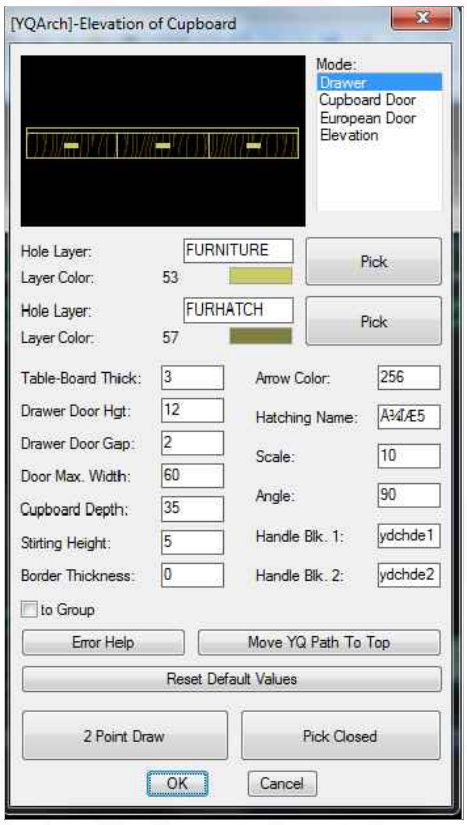

Fig. 1.2.9 Command dialog box

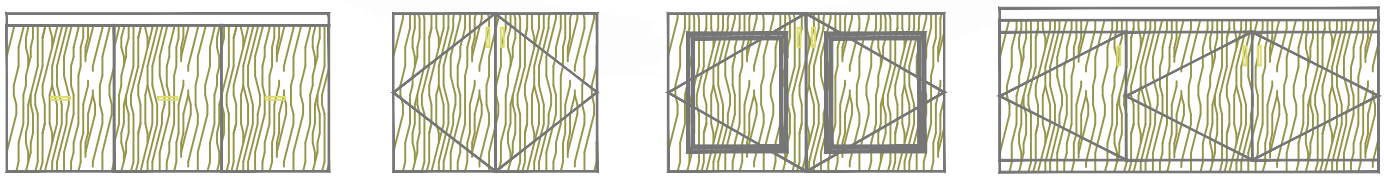

Fig. 1.3.0 Elevation of cupboard

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YZXCommand

Cylinder shadow

'YZX' command is used to make cylinder shadow between the two lines as shown in Fig. 1.3.1 from the setting you can set cylinder shape

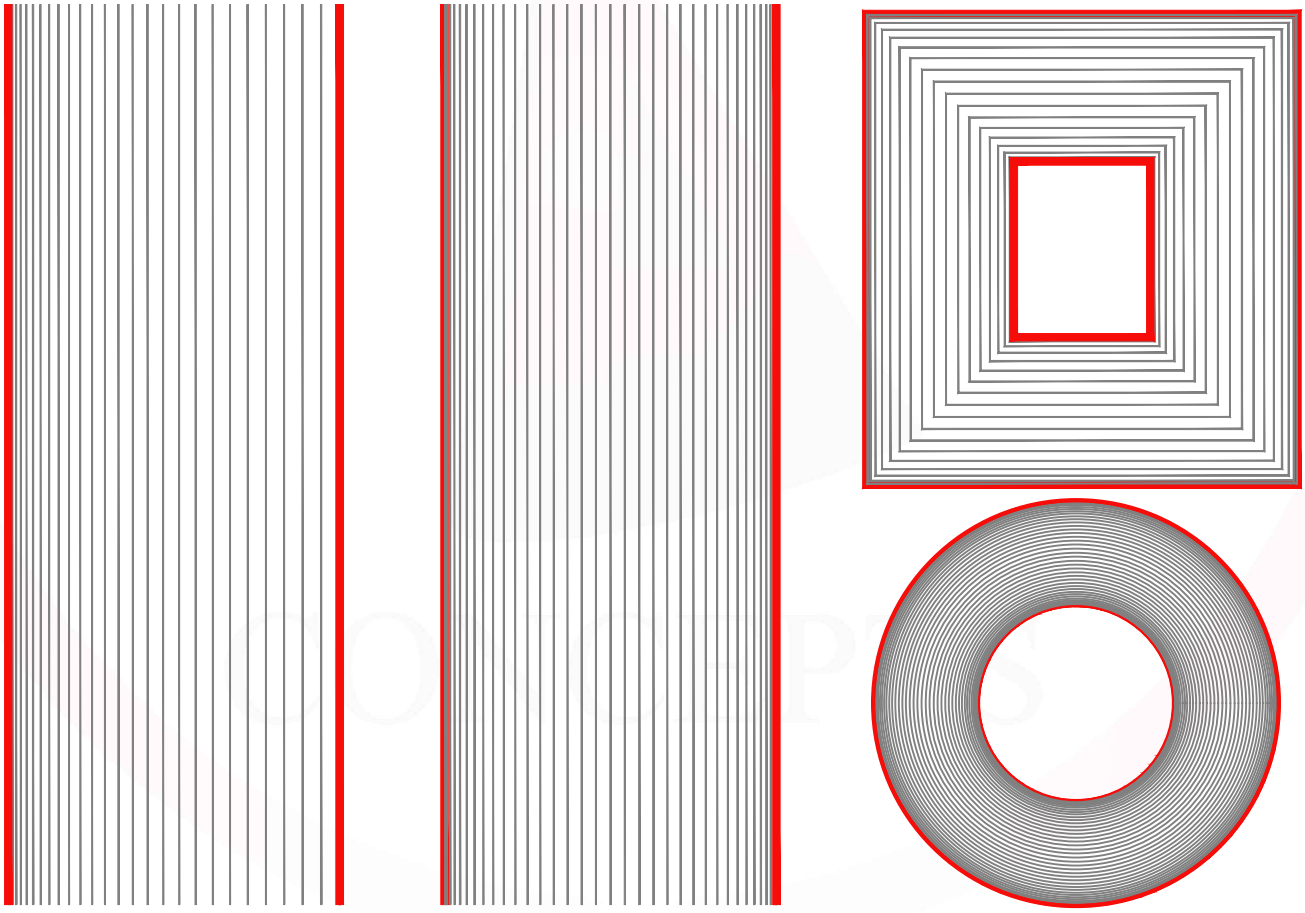

Fig. 1.3.1 Cylinder shadow

Video link :-https://youtu.be/ZcG-8JOj4Zg

LM Command

Elevation/section

'LM' command is used to make elevation/section in multiple form at a time through XL inner elevation & from outside by fix rectangle you can make complete four side elevation as shown in Fig. 1.3.2 and Fig. 1.3.3

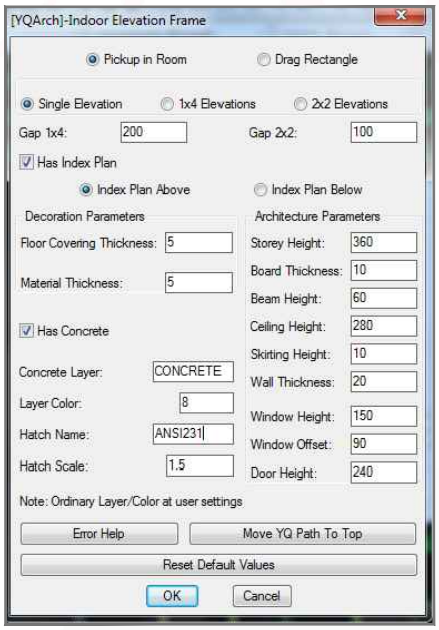

Fig. 1.3.2 Command dialog box

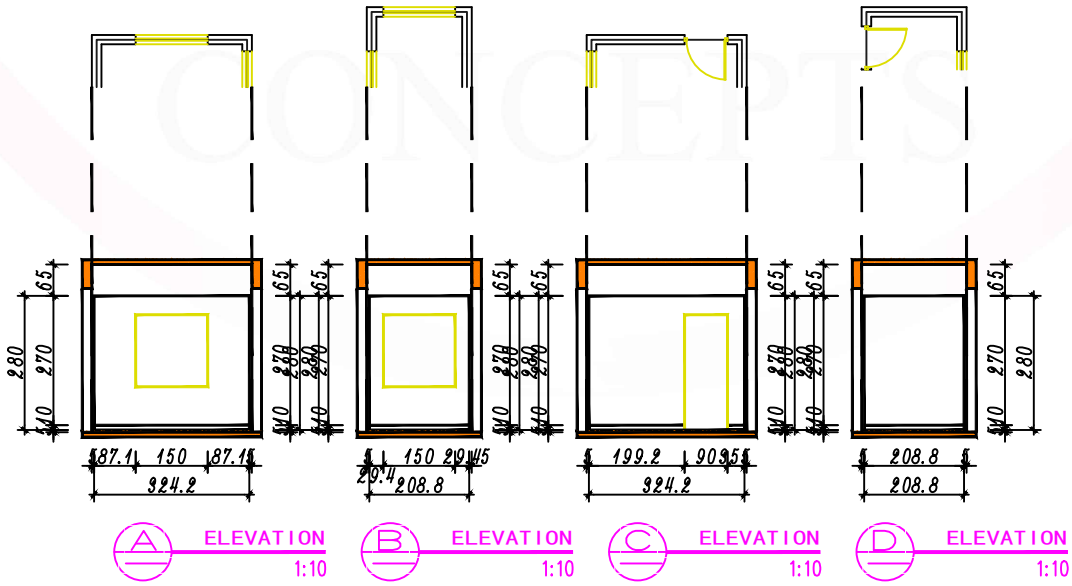

Fig. 1.3.3 Elevation/section

Video link :-https://youtu.be/DJq7aBMx0UY

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ZH Command

Arrange axis

'ZH' command is used to draw axis over the grid line by clicking straight to X & Y initial number or latter will need to provide once as shown in Fig. 1.3.4

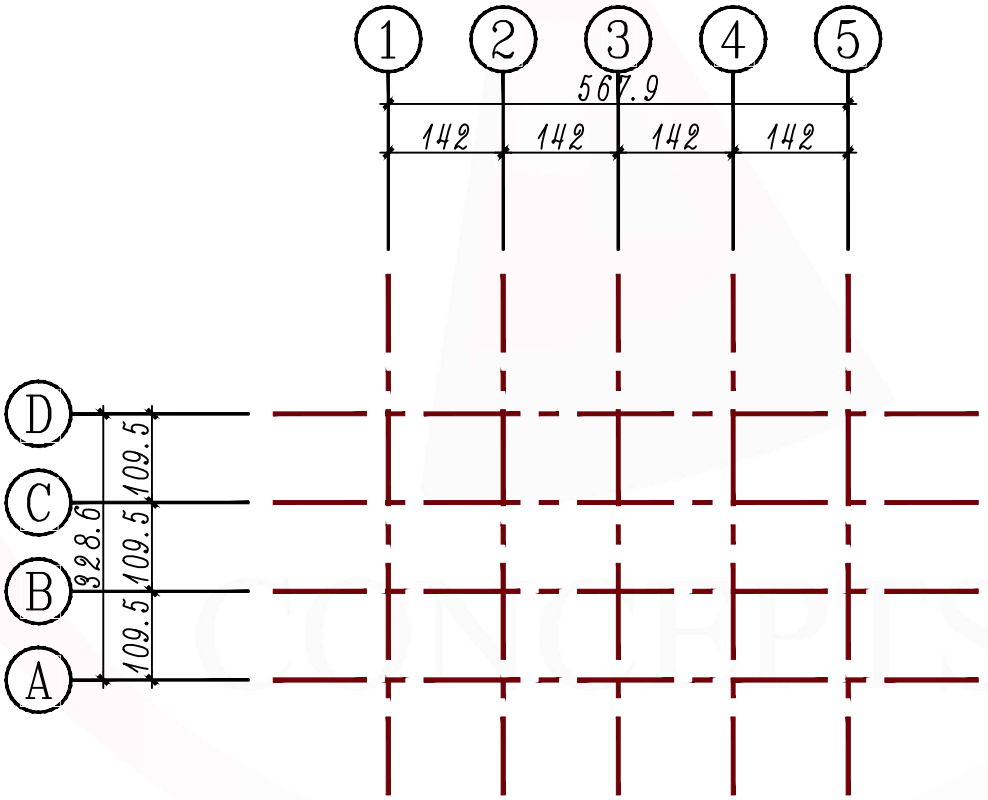

Fig. 1.3.4 Axis

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AZH Command

Draw axis

'AZH' command is used to draw axis over the grid line by clicking straight to X & Y as shown in Fig. 1.3.5

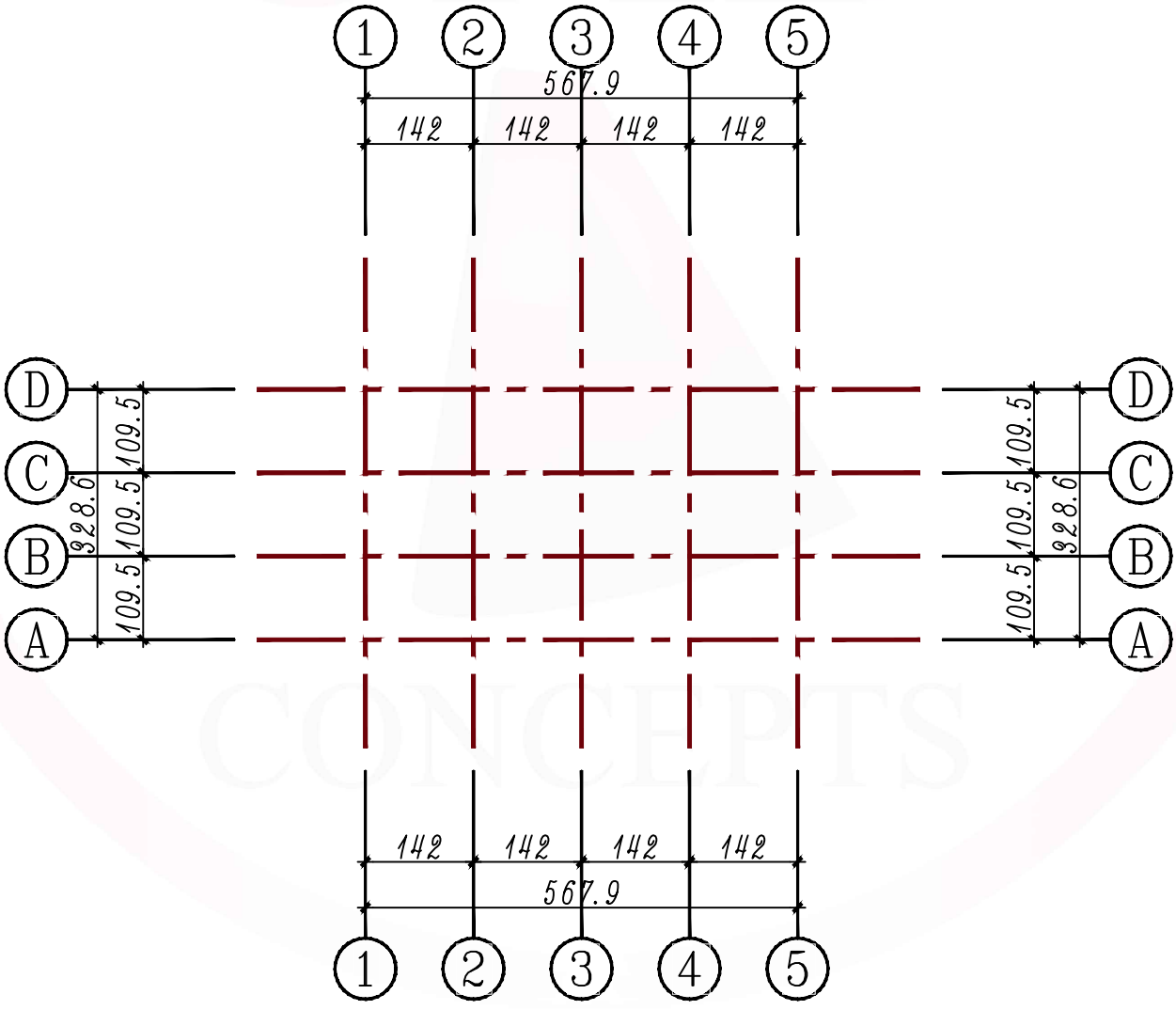


Fig. 1.3.5 Axis

ZB Command

Coordinates

'ZB' command is used to find XY coordinates by clicking any random area at a time as shown in Fig. 1.3.6 and Fig. 1.3.7

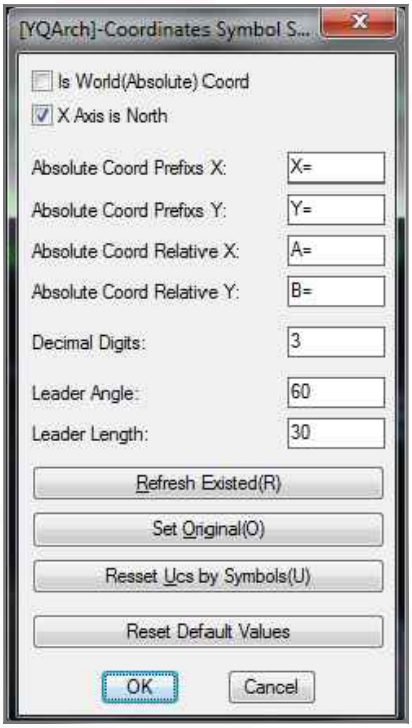


Fig. 1.3.6 Setting dialog box

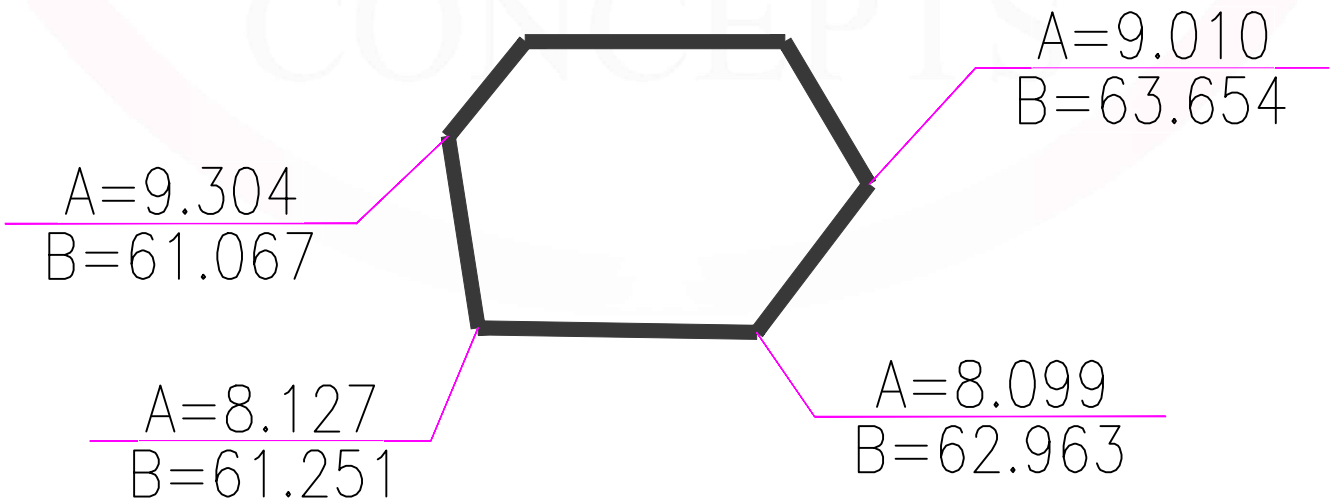


Fig. 1.3.7 Coordinate

ZZB Command

Collect coordinates

'ZZB' command is used to collect XYZ coordinates with complete table at a time and multiple option you can customize by setting as shown in Fig. 1.3.8 and Fig. 1.3.9

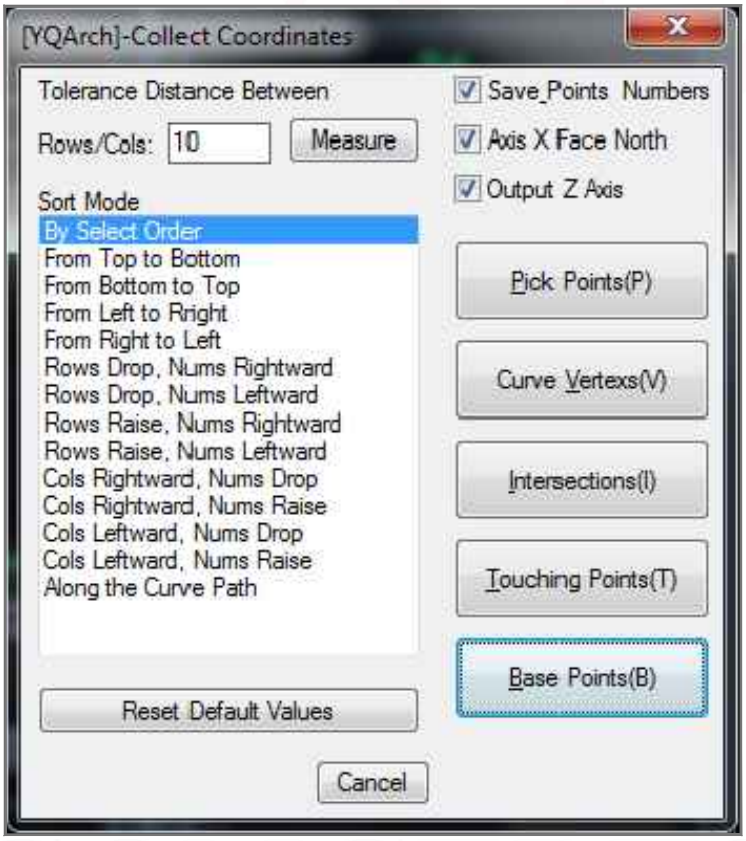
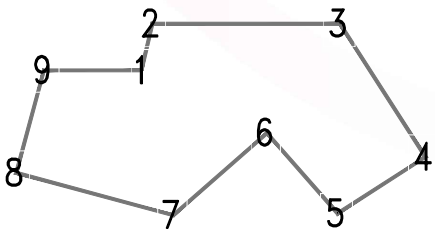


Fig. 1.3.8 Setting dialog box



No.	UCS-X	UCS-Y	UCS-Z	WCS-X	WCS-Y	WCS-Z
1	8.802	62.928	0.000	7.872	60.815	0.000
2	8.998	62.974	0.000	8.068	60.861	0.000
3	8.998	63.765	0.000	8.068	61.652	0.000
4	8.437	64.126	0.000	7.507	62.013	0.000
5	8.198	63.755	0.000	7.269	61.642	0.000
6	8.537	63.458	0.000	7.608	61.345	0.000
7	8.191	63.062	0.000	7.261	60.949	0.000
8	8.369	62.400	0.000	7.440	60.287	0.000
9	8.802	62.517	0.000	7.872	60.404	0.000

Fig. 1.3.9 Table coordinates

Video link :-https://youtu.be/VH0N5yU-K6U

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BG Command

Leveling

'BG' command is used to place auto level by clicking any random area initial levels can be set as zero by pressing O after the command as shown in Fig. 1.4.0

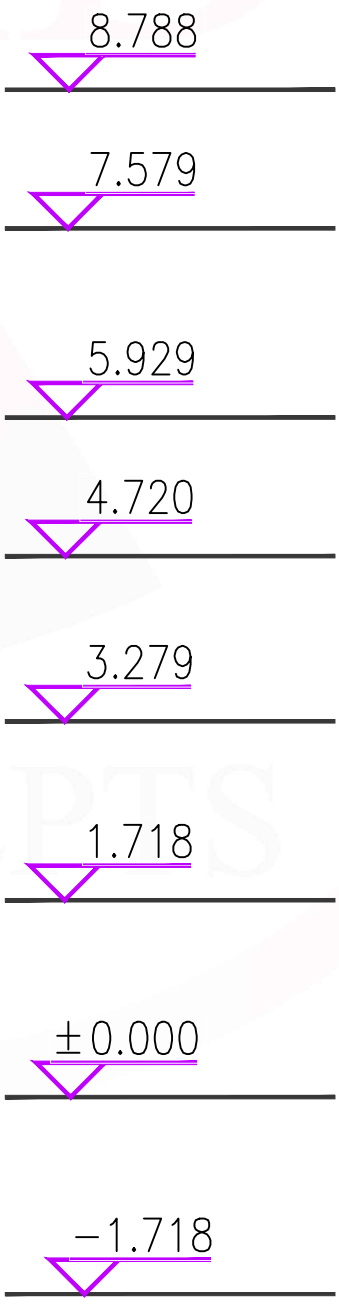


Fig. 1.4.0 Auto level

DMF Command

Section line

'DMF' command is used draw section line by setting you select anyone out of three mark lines as shown in Fig. 1.4.1

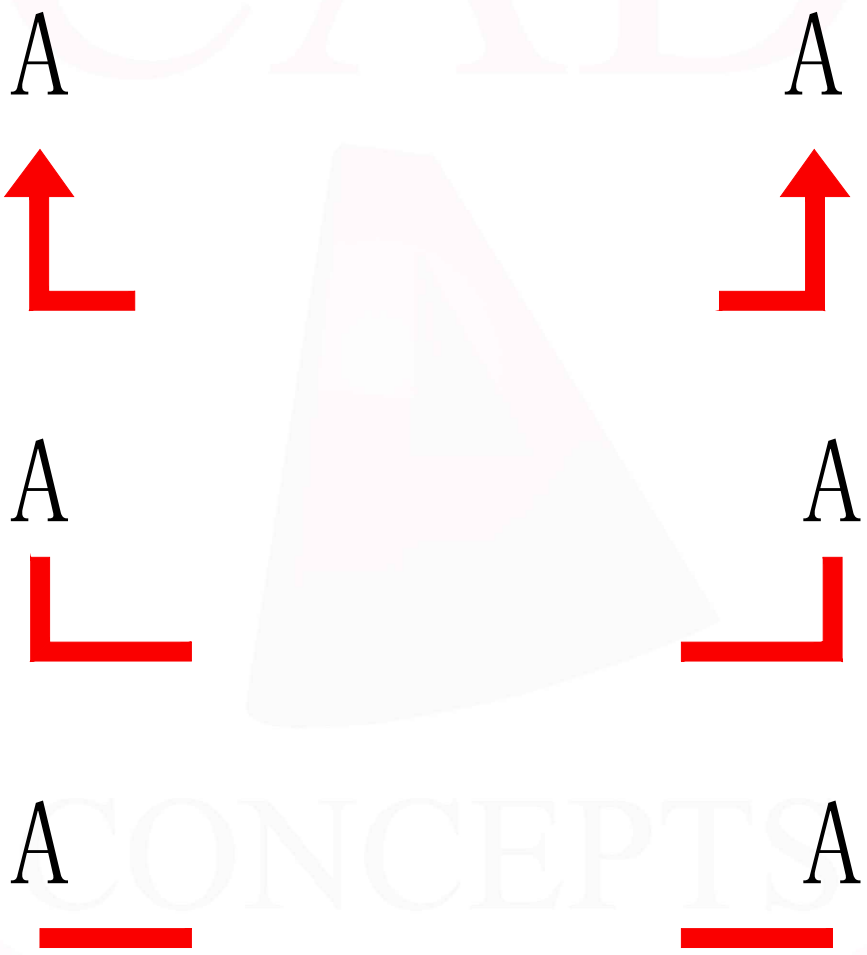


Fig. 1.4.1 Section line

AAE/W Command

Arrow entrance/bend

'AAE/W' command is used to make bend and entrance arrow at a time as shown in Fig. 1.4.2 and Fig. 1.4.3

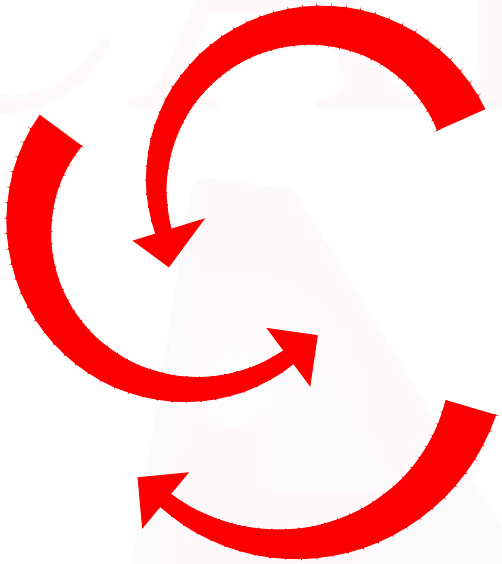


Fig. 1.4.2 Bend arrow

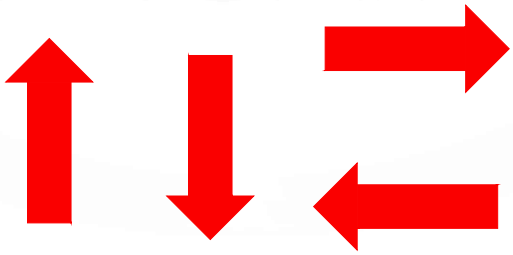


Fig. 1.4.3 Entrance arrow

ABH Command

Number system

'ABH' command is used for auto serial numbers multiple modes are there which can be customized as per requirement as shown in Fig. 1.4.4 and Fig. 1.4.5

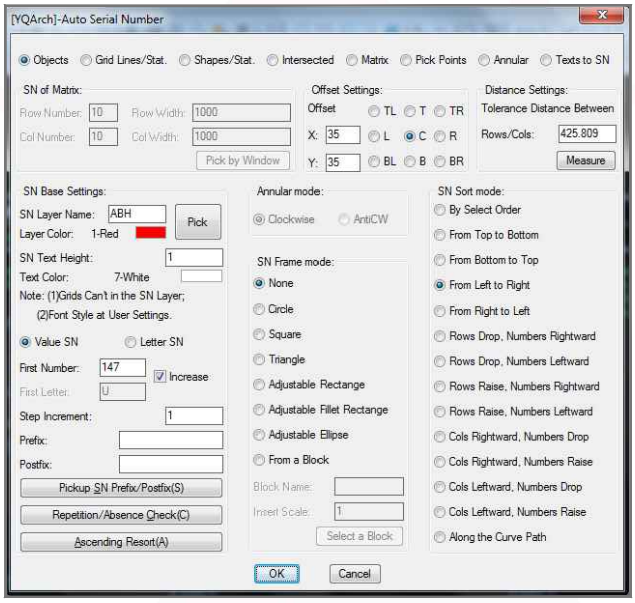
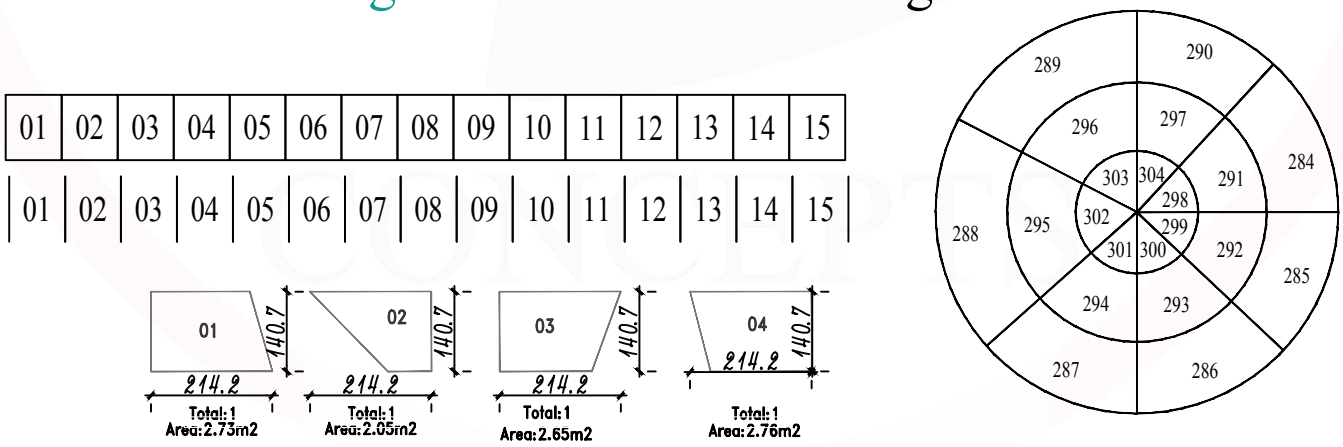


Fig. 1.4.4 Command dialog box



SN	Width mm	Height mm	Real Area m2	Area m2	Quantity	Sum Real Area	Sum Area
01	2142	1407	2.73	3.01	1	2.73	3.01
02	2142	1407	2.05	3.01	1	2.05	3.01
03	2142	1407	2.65	3.01	1	2.65	3.01
04	2142	1407	2.76	3.01	1	2.76	3.01
Total					4	10.19	12.04

Fig. 1.4.5 Number system

Video link :-https://youtu.be/BuPnEWzv44w

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BGZ Command

Table text alignment

'BGZ' command is used to fix text in table with sequence order at a time as shown in Fig. 1.4.6

SERIAL 01
SERIAL 02
SERIAL 03
SERIAL 04
SERIAL 05
SERIAL 06
SERIAL 07
SERIAL 08
SERIAL 09

Without table text alignment

SERIAL 01
SERIAL 02
SERIAL 03
SERIAL 04
SERIAL 05
SERIAL 06
SERIAL 07
SERIAL 08
SERIAL 09

With table text alignment

Fig. 1.4.6 Table text alignment

MCB Command

Door window schedule

'MCB' command is used to schedule door window or any text counts and you can multiply each at a time in table as shown in Fig. 1.4.7 and Fig. 1.4.8

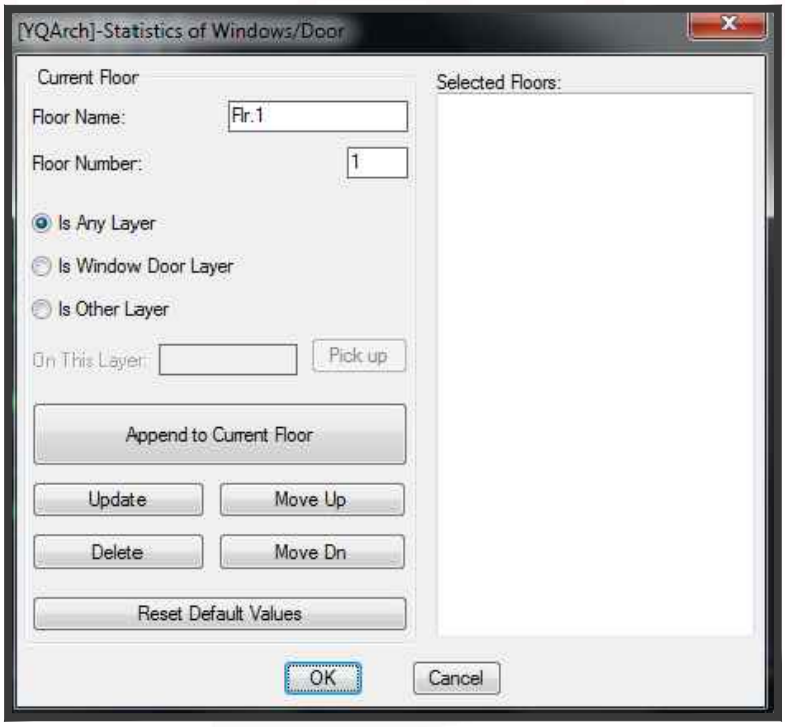
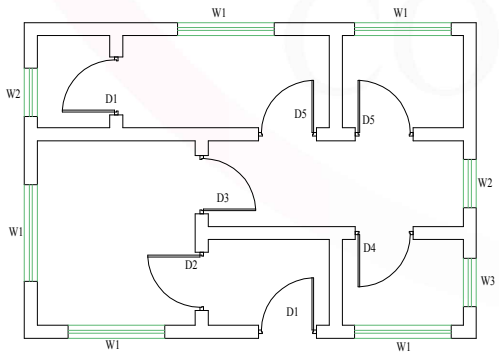


Fig. 1.4.7 Command dialog box



Name	Material	Hole Size(WxH)	Flr.1	Total
D1			2x5=10	10
D2			1x5=5	5
D3			1x5=5	5
D4			1x5=5	5
D5			2x5=10	10
W1			5x5=25	25
W2			2x5=10	10
W3			1x5=5	5

Fig. 1.4.8 Door window schedule

Video link :-https://youtu.be/84pX2L6Vf8s

BBL Command

Block list

'BBL' command is used to create block list with name at a time as shown in Fig. 1.4.9

Thumbnail	Block Name	Quantity
	yq_bed_01	1
	yq_cooker_01	1
	yq_cupb_01	1
	yq_desk_01	1
	yq_dtable_01	1
	yq_icebox_01	1
	yq_ksink_01	1
	yq_matong_01	1
	yq_sink_01	1
	yq_sofa_01	1
	yq_tub_01	1
	yq_tvcab_01	2

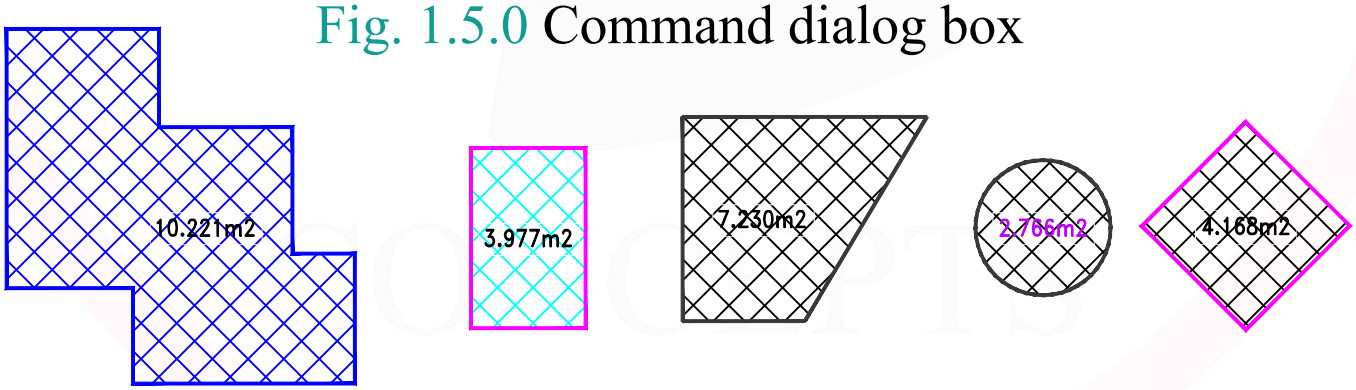
Fig. 1.4.9 Block list

MJ Command

Area statement

'MJ' command is used to find out complete area statement by multiple option at a time in parameter you can customize as per requirement as shown in Fig. 1.5.0 and Fig. 1.5.1

Fig. 1.5.0 Command dialog box



Total=28.363m2

SN	Layer	Area(m2)
1	WALL	8.145
2	YQ_ELEV	2.766
3	0	7.230
4	45-TEXTS	10.221

Fig. 1.5.1 Area statement

Video link :-https://youtu.be/YQqilzCVe94

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+-×÷ Command

Mathematical operation

'+-×÷' command is used for quick mathematical operation at a time as shown in Fig. 1.5.2

Method:- Take command '+-×÷' any of them select value enter & click to get calculated value

2 + 2 = 04
3 - 2 = 01
3 × 2 = 06
6 ÷ 2 = 03

Fig. 1.5.2 Calculation

TTBB Command

Break text

'TTBB' command is used break the character of each text at a time as shown in Fig. 1.5.3

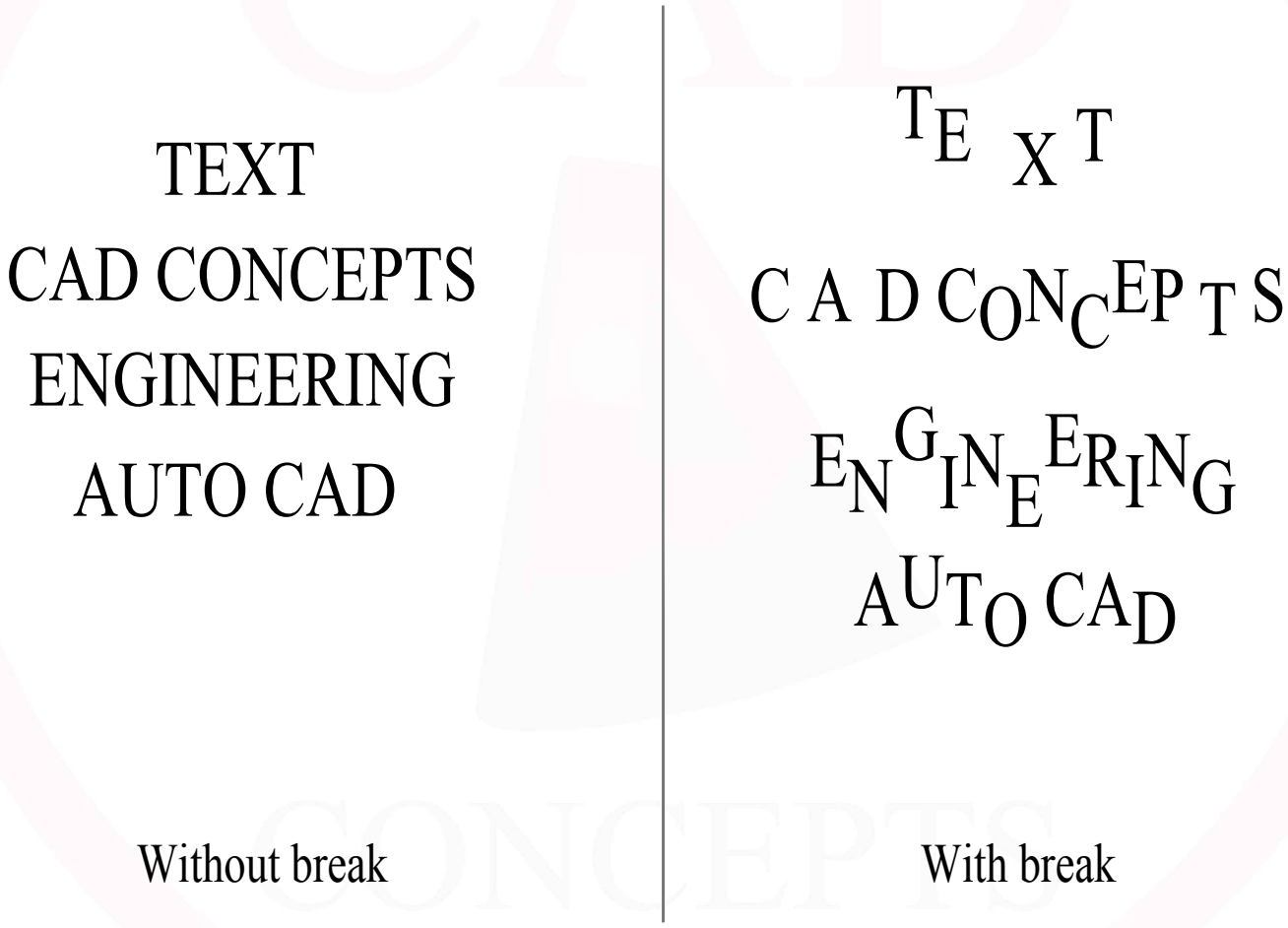

Fig. 1.5.3 Break text

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TTJ Command

Join text

'TTJ' command is used to join the character in a letter at a time as shown in Fig. 1.5.4

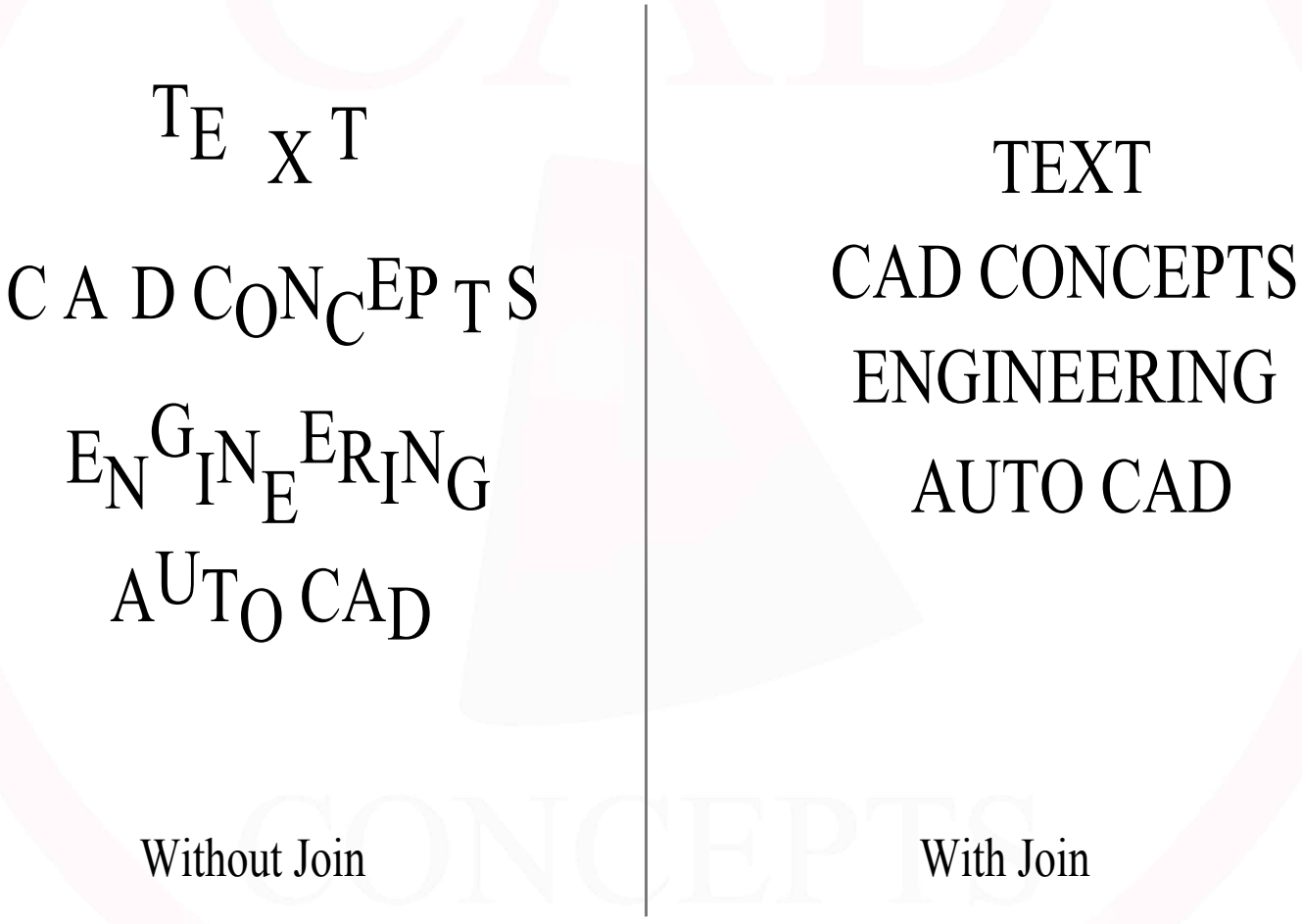


Fig. 1.5.4 Join text

TTRR Command

Restore mirrored text

'TTRR' command is used to restore mirrored text at a time as shown in Fig. 1.5.5

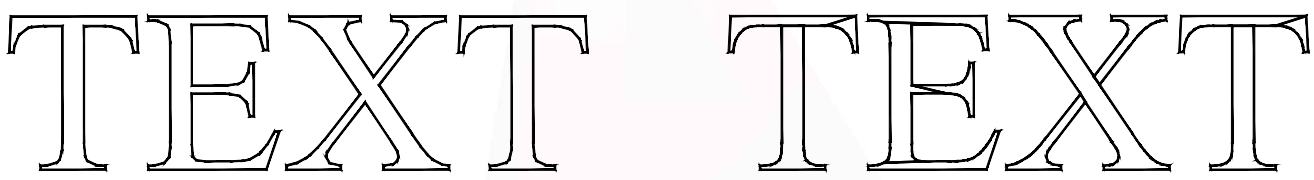
ЯOЯЯIM MIRROR

Fig. 1.5.5 Mirror text restored

TTX Command

Explode text to line

'TTX' command is used to explode text into line at a time as shown in Fig. 1.5.6



With 'TTX' command With 'TXTEXP' default command

Fig. 1.5.6 Mirror restore

DDSS Command

Cluster dimension

'DDSS' command is used to provide dimensions for entire objects at a time as shown in Fig. 1.5.7

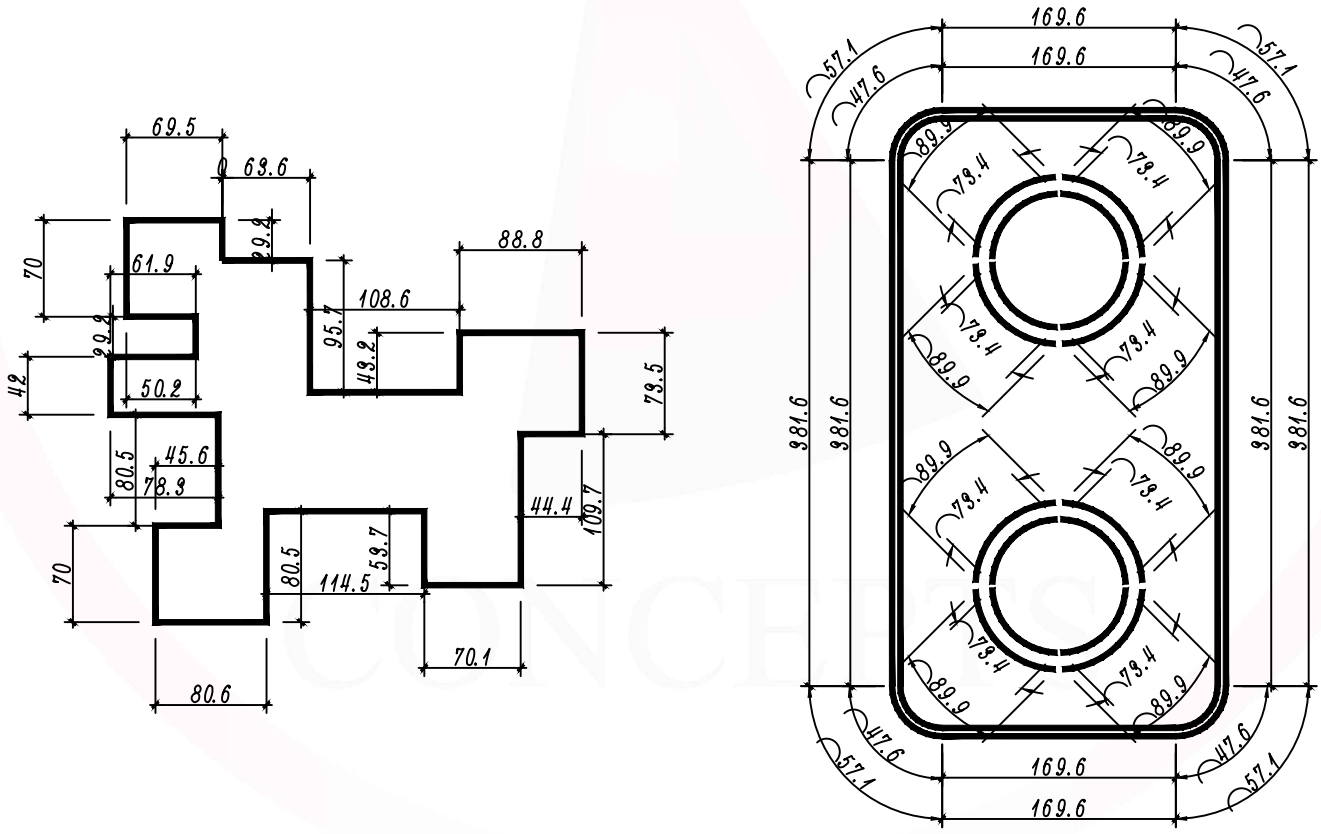


Fig. 1.5.7 Cluster dimension

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DDZ Command

Inner dimension

'DDZ' command is used to provide inner dimensions at time just by clicking the inner boundary as shown in Fig. 1.5.8

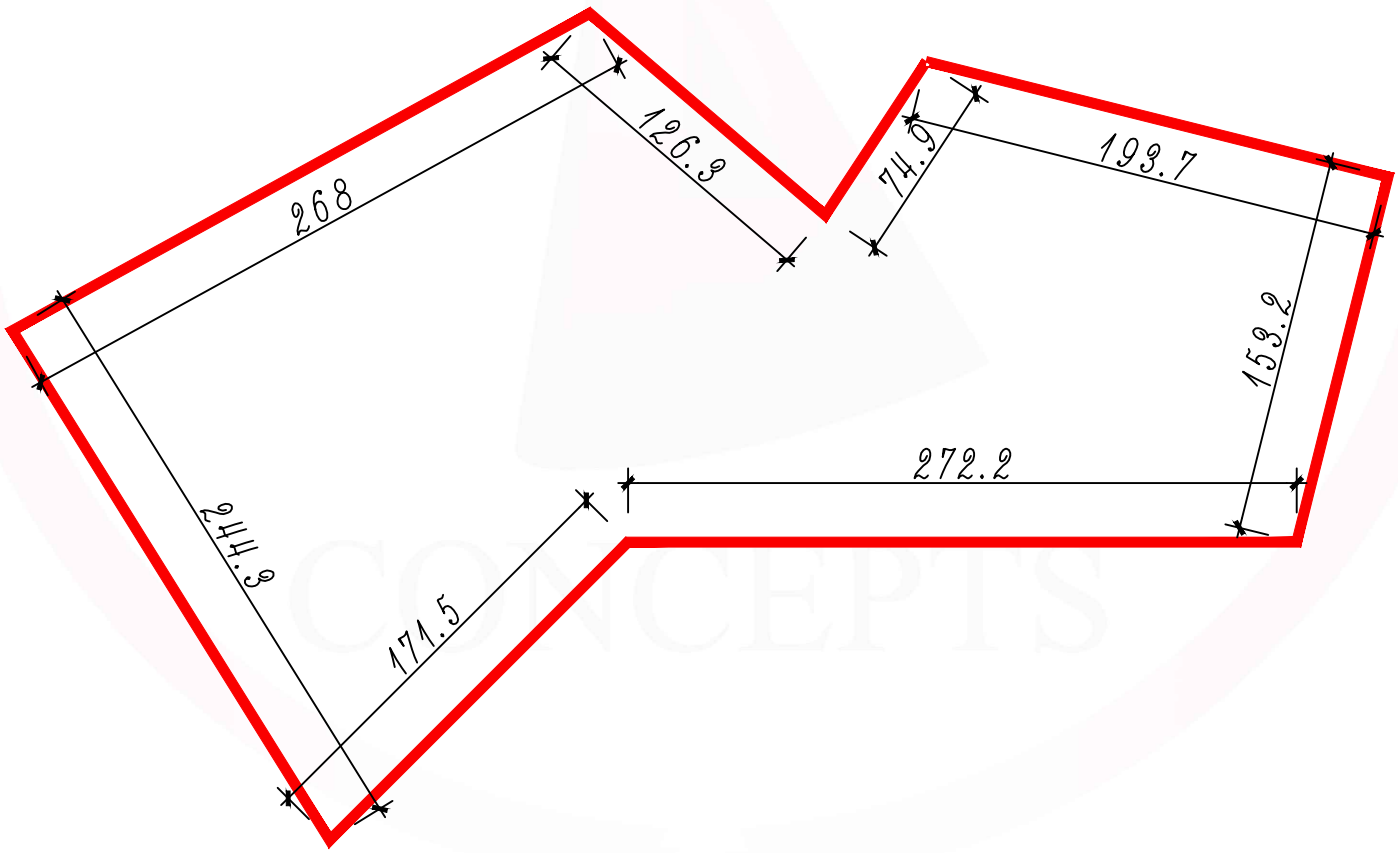

Fig. 1.5.8 Inner dimension

DDGZ Command

Outer dimension

'DDGZ' command is used to place complete outer dimension at a time as shown in Fig. 1.5.9

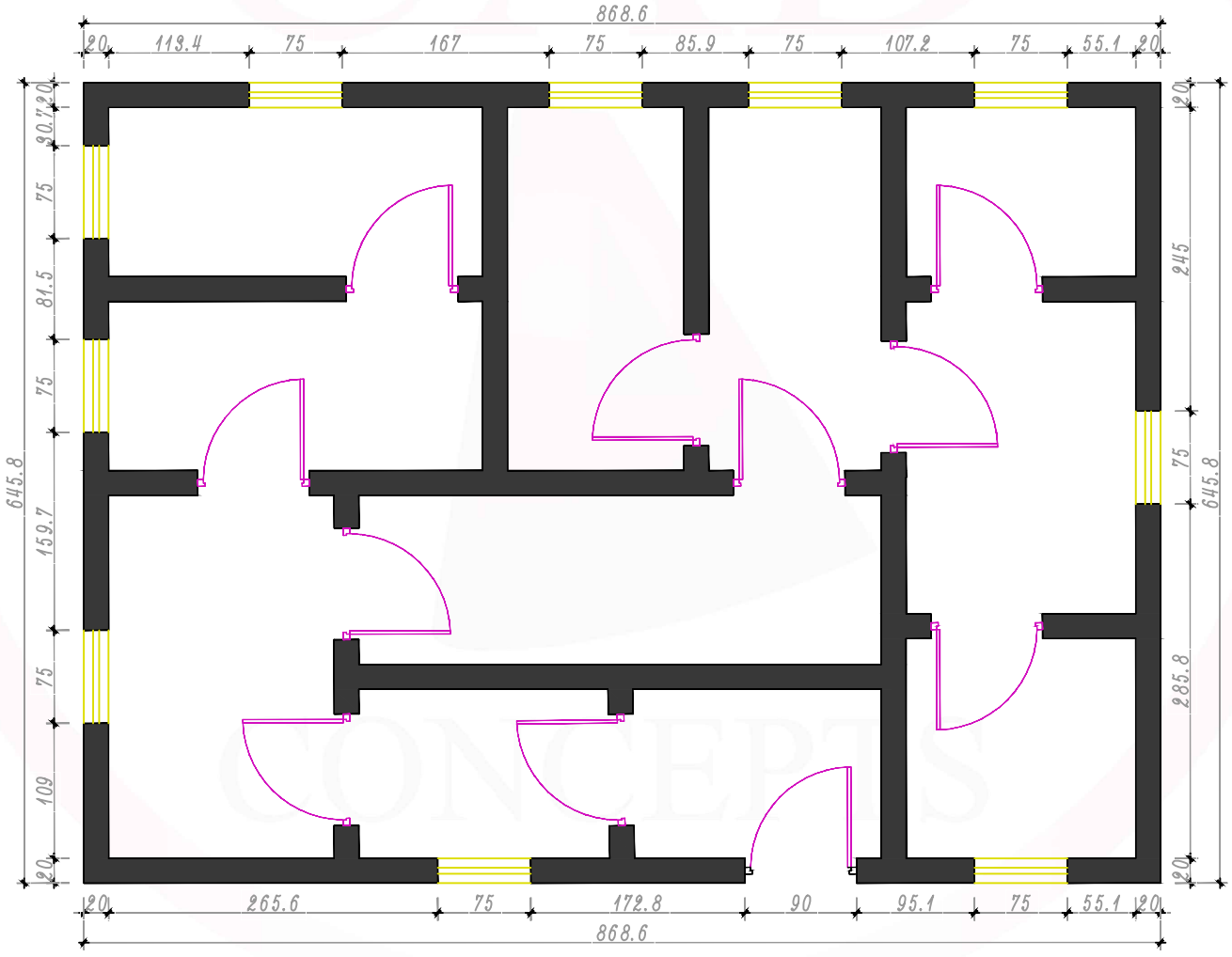

Fig. 1.5.9 Outer dimension

Video link :-https://youtu.be/FxVQdMlFzT4

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DDXX Command

Intersection dimension

'DDXX' command is used to provide intersection line dimensions at a time as shown in Fig. 1.6.0

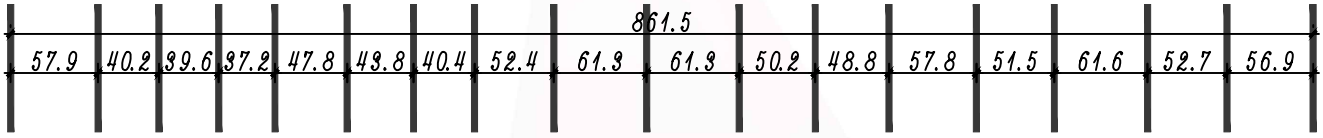

Fig. 1.6.0 Intersection dimension

DDQ Command

Quick dimension

'DDQ' command is used fix quick dimension as as shown in Fig. 1.6.1

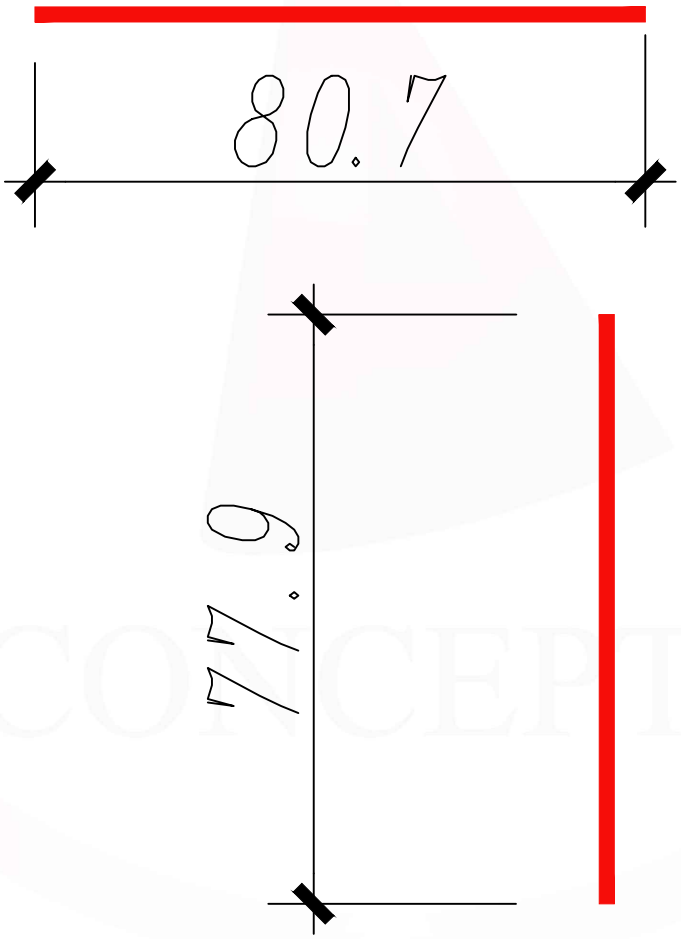

Fig. 1.6.1 Quick dimension

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DDST Command

Step dimension

'DDST' command is used find step dimension at a time as shown in Fig. 1.6.2

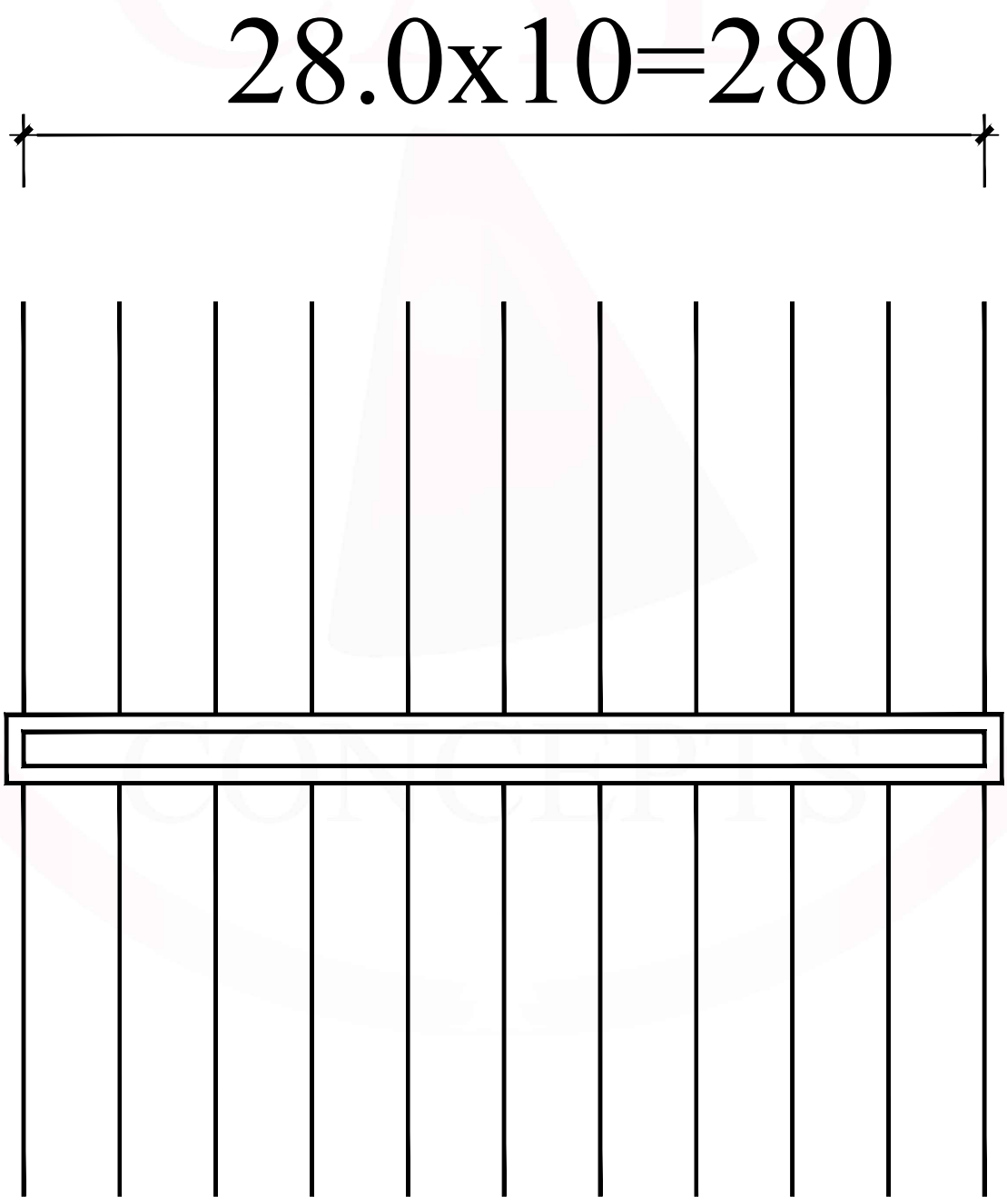

Fig. 1.6.2 Step dimension

DDF Command

Lock dimension text

'DDF' command is used to lock the dimension text as shown Fig. 1.6.3

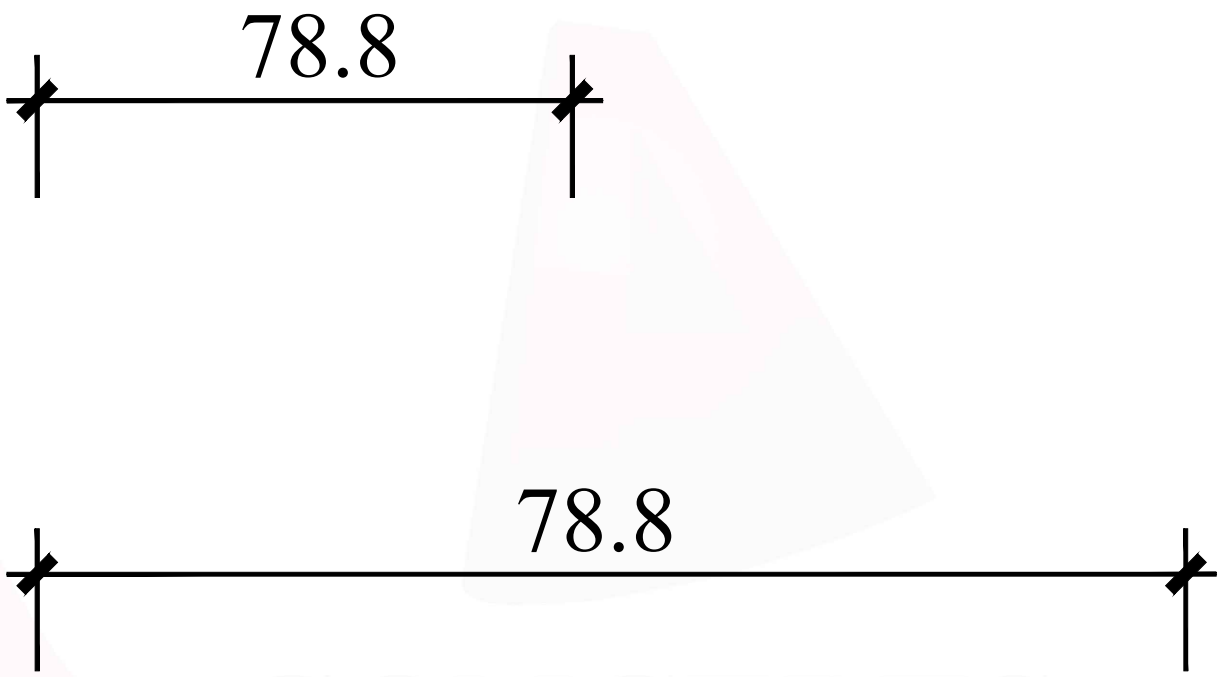

Fig. 1.6.3 Lock dimension text

LK Command

Outer boundary

'LK' command is used to find out outer boundary at a time as shown in Fig. 1.6.4

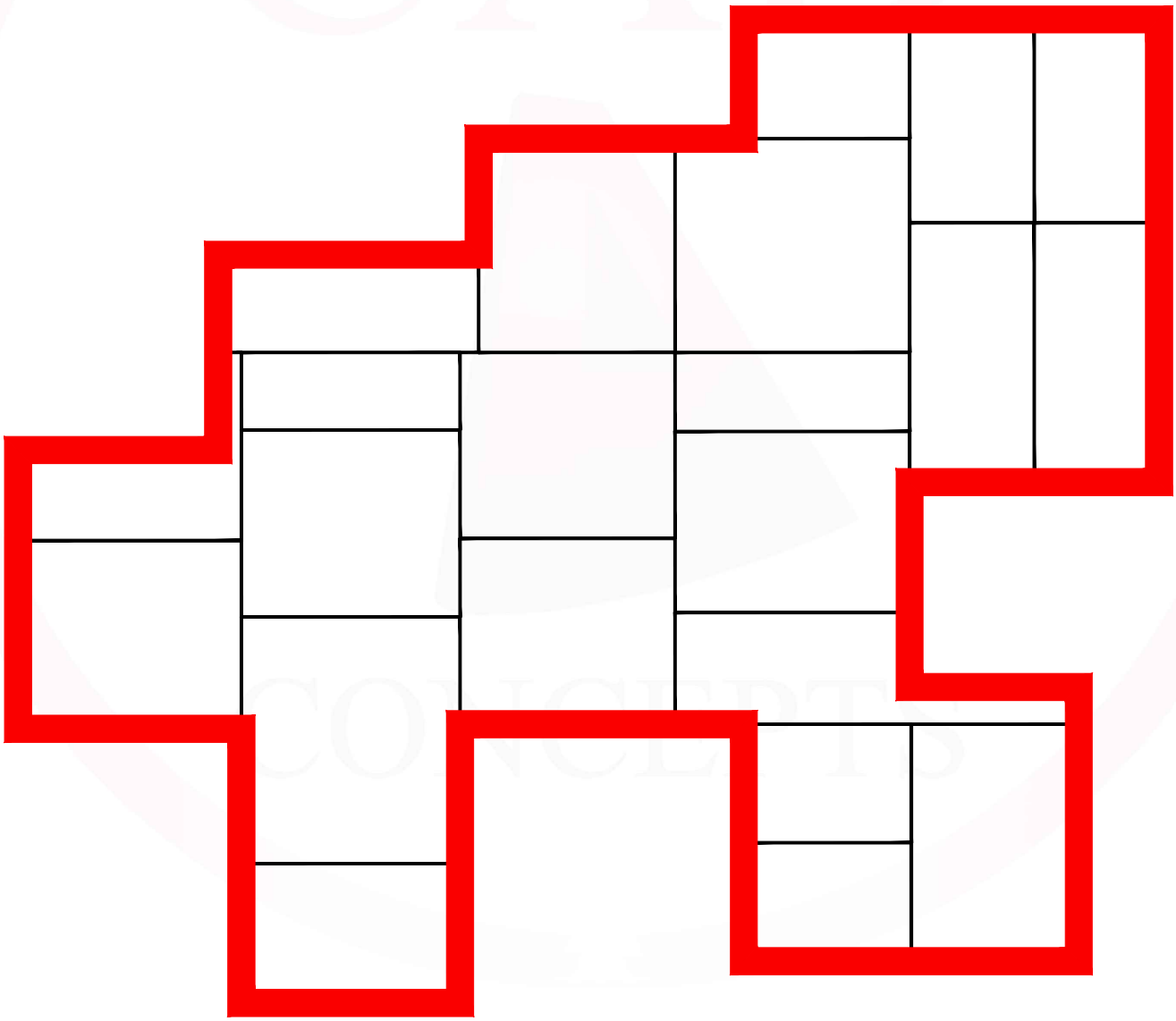

Fig. 1.6.4 Outer boundary

NLK Command

Inner boundary

'NLK' command is used to find out complete inner boundary at a time as shown in Fig. 1.6.5

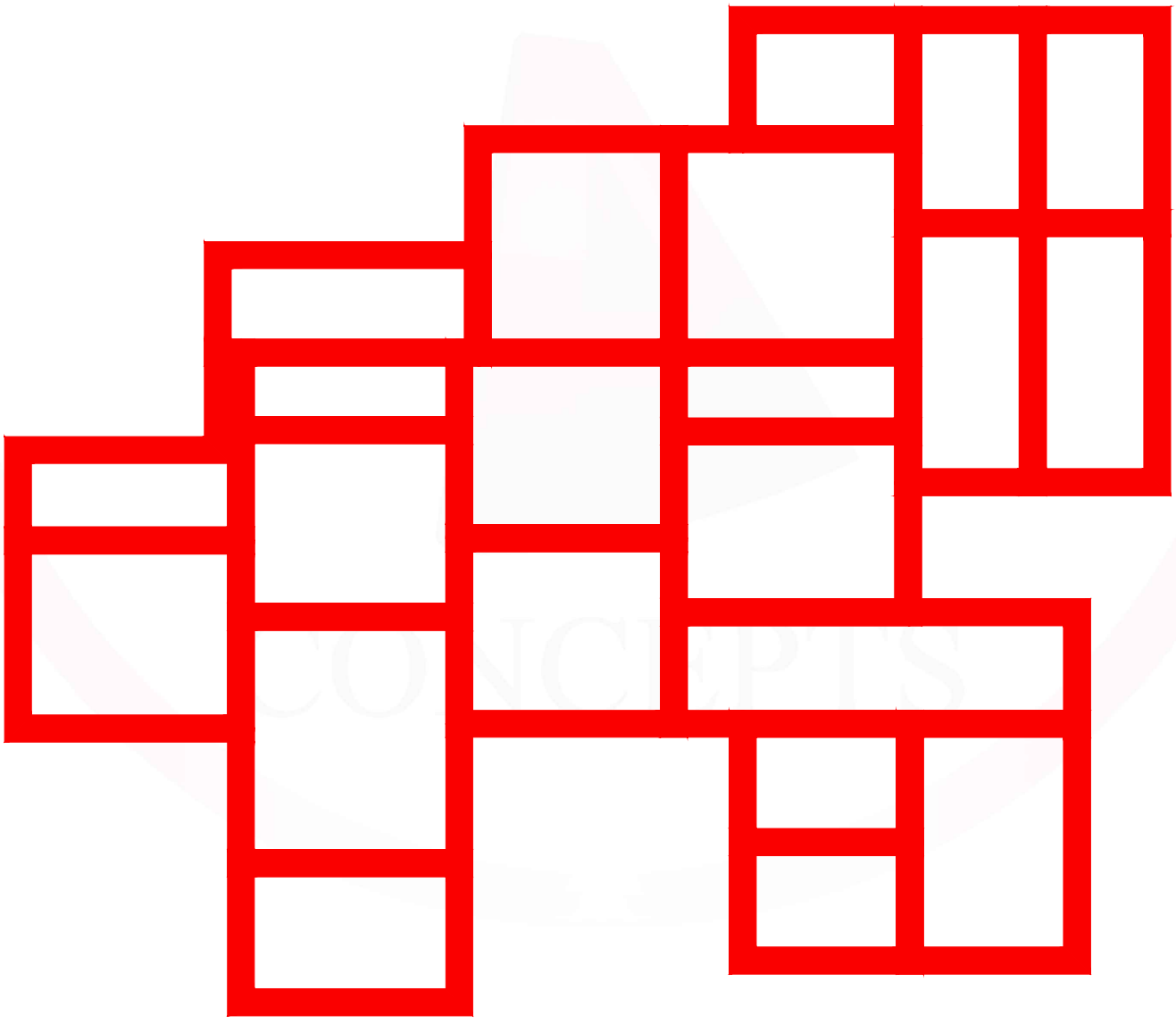

Fig. 1.6.5 Inner boundary

NLKS Command

Inner contour

'NLKS' command is used to make complete inner contour at a time as shown in Fig. 1.6.6

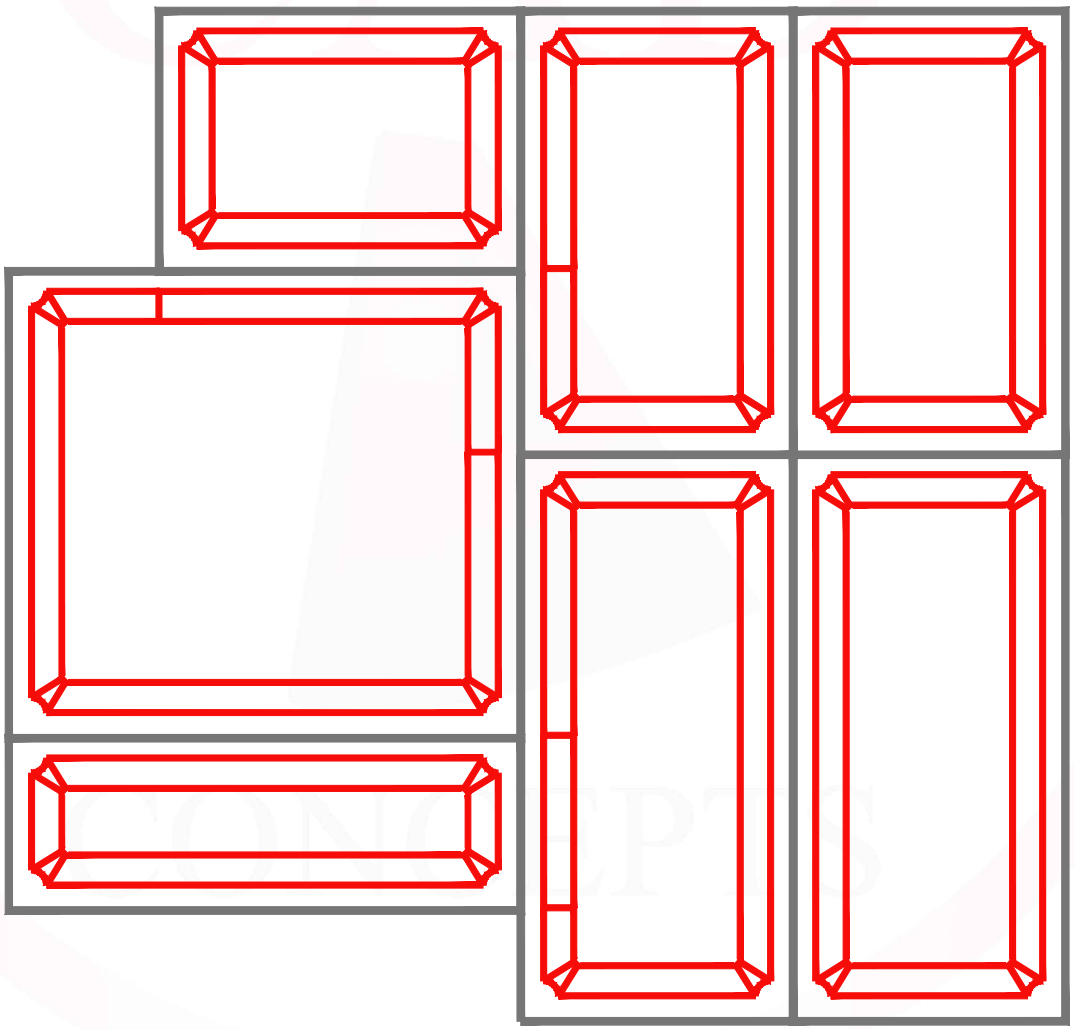

Fig. 1.6.6 Inner contour

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TX Command

Double line trim

'TX' command is used to trim double lines at a time for entire block as shown in Fig. 1.6.7

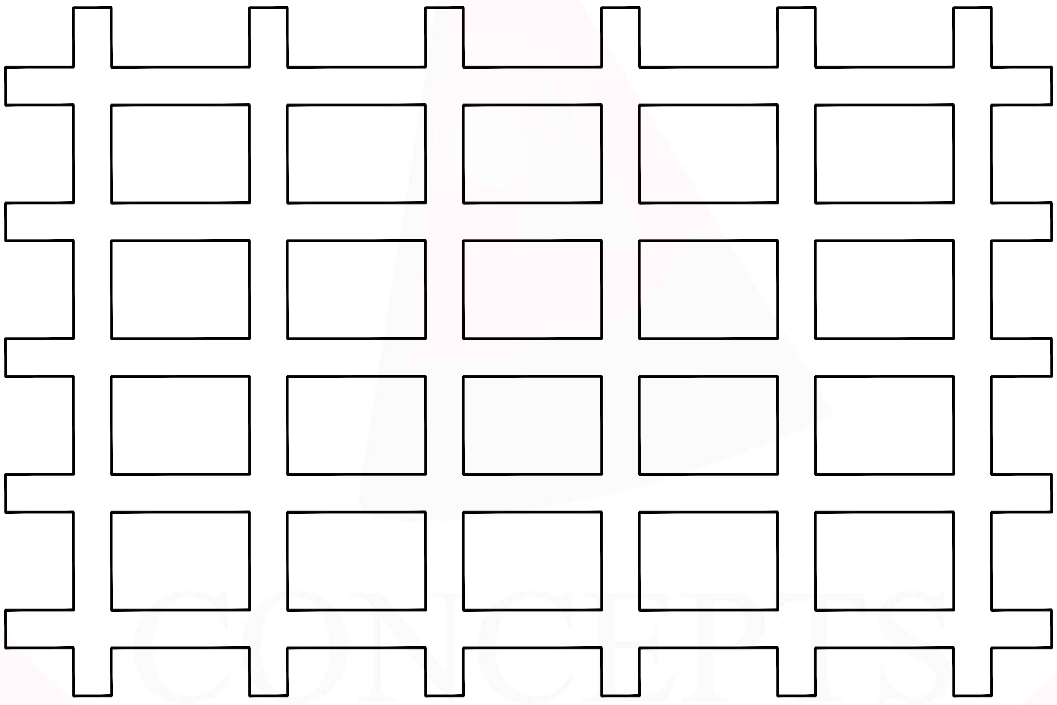

Fig. 1.6.7 Double trim

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BA Command

Break lines

'BA' command is used to break all intersection line at a time as shown in Fig. 1.6.8

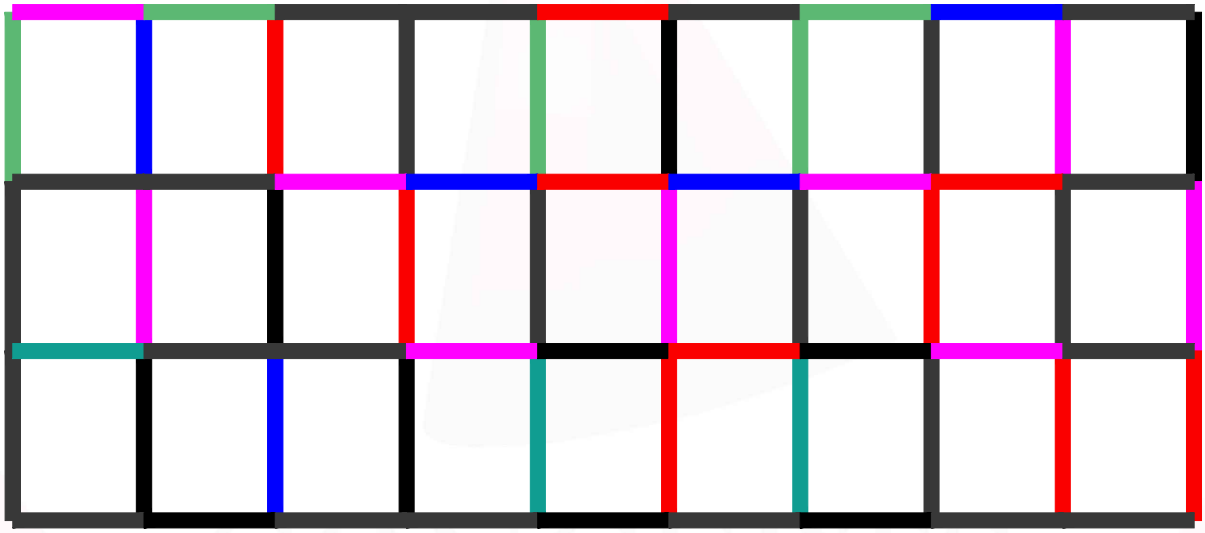

Fig. 1.6.8 Break line

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BD Command

Break by a knife

'BD' command is used to break lines by crossing line at a time as shown in Fig. 1.6.9

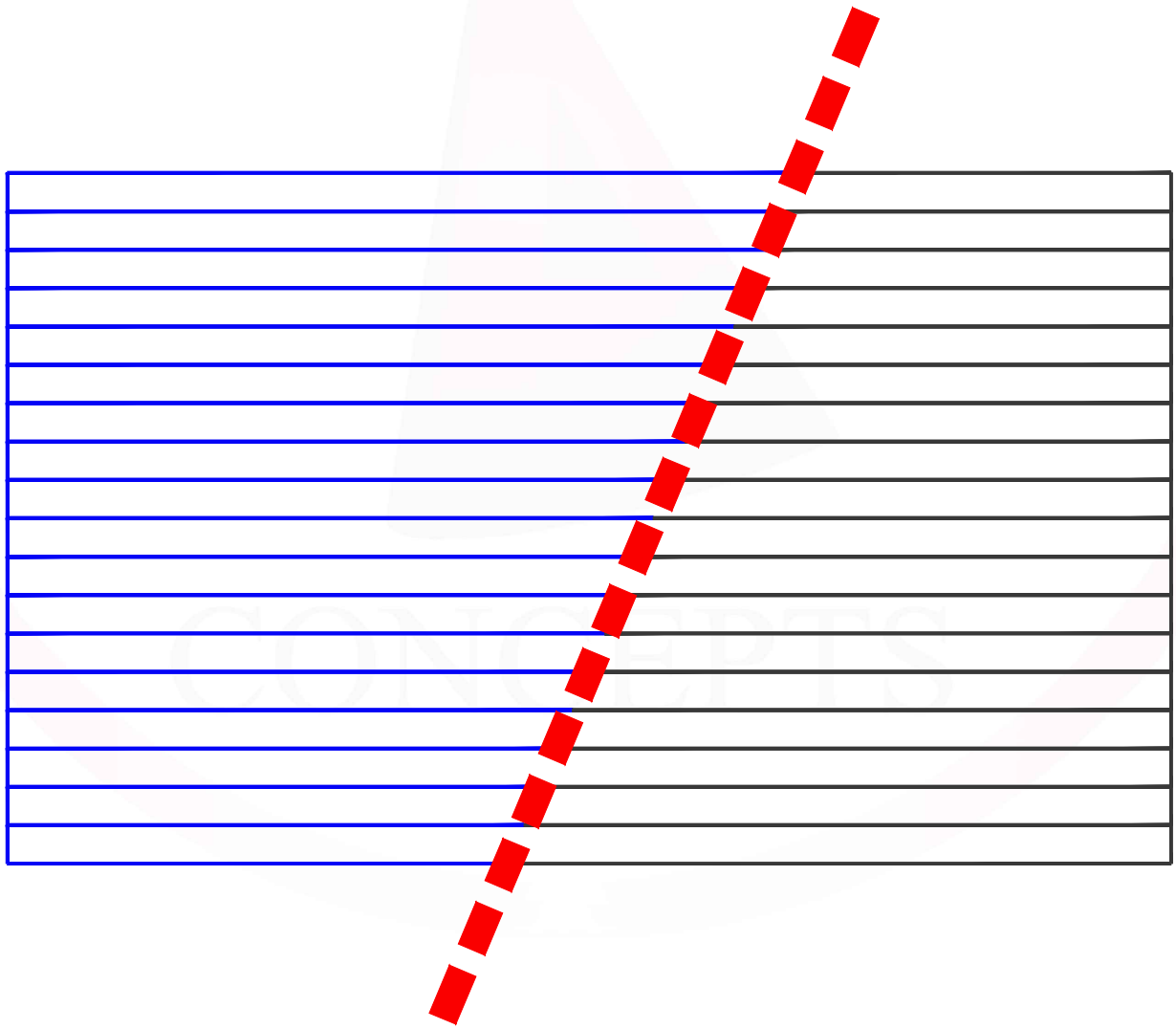

Fig. 1.6.9 Break line

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BDD Command

Break by double knife

'BDD' command is used to break lines by two crossing line at a time as shown in Fig. 1.7.0

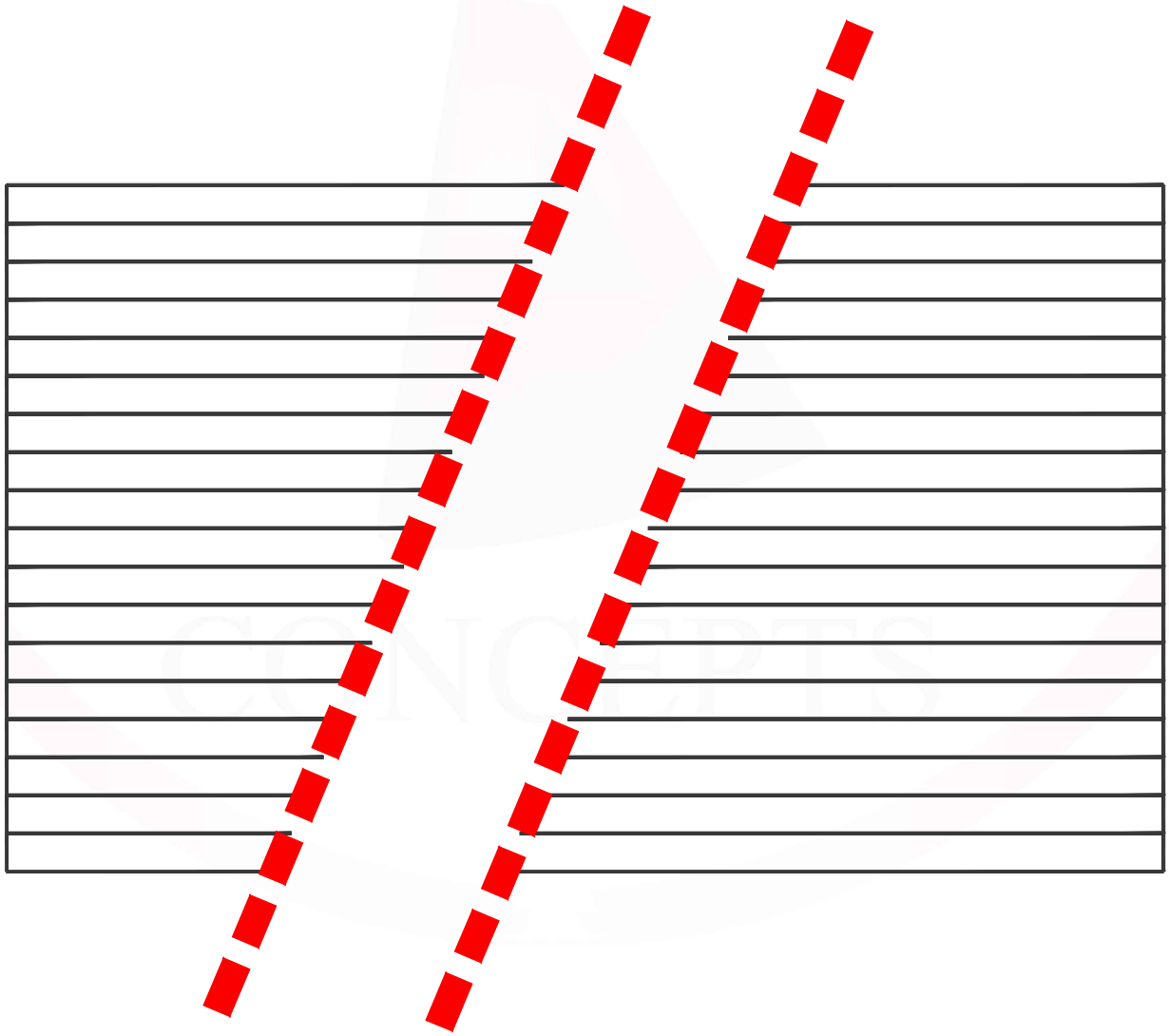

Fig. 1.7.0 Break between line

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BX Command

Erase in frame

'BX' command is used to erase the object by rectangular frame at a time as shown in Fig. 1.7.1

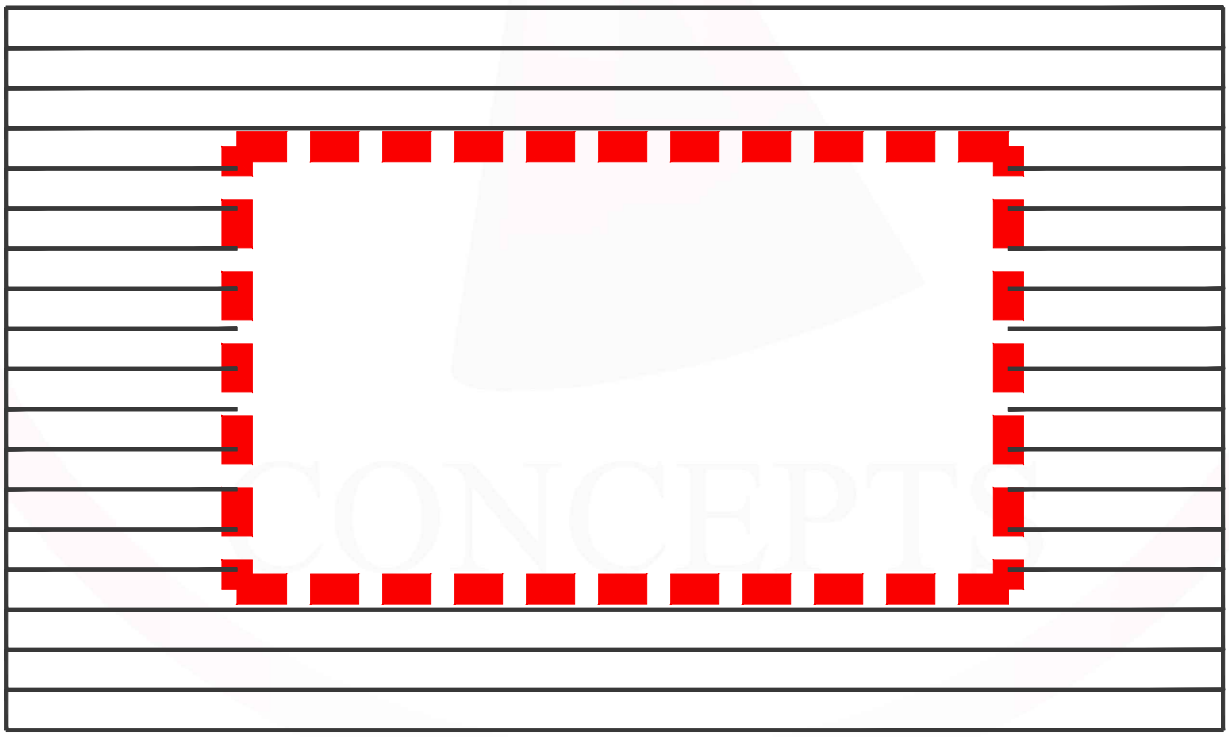

Fig. 1.7.1 Erased in frame

QG Command

Copy details as block

'QG' command is used to make quick copy a part details in block by rectangle from the object as shown in Fig. 1.7.2

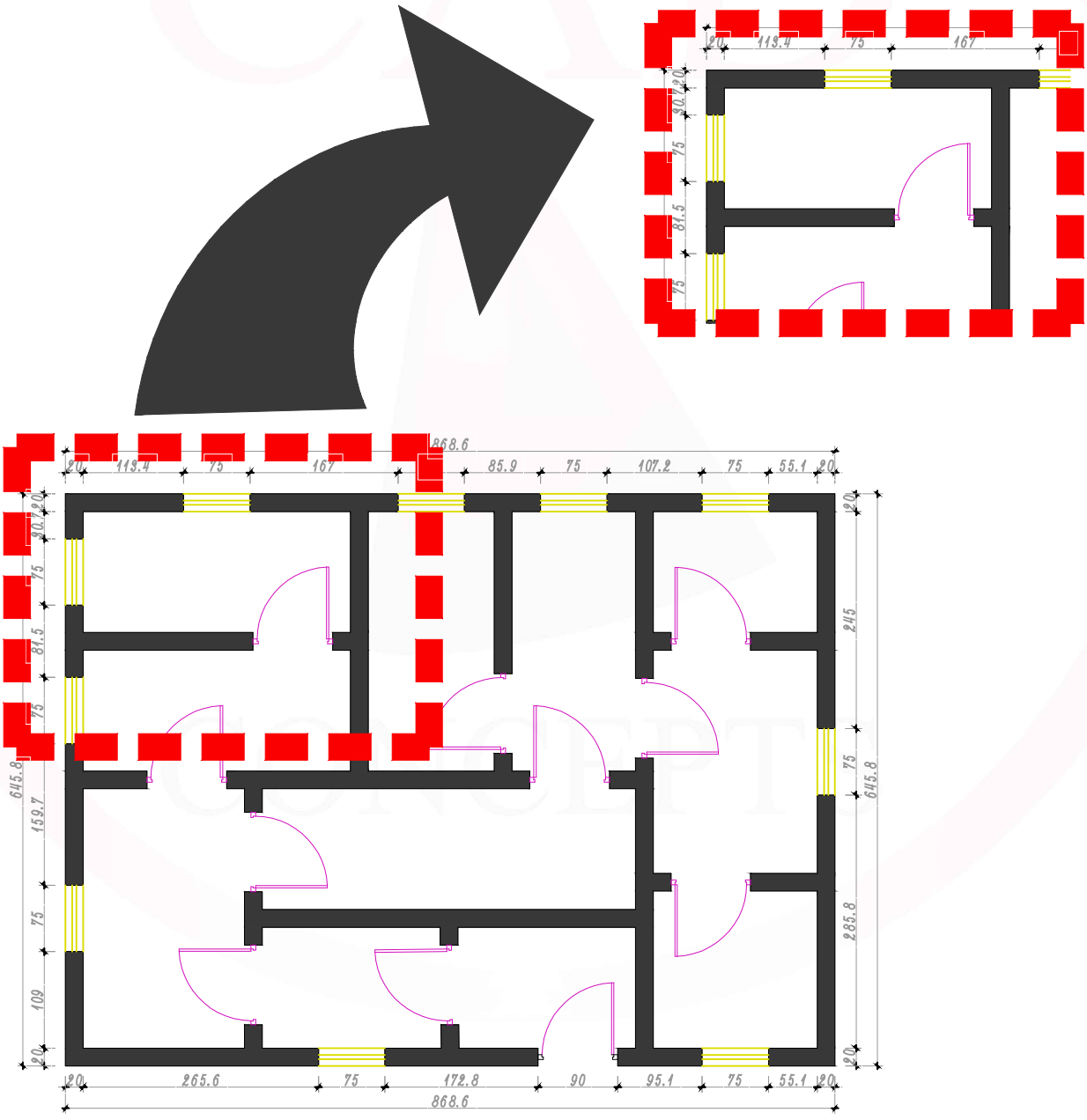

Fig. 1.7.2 Copy as block

CV Command

Dynamic copy

'CV' command is used to make dynamic copy from drag by providing one time value with copy count as shown in Fig. 1.7.3

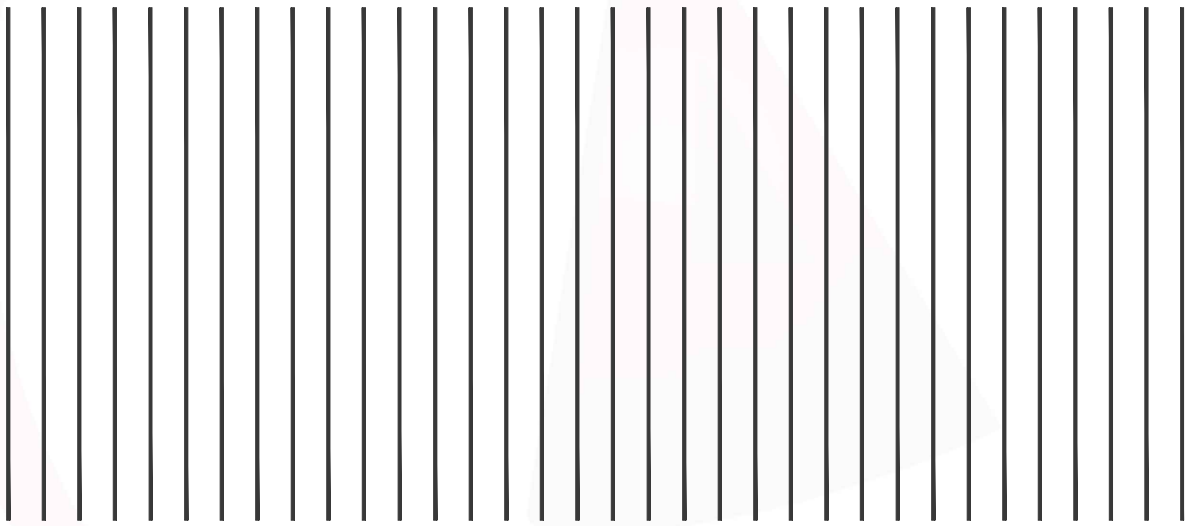

Fig. 1.7.3 Dynamic copy

ASC Command

Scale of each

'ASC' command is used to scale the objects at a time from the base point as shown in Fig. 1.7.4 and Fig. 1.7.5

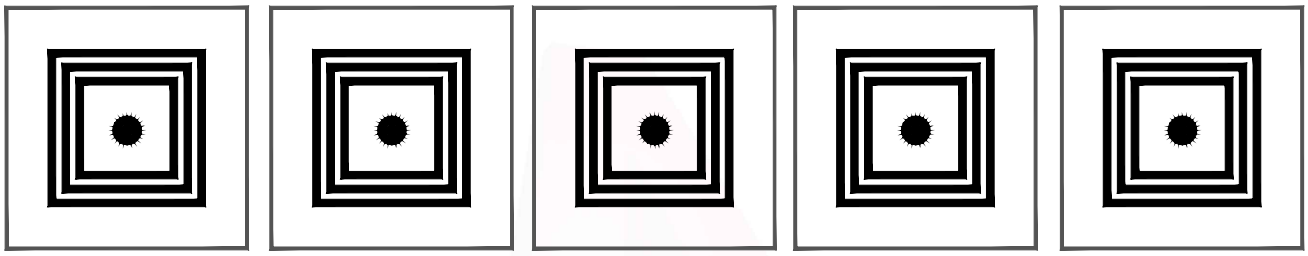

Fig. 1.7.4 Without scale

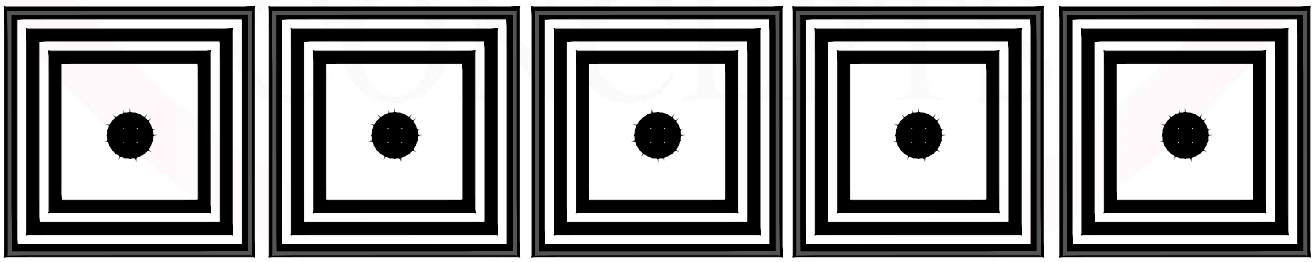

Fig. 1.7.5 With scale

ART Command

Rotate of each

'ART' command is used to rotate the objects at a time from the base point as shown in Fig. 1.7.6

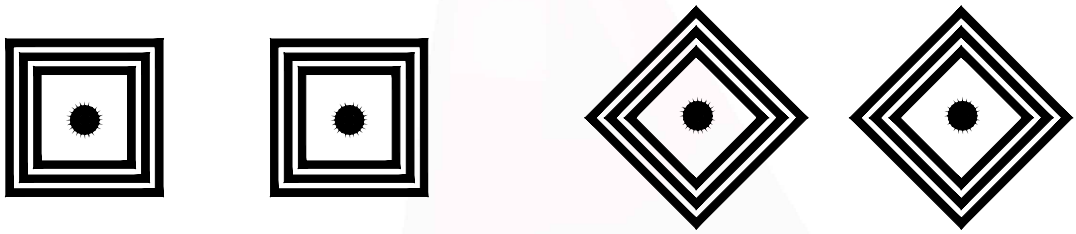

Fig. 1.7.6 Rotate

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AMI Command

Mirror of each

'AMI' command is used to mirror the each objects at a time as shown inFig. 1.7.7

Fig. 1.7.7 Mirror

TF Command

Curve transform

'TF' command is used to transform the objects in multiple curve form at a time as shown in Fig. 1.7.8

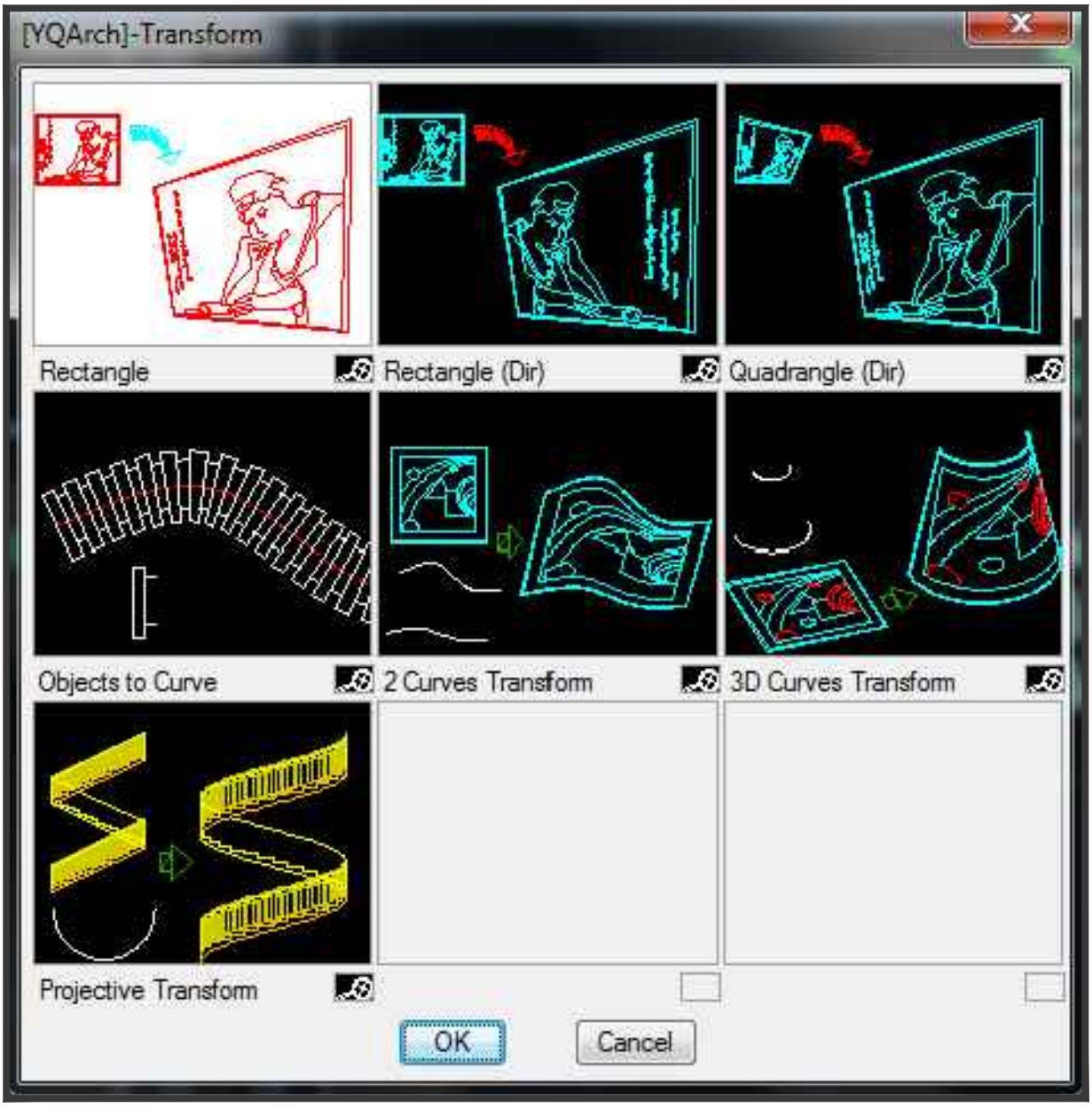

Fig. 1.7.8 Curve transform

Video link :-https://youtu.be/LCtsVqCNxlE

DQ Command

Object alignment

'DQ' command is used to align the objects at a time multiple entities and reference point can be customized in parameters as shown in Fig. 1.7.9 and Fig. 1.8.0

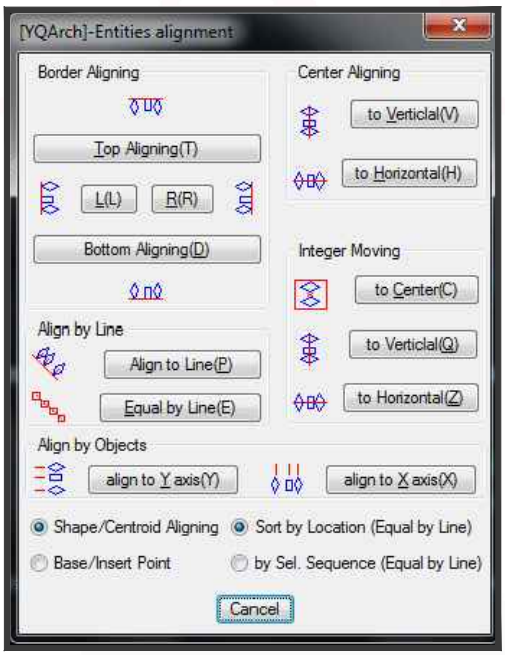

Fig. 1.7.9 Command dialog box

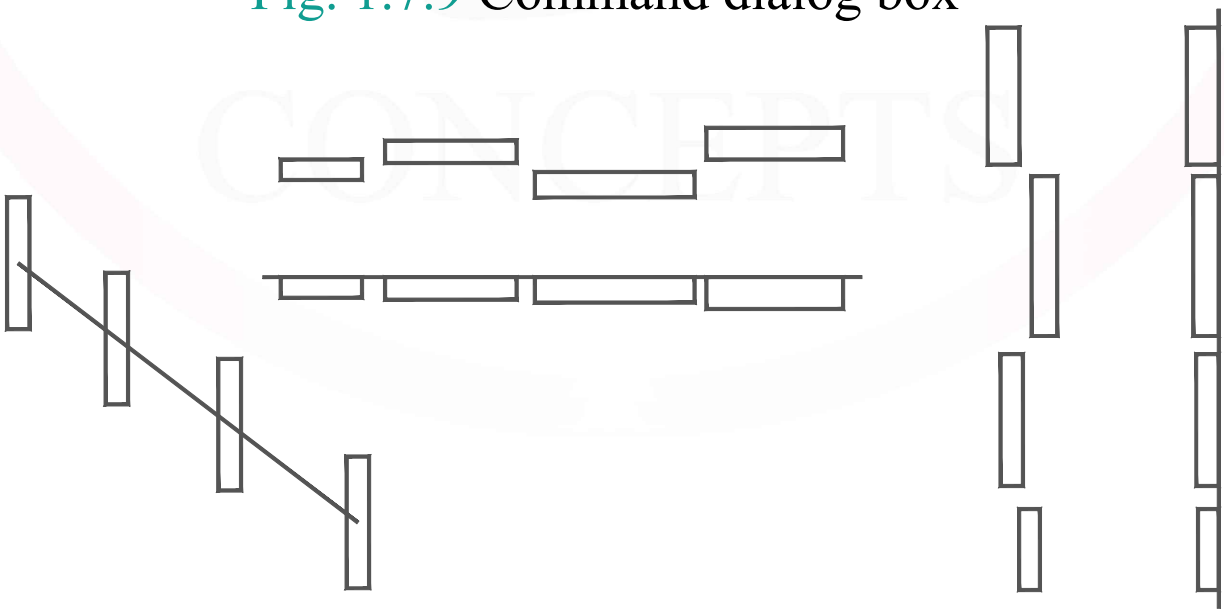

Fig. 1.8.0 Object alignment

Video link :-https://youtu.be/N7-515Tz8_M

BPX Command

Find non ortho lines

'BPX' command is used to find non straight lines at a time from the entire objects maximum and minimum degree you can fix from setting as shown in Fig. 1.8.1

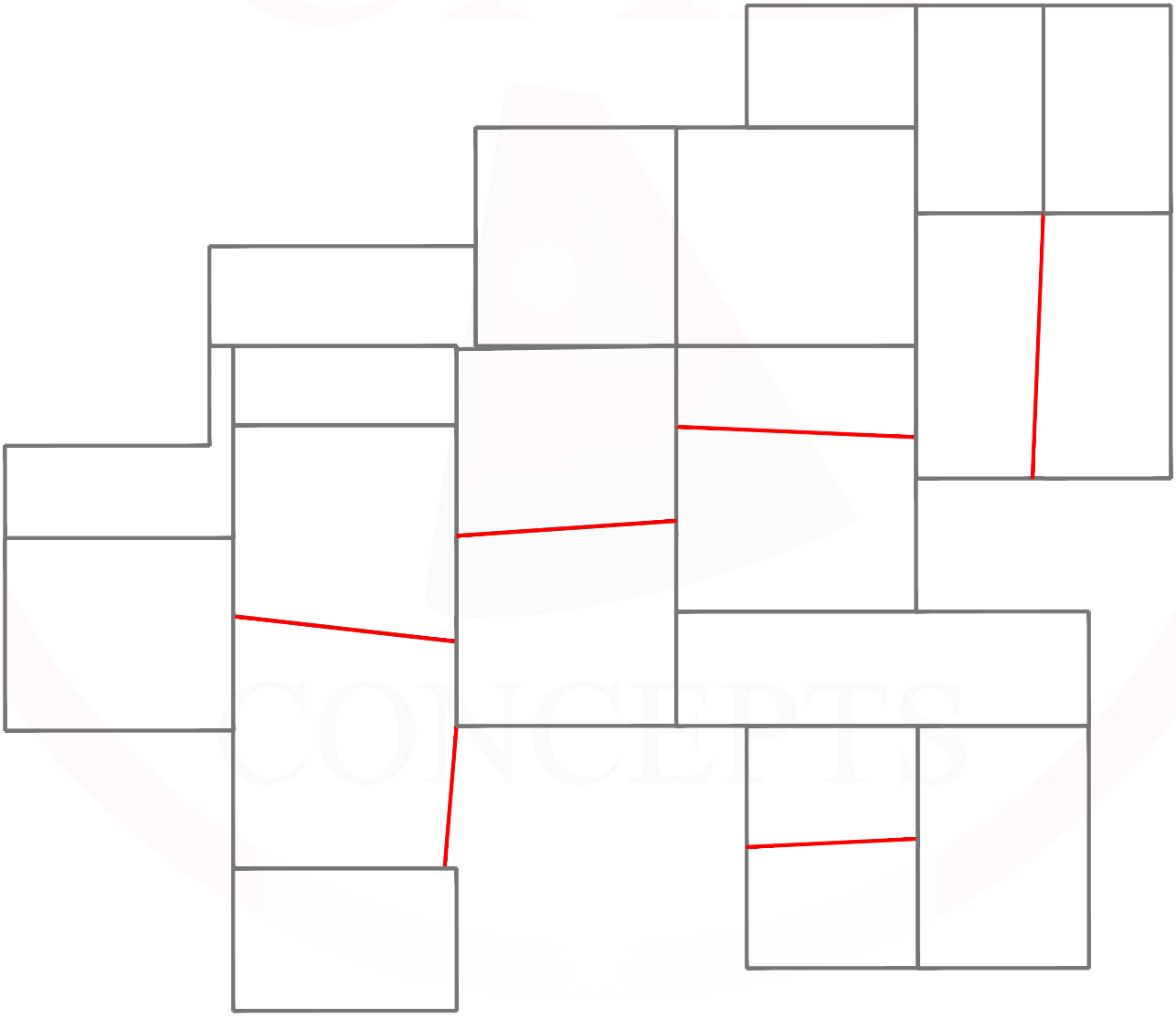

Fig. 1.8.1 Non ortho lines

BBN Command

Create block

'BBN' command is used to make object in block quickly by provide reference point as shown in Fig. 1.8.2

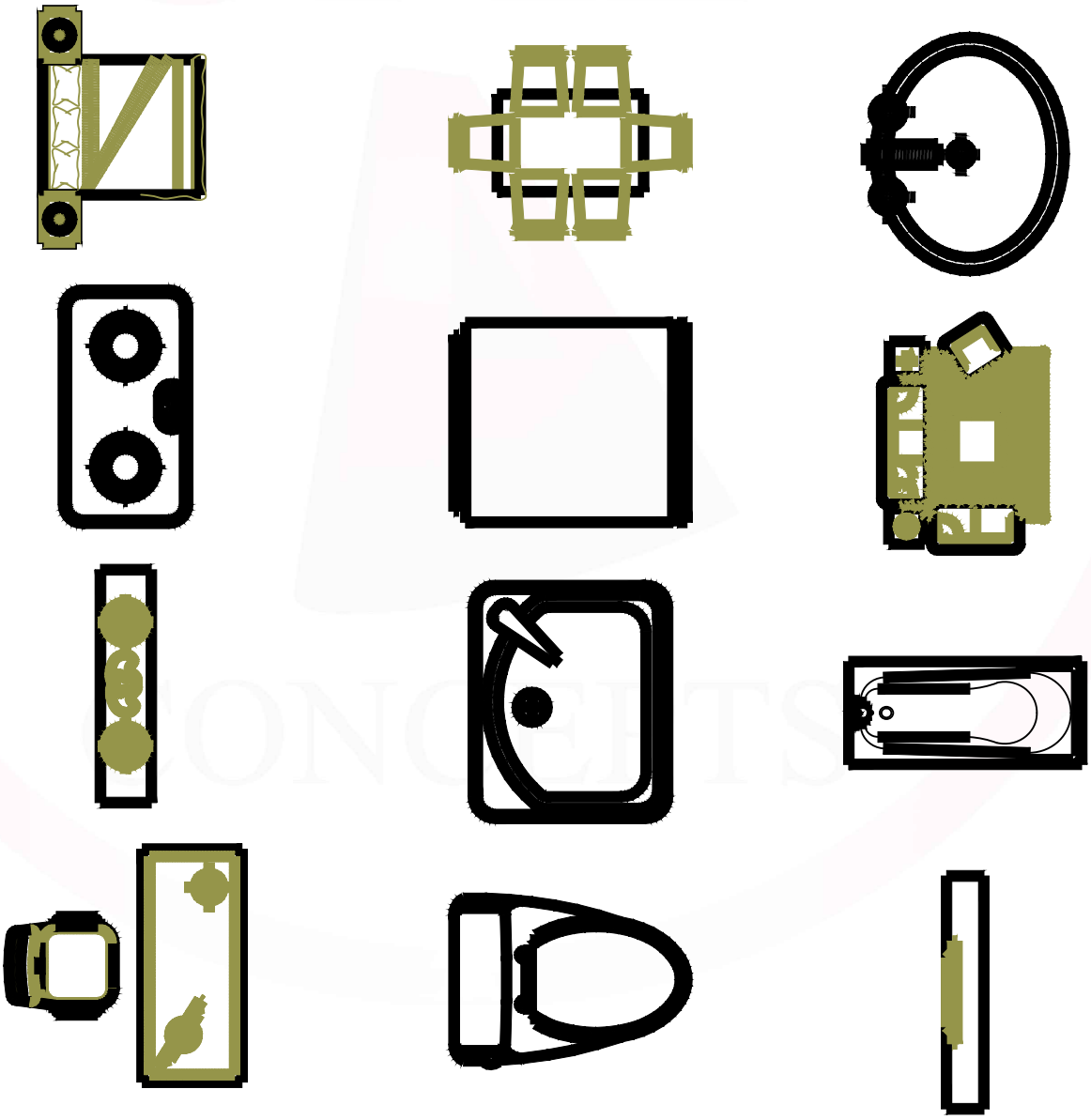

Fig. 1.8.2 Block

XTC Command

Hatch scale

'XTC' command is used to scale hatch randomly as shown in Fig. 1.8.3

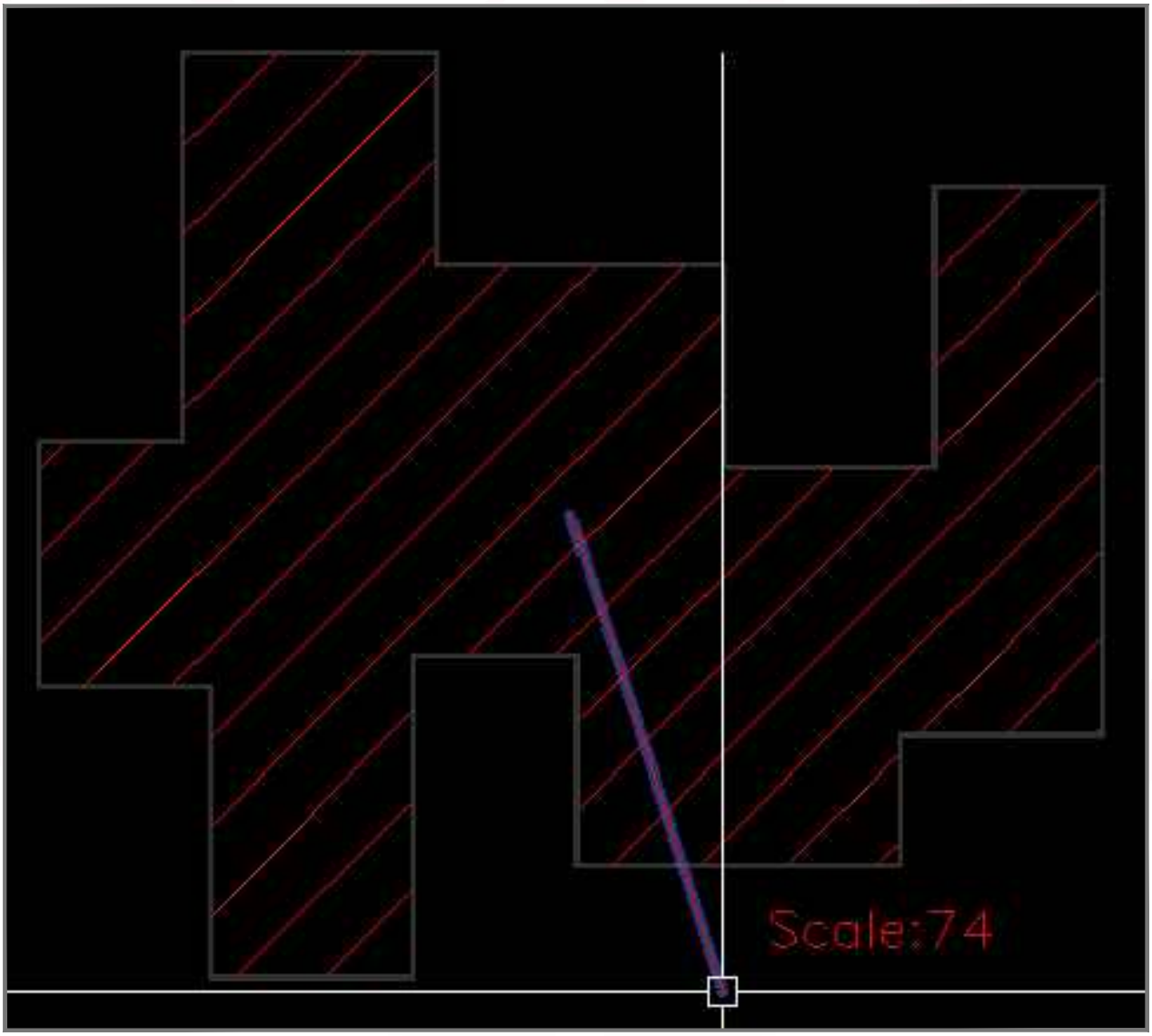

Fig. 1.8.3 Hatch scale

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ERN Command

Create Layer

'ERN' command is used to create new layer by providing name and color Fig. 1.8.4

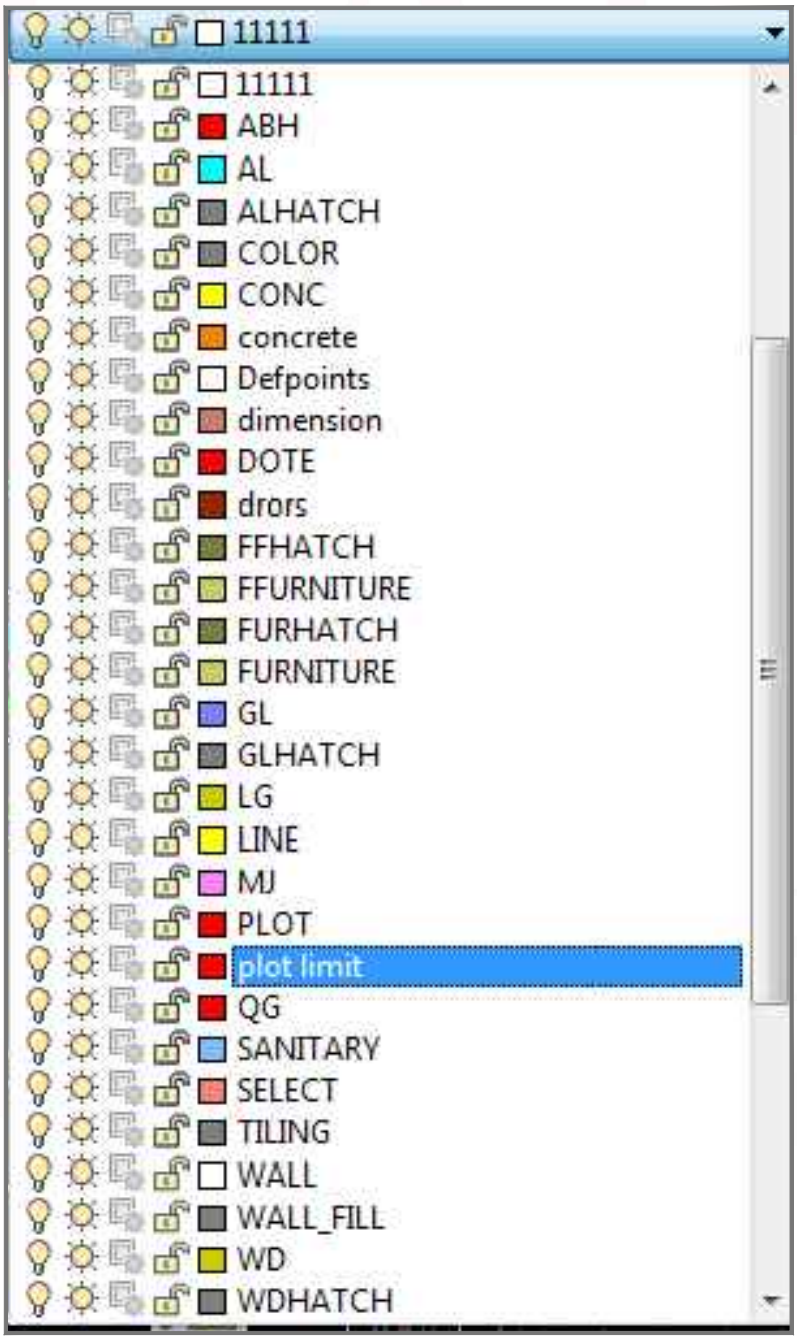


Fig. 1.8.4 Layer

Video link :-https://youtu.be/cRhM26c3VDE

VVC Command

Manage view ports

'VVC' command is used to manage view ports layer wise at a time as shown in Fig. 1.8.5

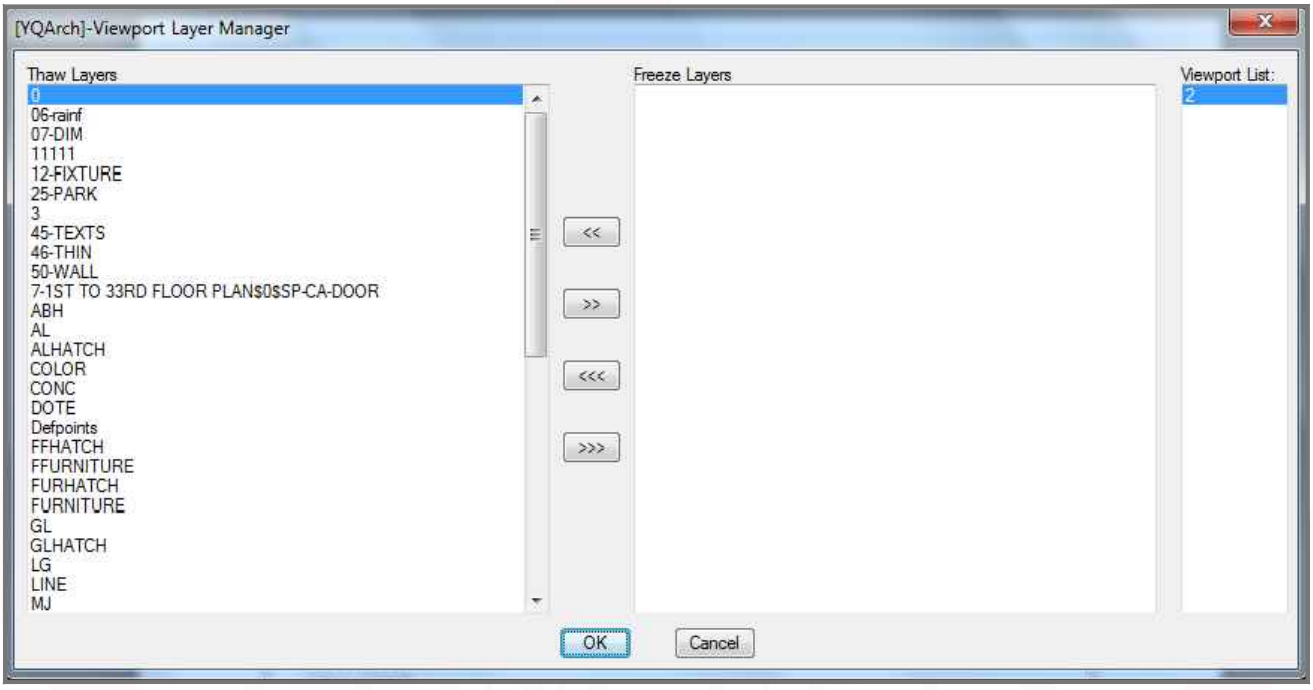


Fig. 1.8.5 View ports manager

SSW Command

Line match

'SSW' command is used to match line type scale style layer color any particular mode you can match at a time as shown in Fig. 1.8.6 and Fig. 1.8.7

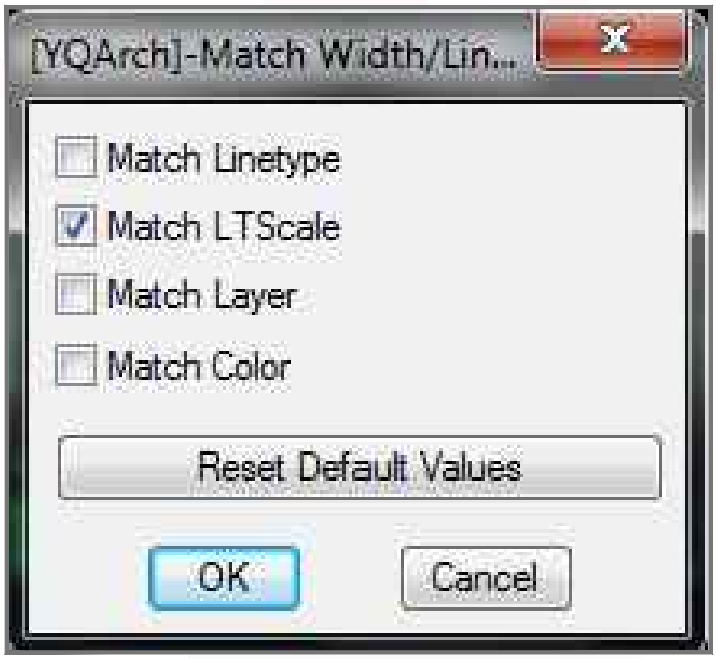


Fig. 1.8.6 Setting

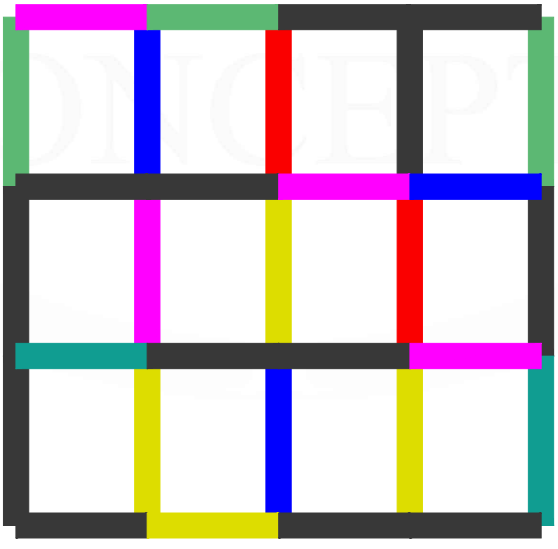


Fig. 1.8.7 Line match

Video link :-https://youtu.be/P8vhdMveMvE

SST Command

Match text content

'SST' command is used to match text content by selecting at a time setting can be customized from parameters as per requirement as shown in Fig. 1.8.9

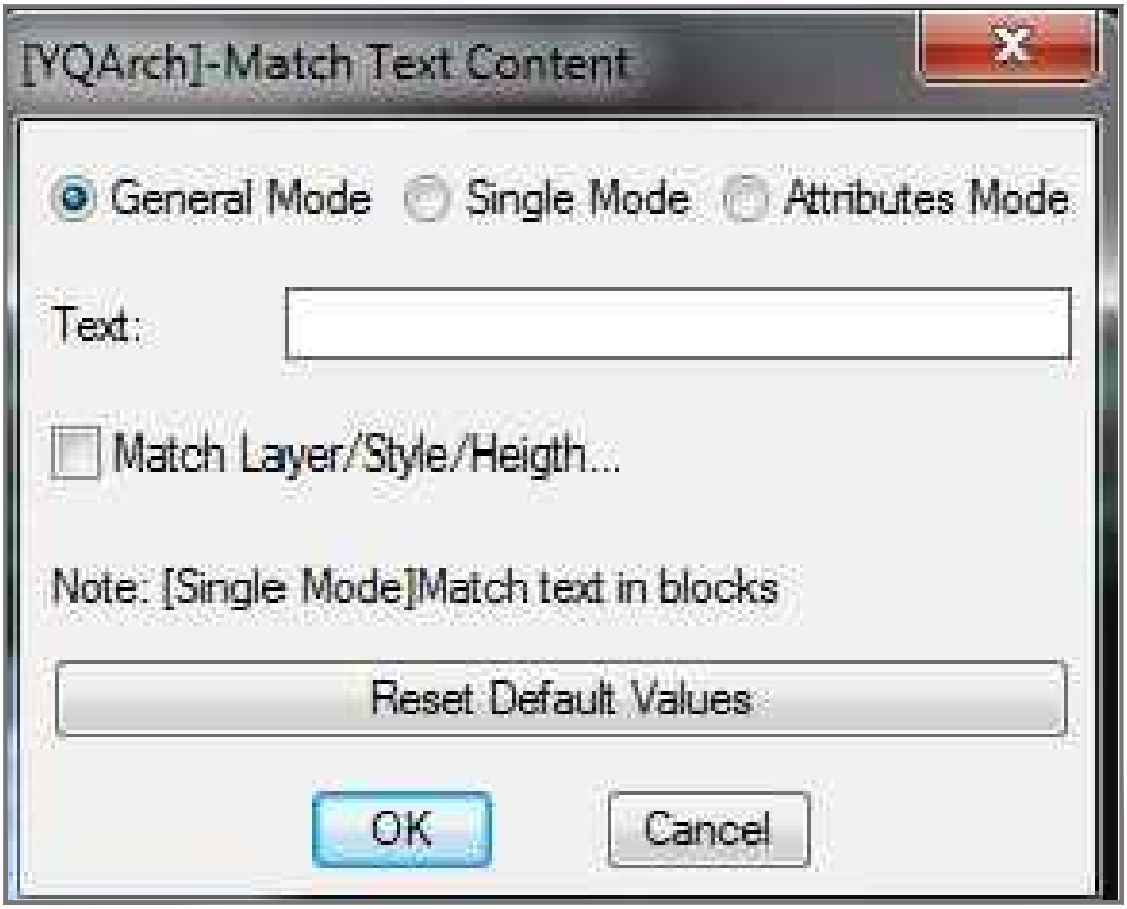


Fig. 1.8.9 Setting dialog box

STK Command

Review frame

'STK' command is used for mark comment review frame as shown in Fig. 1.9.0

Fig. 1.9.0 Comment review frame

ZW Command

Heap tree

'ZW' command is used place the plant in multiple form at a time as shown in Fig. 1.9.1 and Fig. 1.9.2

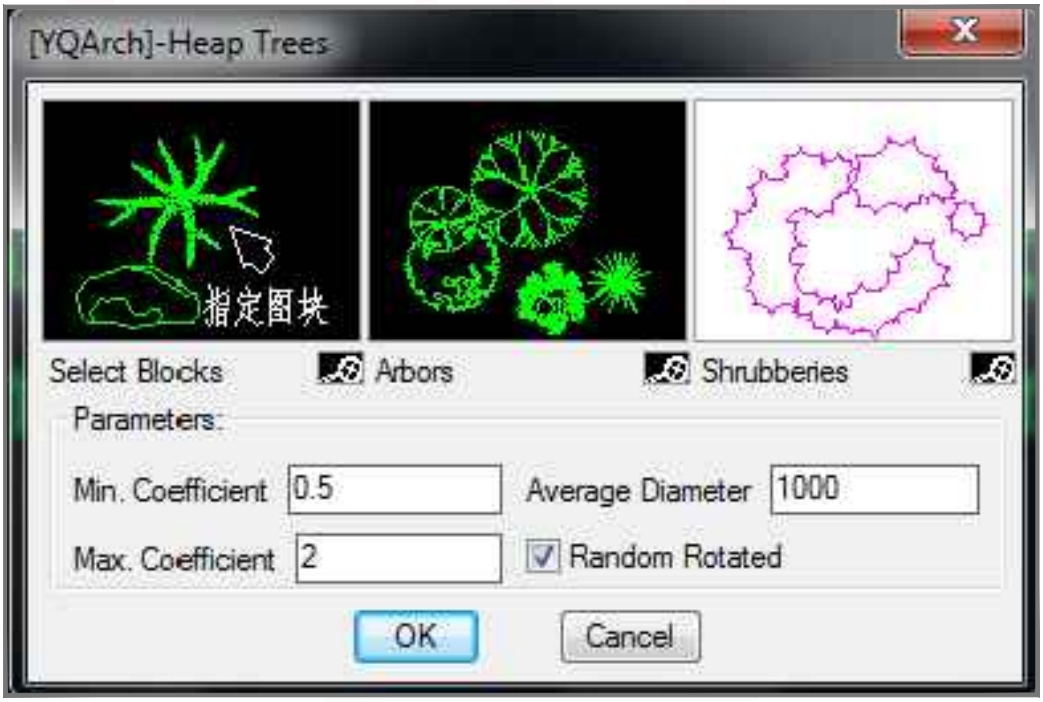


Fig. 1.9.1 Command dialog box

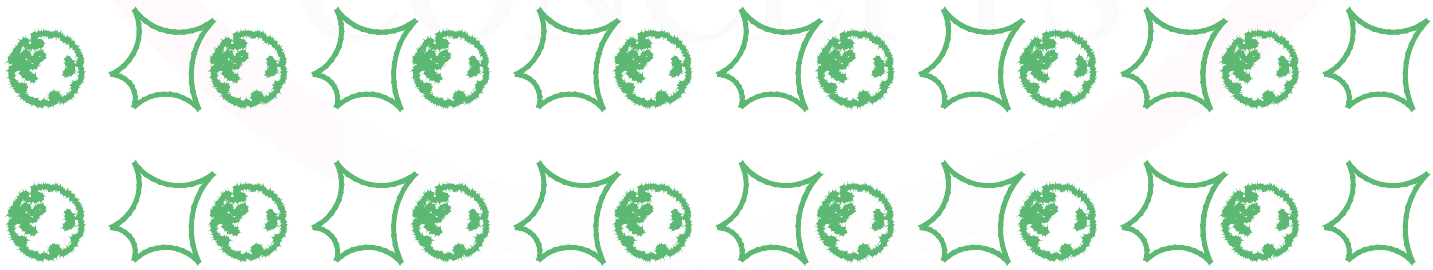


Fig. 1.9.2 Heap tree

JX Command

Bounding box

'JX' command is used to bound the entire block at a time from the setting you can customize as per requirement as shown in Fig. 1.9.3 and Fig. 1.9.4

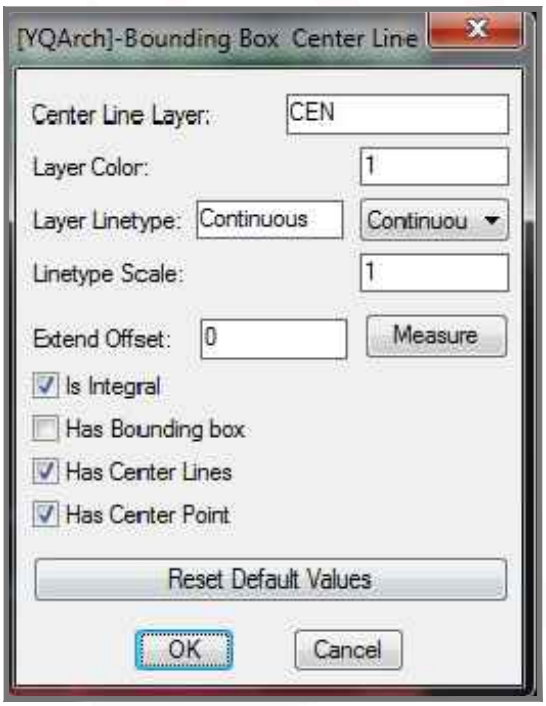


Fig. 1.9.3 Command dialog box

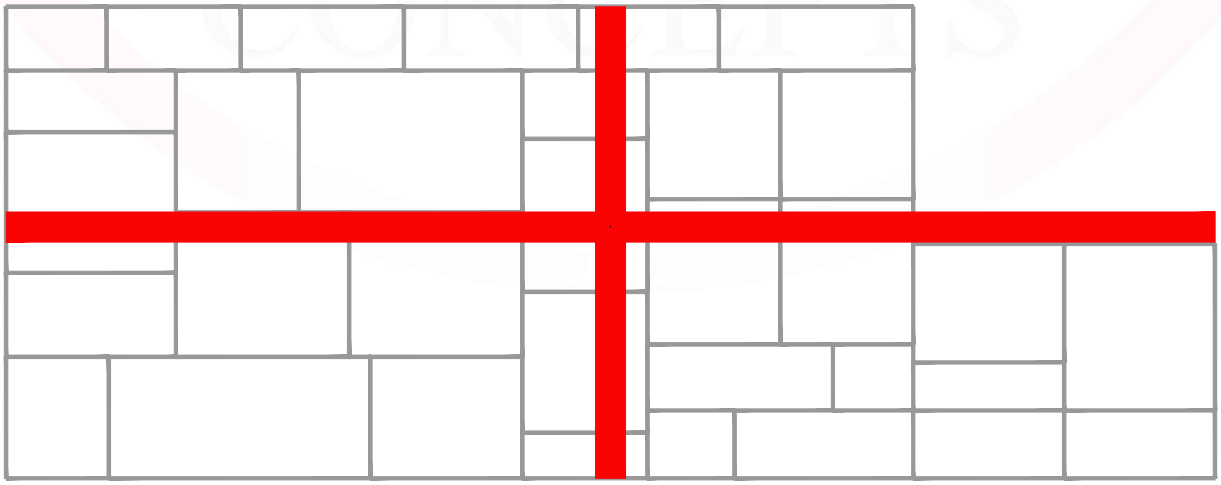


Fig. 1.9.4 Bound box

BBW Command

Batch out block

'BBW' command is used save the block object in separate drawing file quickly as shown in Fig. 1.9.5 and Fig. 1.9.6

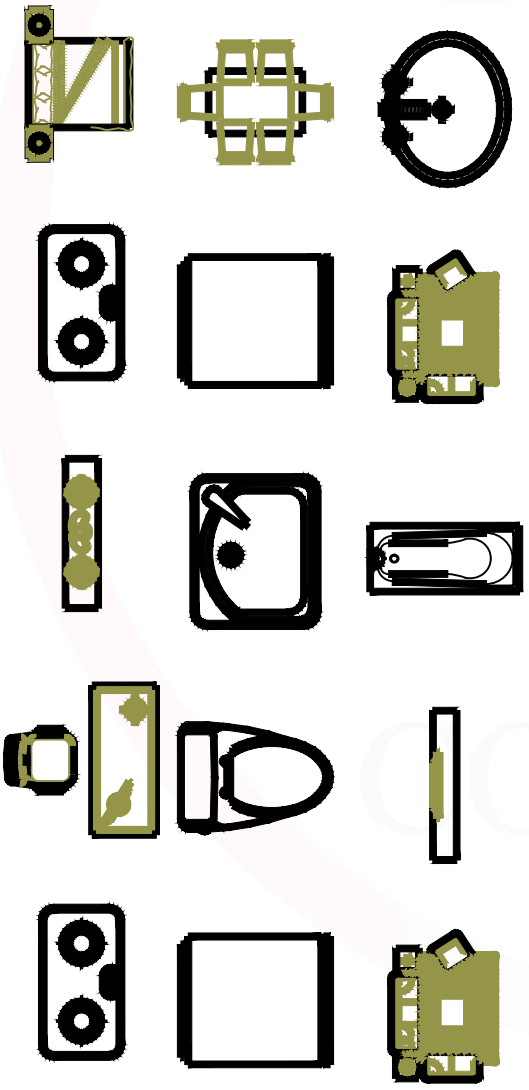


Fig. 1.9.5 Block object

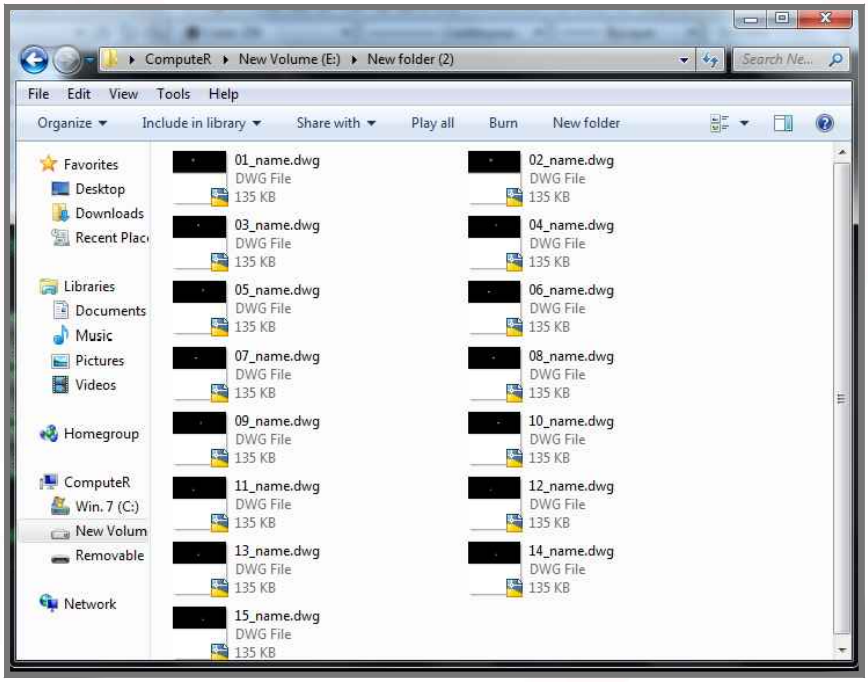


Fig. 1.9.6 Block save as

Video link :-https://youtu.be/qaNxKlkg_kc

SF Command

Super offset

'SF' command is used for offsetting with each vertex to connect with lines at a time as shown in Fig. 1.9.7

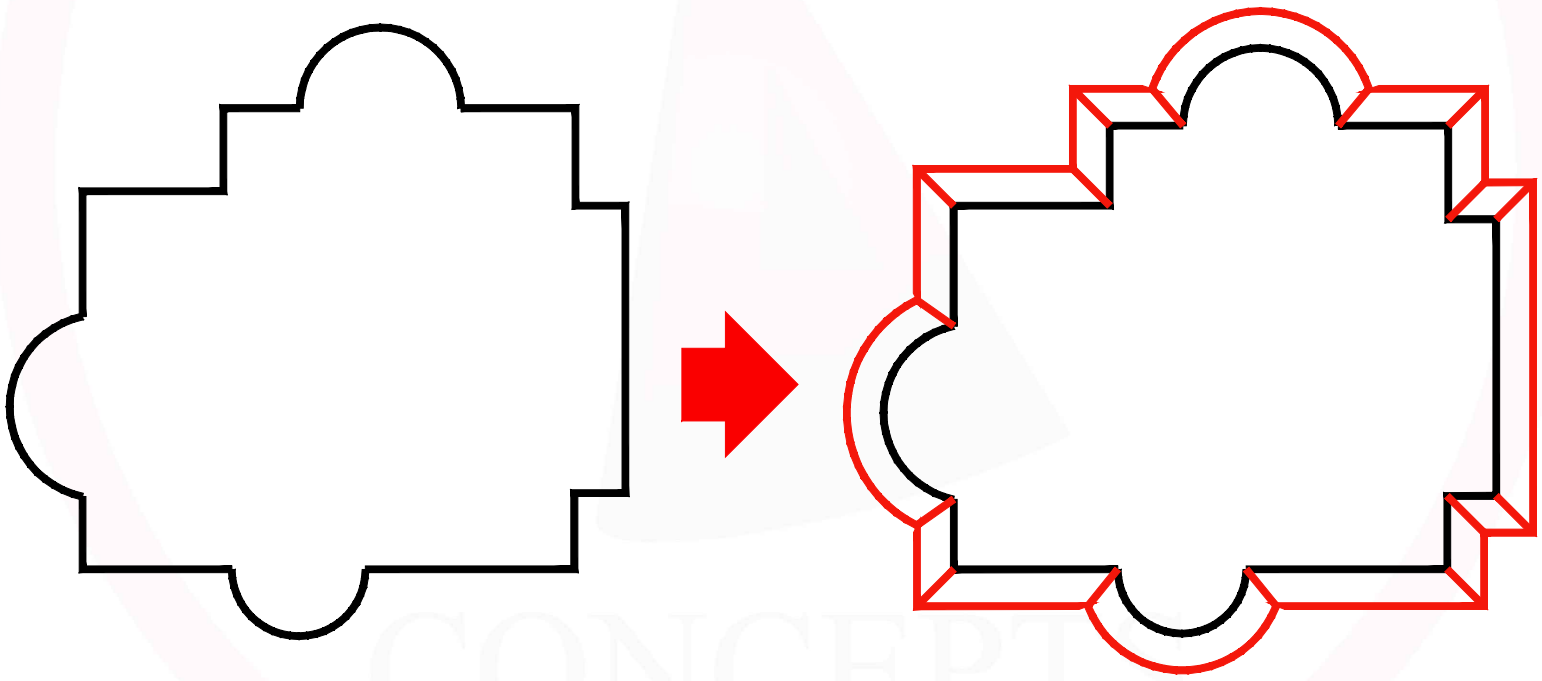


Fig. 1.9.7 Super offset

AAX Command

Leader arrow

'AAX' command is used to provide leader arrow from setting you can set multiple option as shown in Fig. 1.9.8

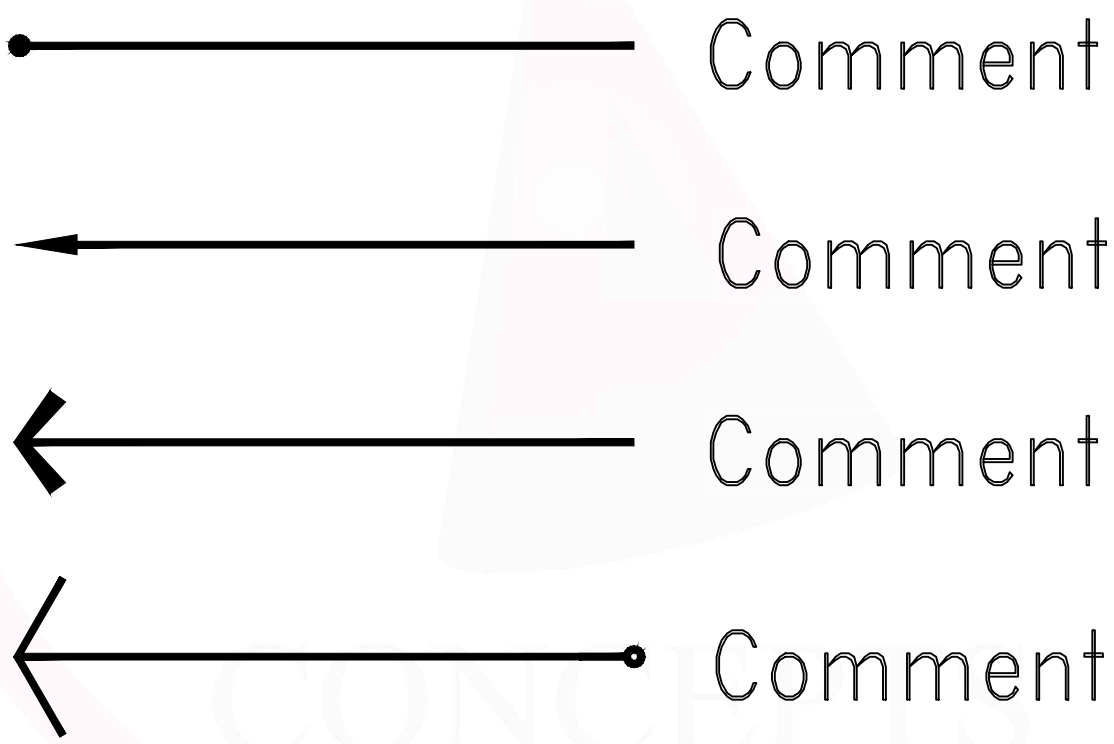


Fig. 1.9.8 Leader arrow

ZZBZ Command

Arrange columns

'ZZBZ' command is used to place entire column layout over the gird lines at a time as shown in Fig. 1.9.9

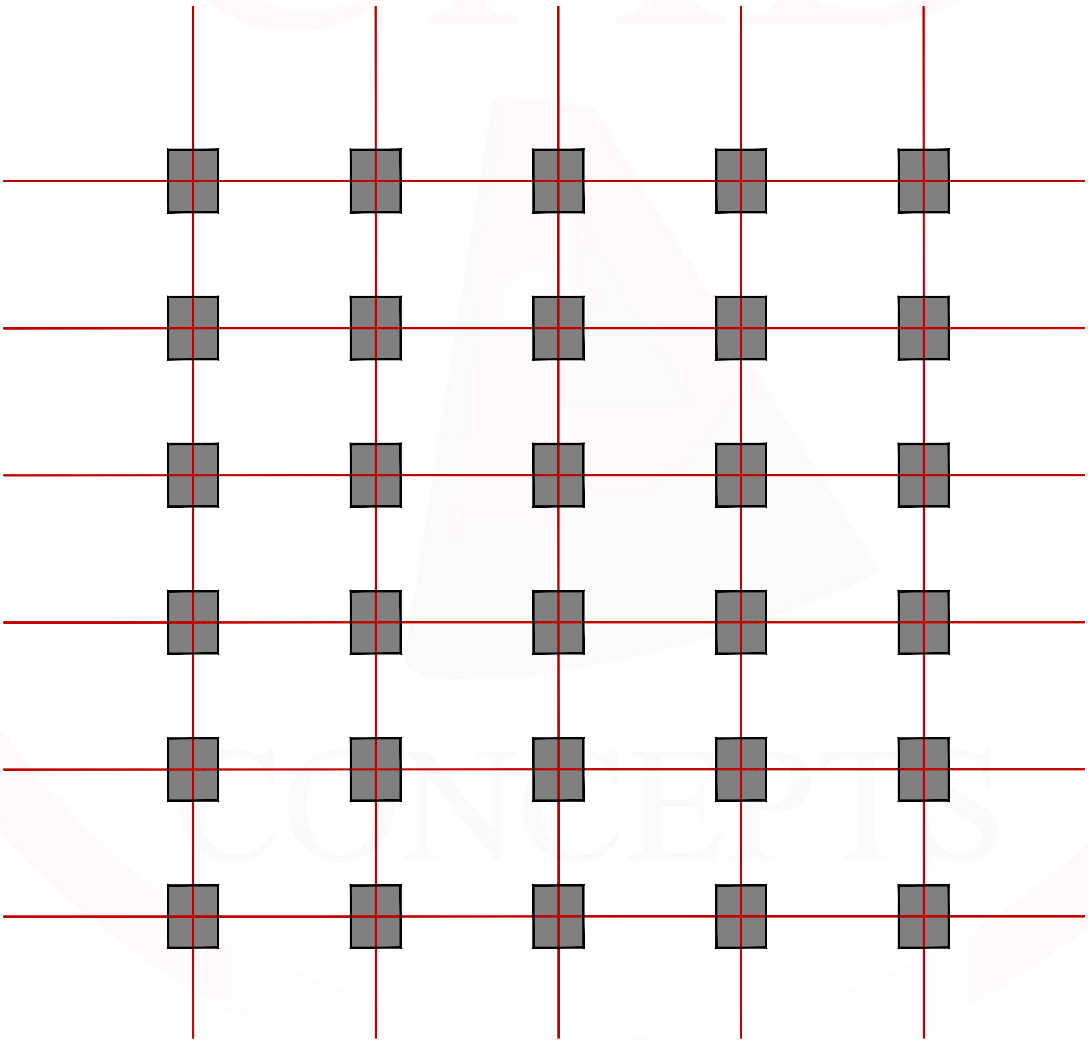


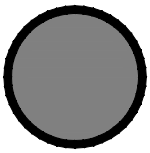
Fig. 1.9.9 Arrange column

ZZ(R,C,L,T,X) Command

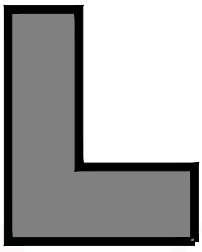
Make Columns

'ZZ(R,C,L,T,X)' command is used make column at a time as shown in Fig. 2.0.0

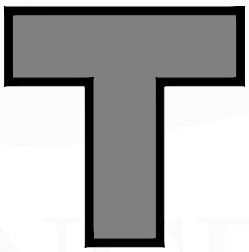
Rectangle column
ZZR (command)



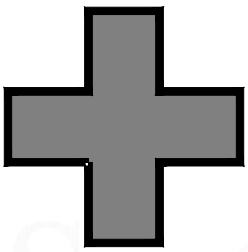
Cylinder Shape column
ZZC (command)



L Shape column
ZZL (command)



T Shape column
ZZT (command)



+ Shape column
ZZX (command)

Fig. 2.0.0 Column

TK Command

Drawing frame

'TK' command is used to create drawing frame with exact paper size A0,A1,A2,A3,A4 as shown in Fig. 2.0.1

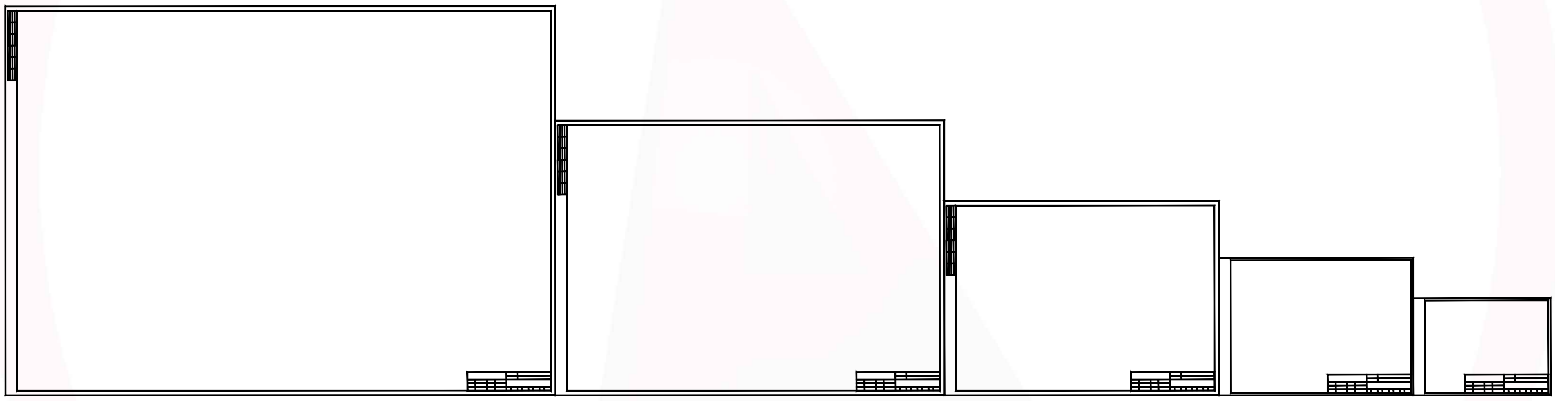


Fig. 2.0.1 Drawing frame

YX Command

Revision cloud

'YX' command is used to make revision cloud at a time in multiple option as shown in Fig. 2.0.2

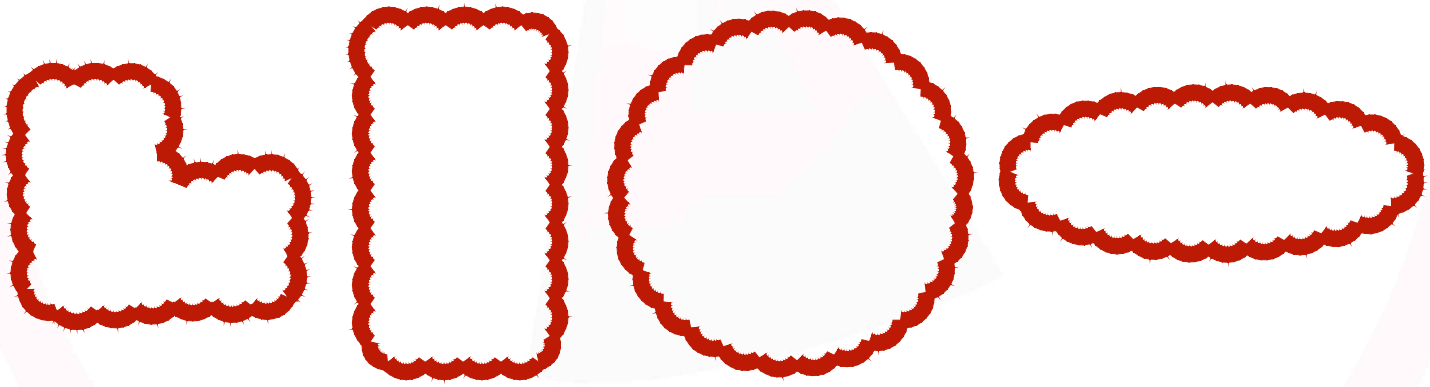


Fig. 2.0.2 Revision cloud

HHB Command

Hatch border

'HHB' command is used to make border over the hatch at a time as shown in Fig. 2.0.3

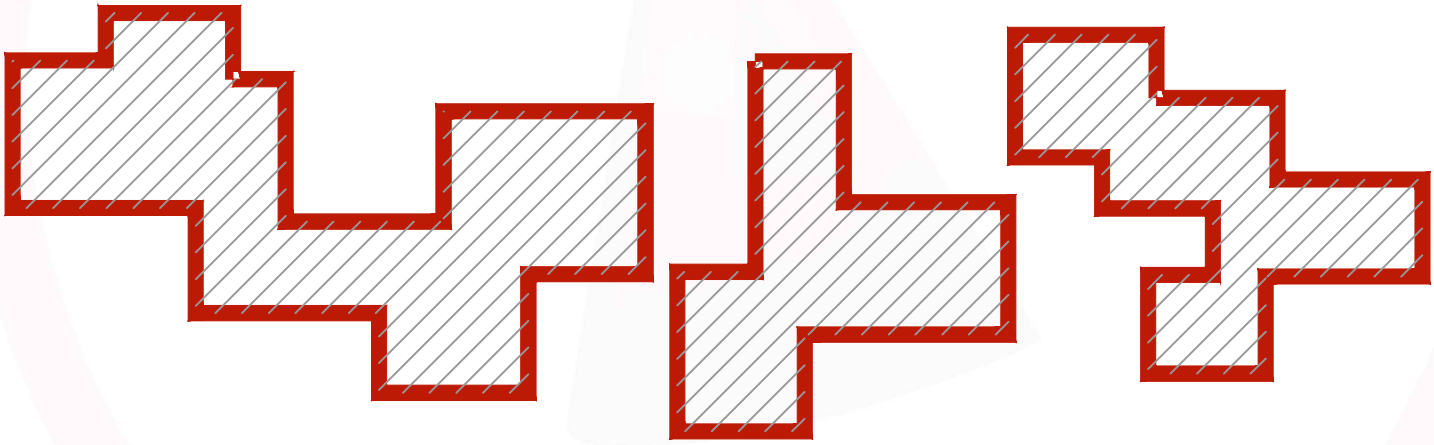


Fig. 2.0.3 Hatch border

HHU Command

Hatch Union

'HHU' command is used to join the separate hatch at a time as shown in Fig. 2.0.4

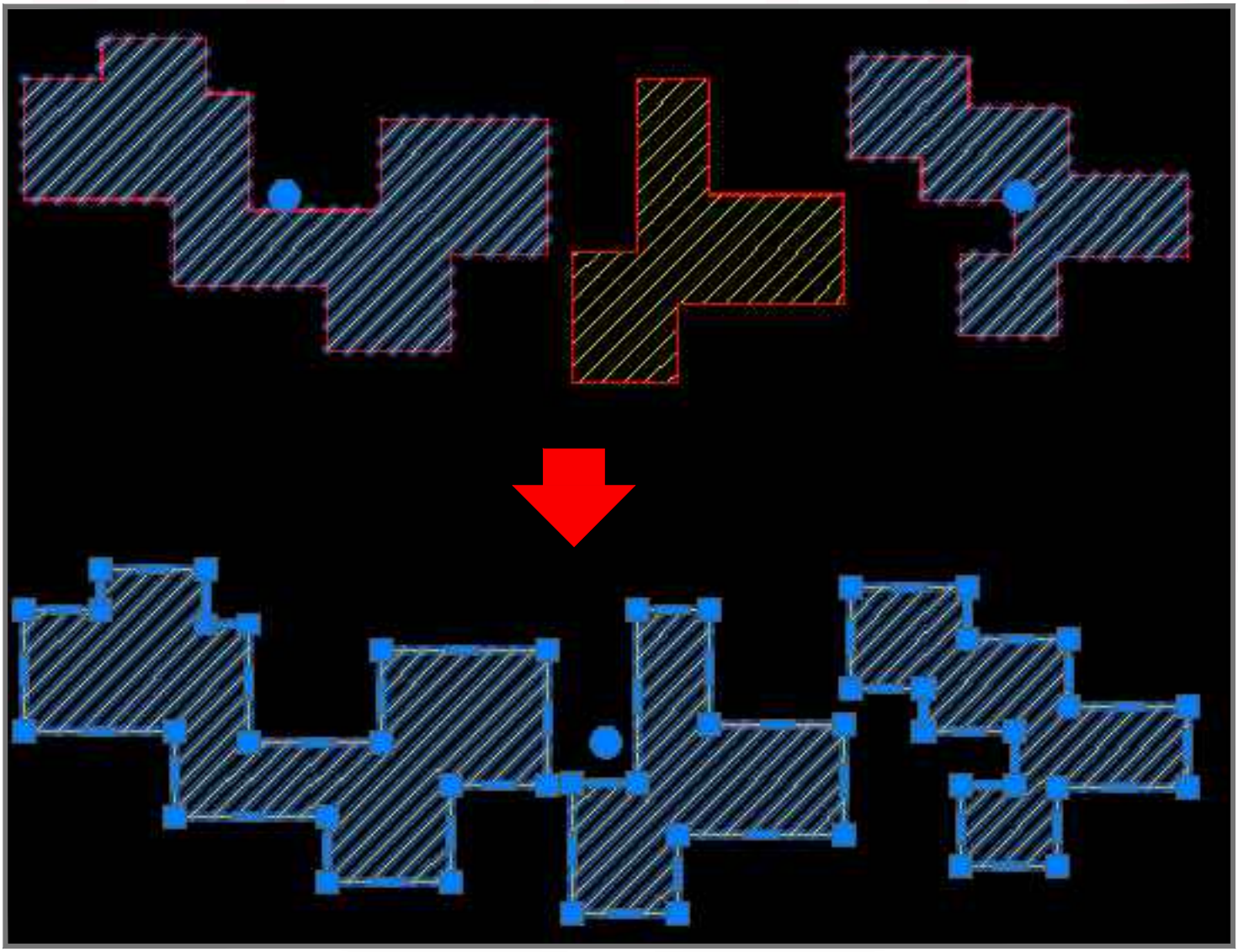


Fig. 2.0.4 Hatch union

CW Command

Change Door window width

'CW' command is used to change door window width without effecting wall at a time as shown in Fig. 2.0.5

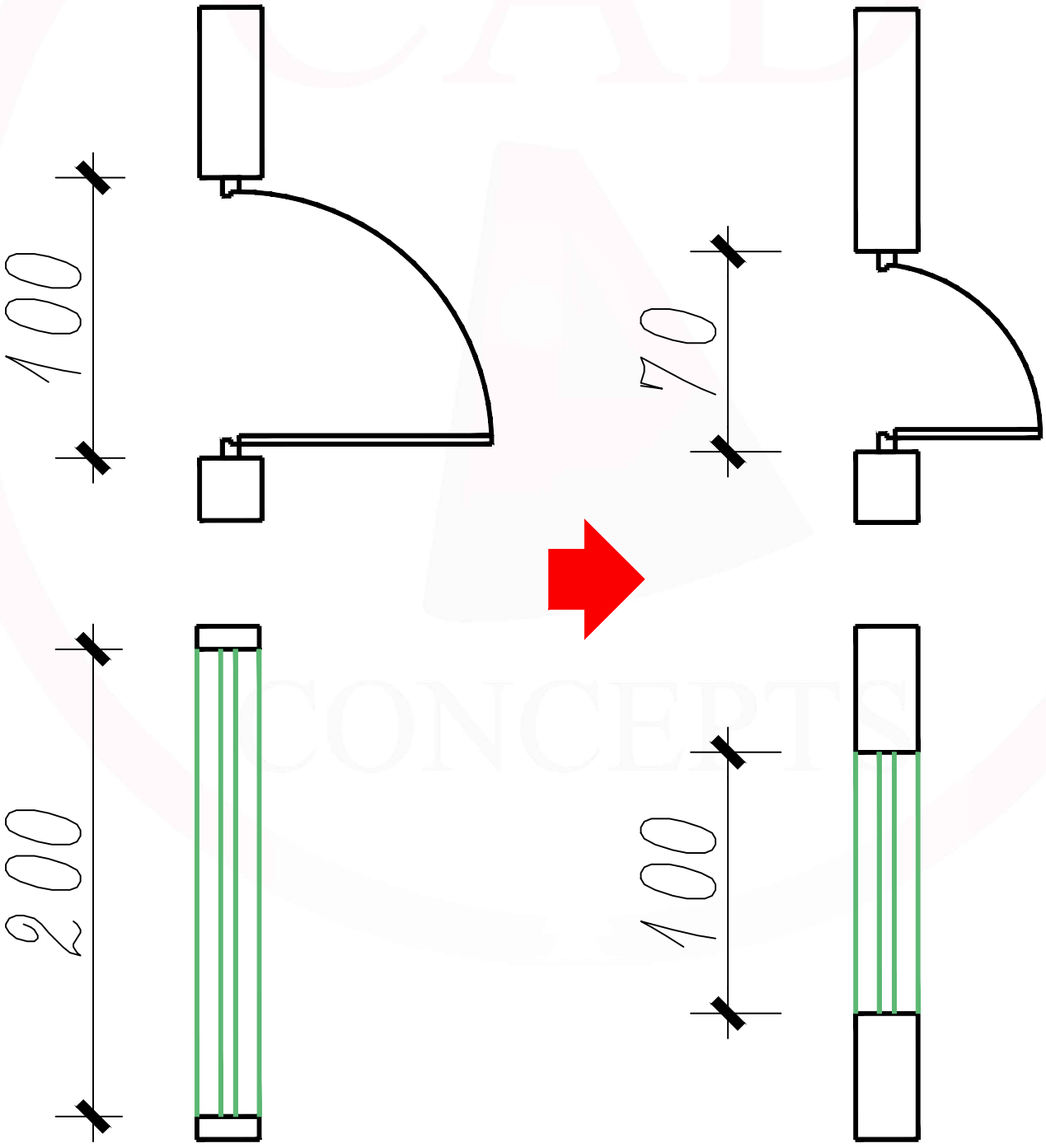


Fig. 2.0.5 Door window width

MQ Command

Elevation of curtain wall

'MQ' command is used make curtain wall at a time as shown in Fig. 2.0.6

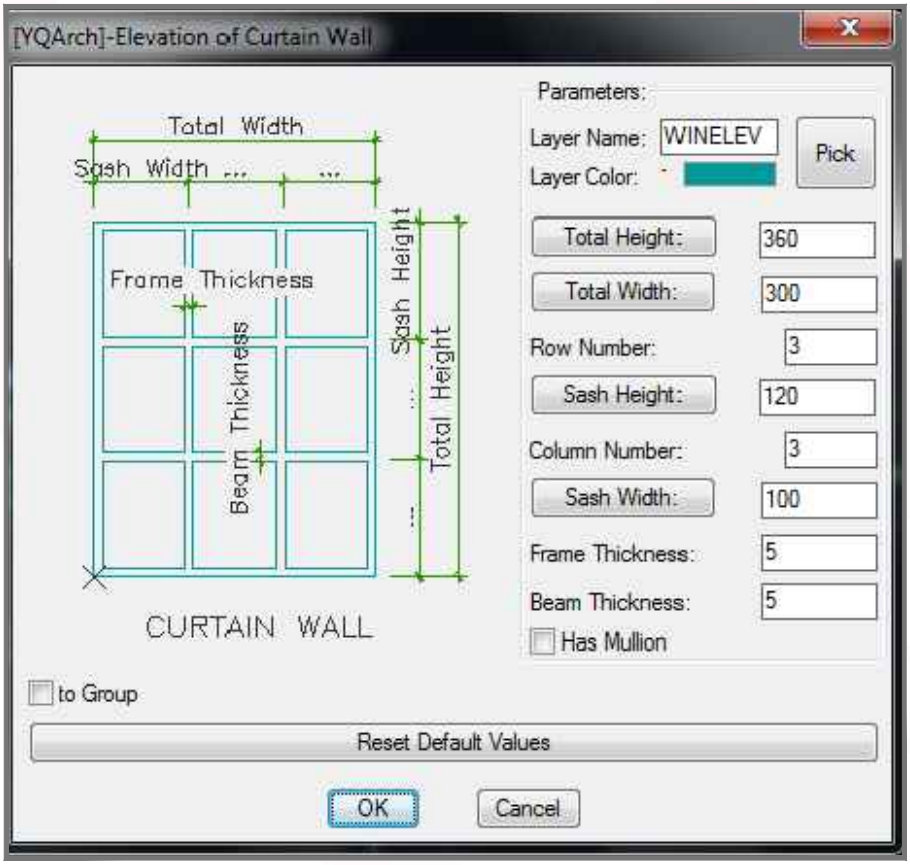
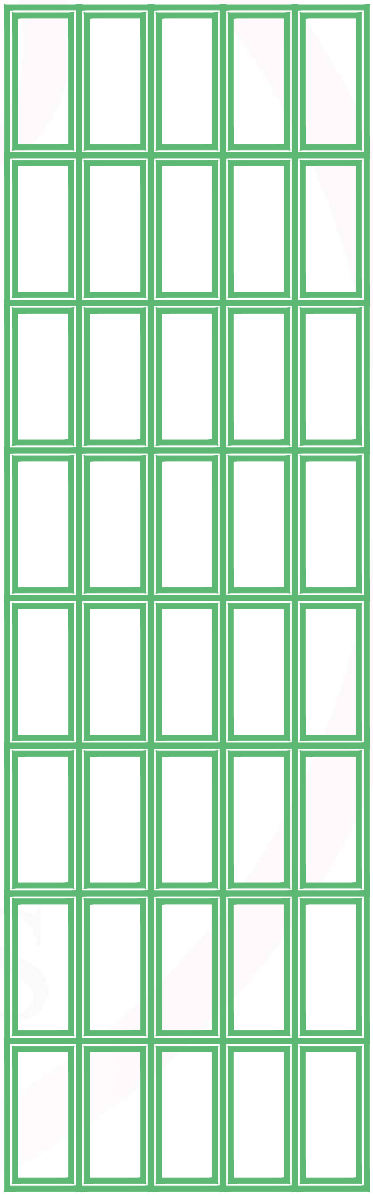


Fig. 2.0.6 Command dialog box



Curtain wall

T2E Command

Convert to excel

'T2E' command is used to create excel sheet from text as shown in Fig. 2.0.7

EXCEL	EXCEL	EXCEL	EXCEL
EXCEL	EXCEL	EXCEL	EXCEL
EXCEL	EXCEL	EXCEL	EXCEL
EXCEL	EXCEL	EXCEL	EXCEL
EXCEL	EXCEL	EXCEL	EXCEL
EXCEL	EXCEL	EXCEL	EXCEL
EXCEL	EXCEL	EXCEL	EXCEL
EXCEL	EXCEL	EXCEL	EXCEL
EXCEL	EXCEL	EXCEL	EXCEL
EXCEL	EXCEL	EXCEL	EXCEL
EXCEL	EXCEL	EXCEL	EXCEL
EXCEL	EXCEL	EXCEL	EXCEL
EXCEL	EXCEL	EXCEL	EXCEL
EXCEL	EXCEL	EXCEL	EXCEL
EXCEL	EXCEL	EXCEL	EXCEL

Fig. 2.0.7 Text to excel

MTX Command

Random spread

'MTX' command is used to spread the multiple object just from the single object in any closed pline as shown in Fig. 2.0.8

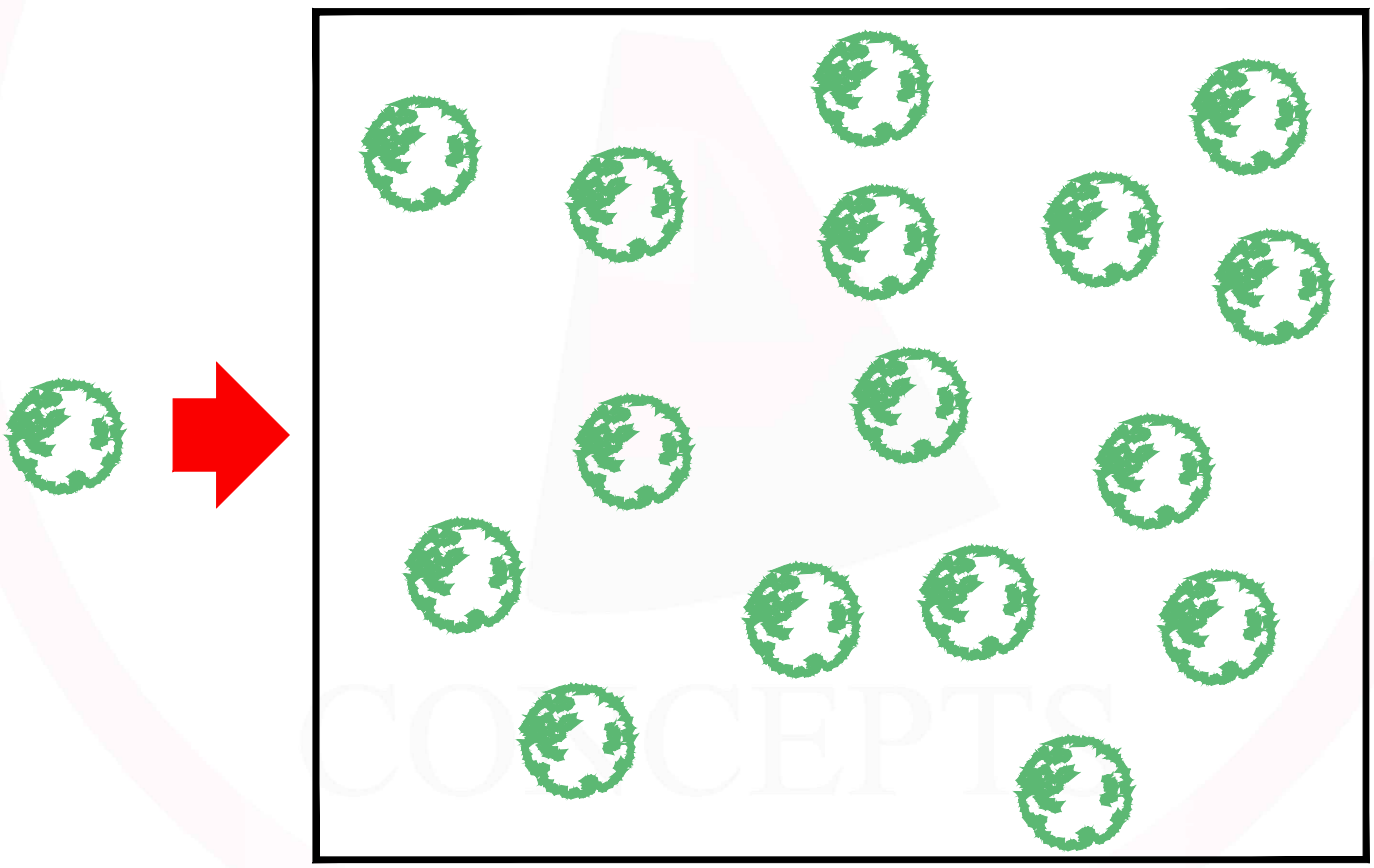


Fig. 2.0.8 Random spread

ZC Command

Total perimeter

'ZC' command is used find out complete perimeter at a time as shown in Fig. 2.0.9

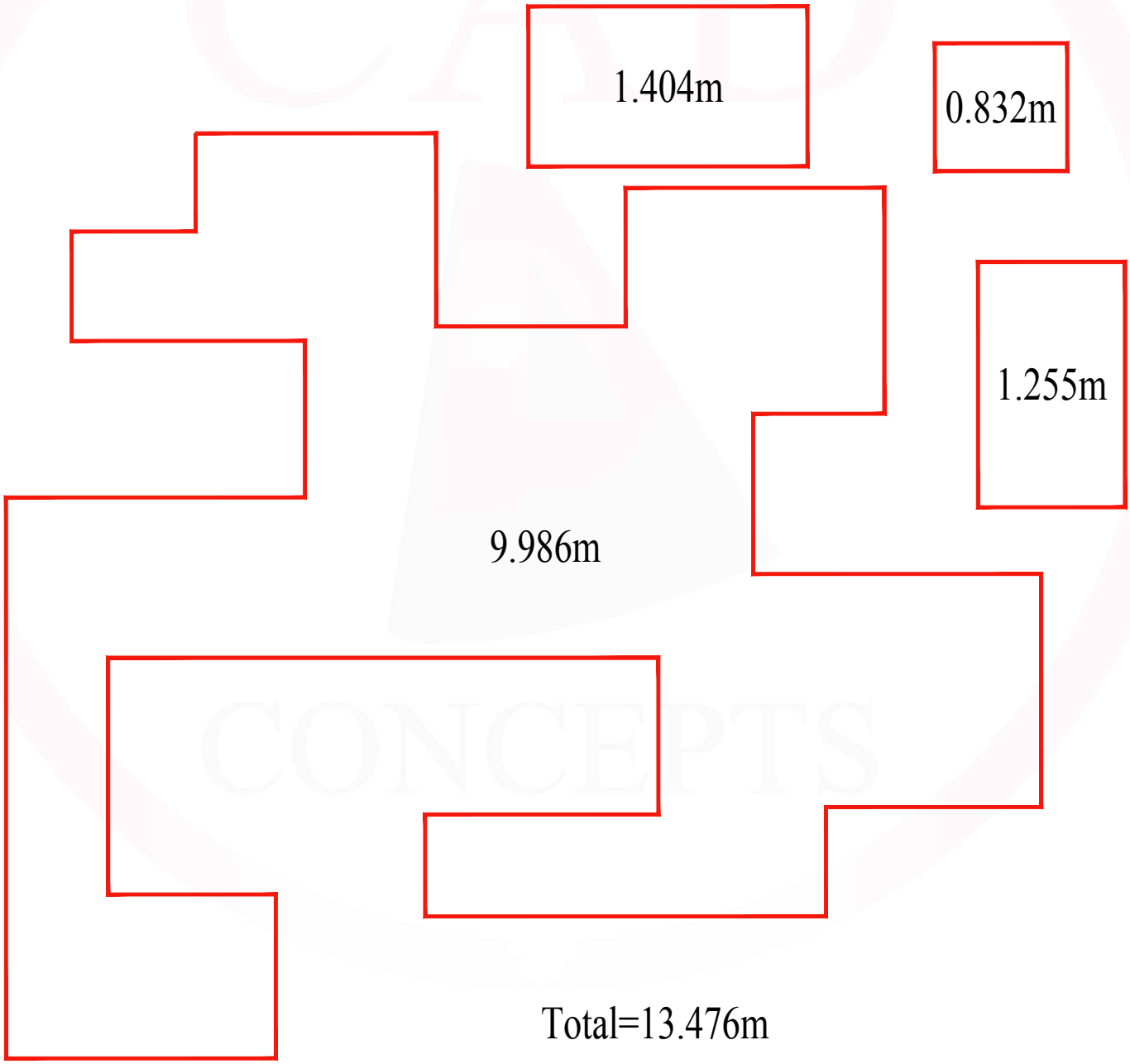


Fig. 2.0.9 Total perimeter

HO Command

Wall hole

'HO' command is used to open hole on wall as shown in Fig. 2.1.0

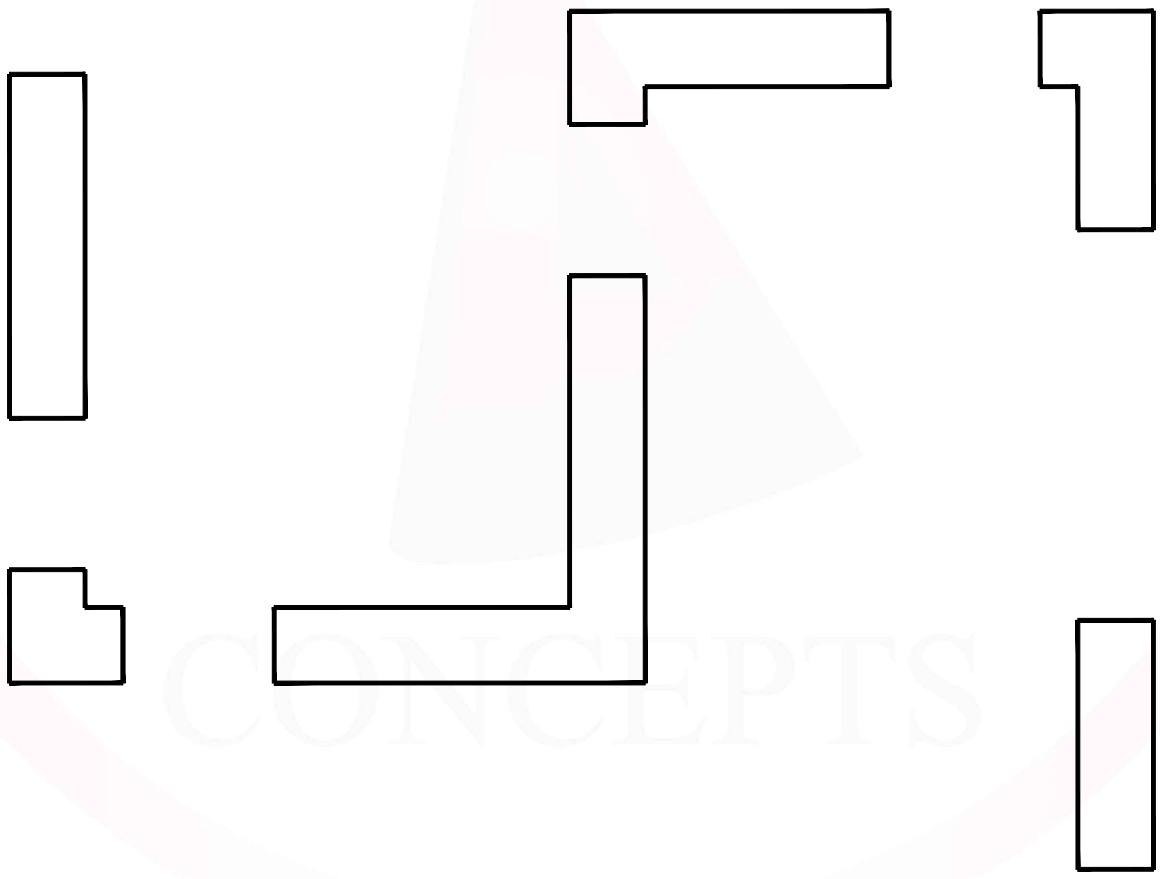


Fig. 2.1.0 Wall hole

HW Command

Free hand

'HW' command is used to make free hand line quickly as shown in Fig. 2.1.1

Fig. 2.1.1 Free hand line

FZ Command

Turn object

'FZ' command is used turn not rotate the objects as shown in Fig. 2.1.2

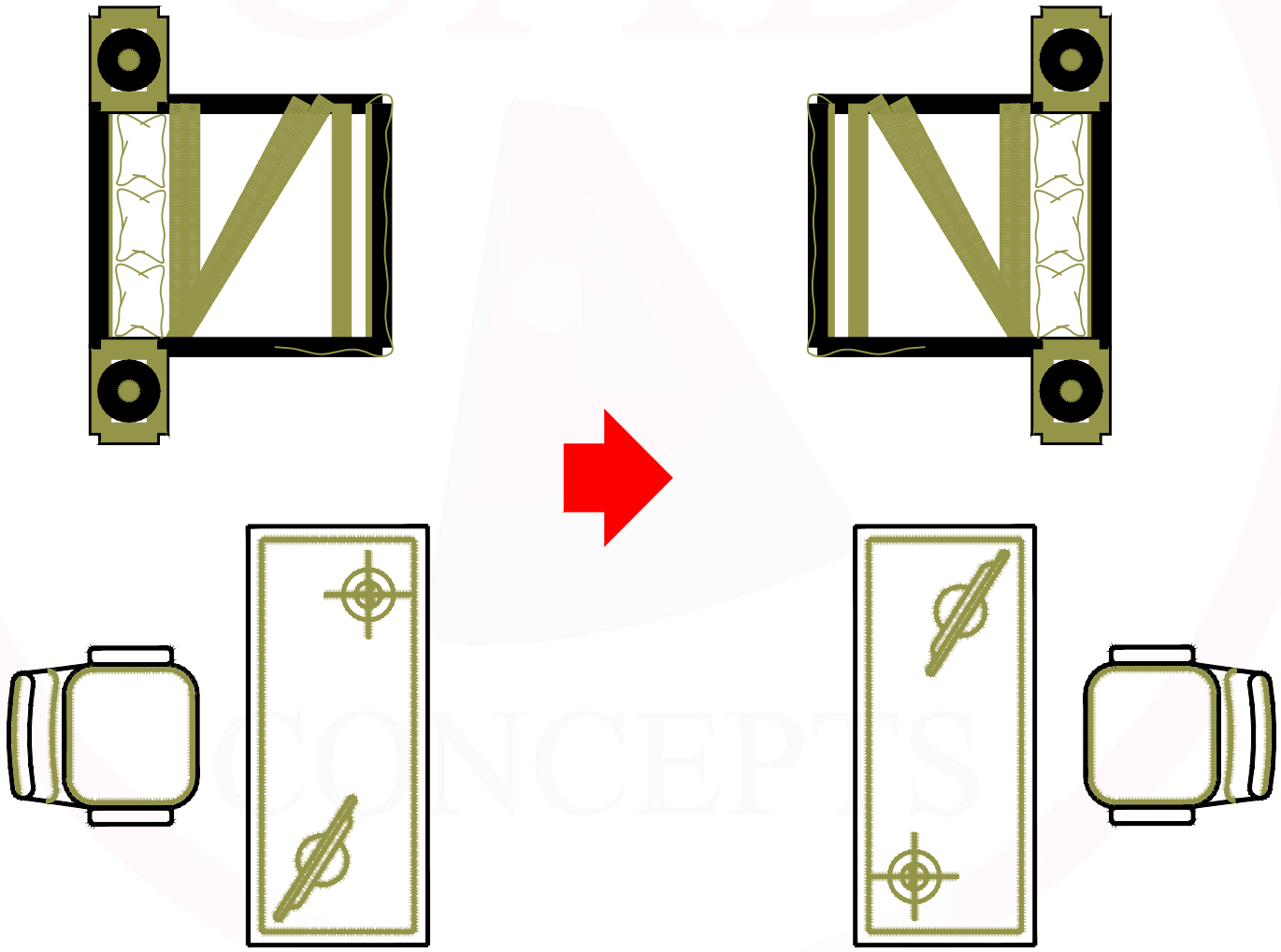


Fig. 2.1.2 Turn object

SSER Command

Match layer

'SSER' command is used to match layer quickly as shown in Fig. 2.1.3

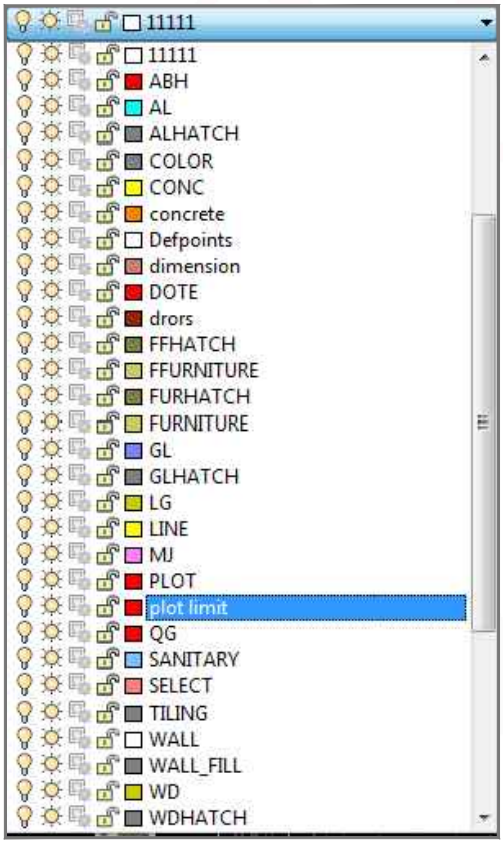


Fig. 2.1.3 Match layer

GGNCommand

Create a group

'GGN' command is used to create objects into group not block at a time as shown in Fig. 2.1.4

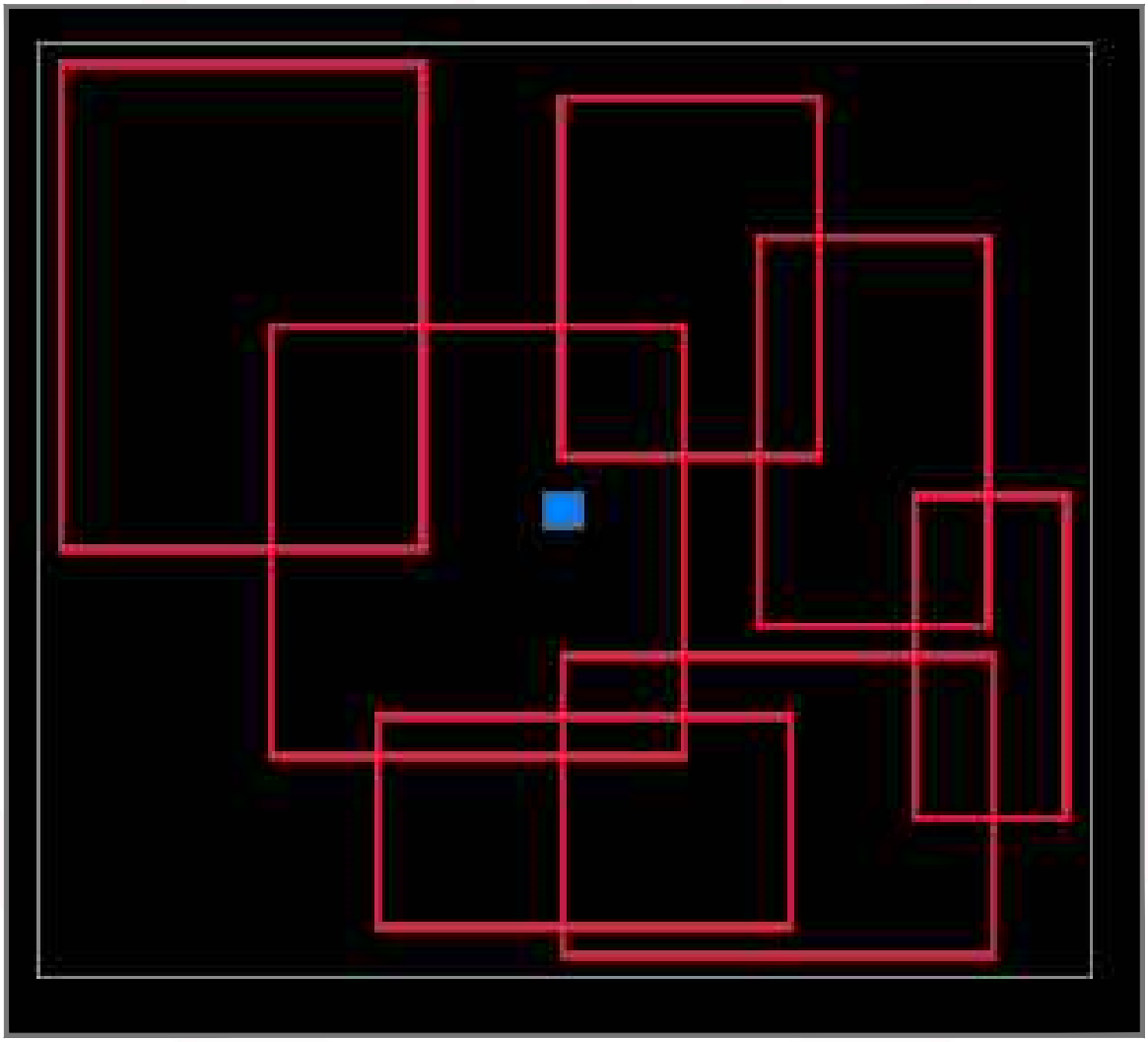


Fig. 2.1.4 Group object

TTSX Command

Convert text into attribute

'TTSX' command is used to create attribute from text as as shown in Fig. 2.1.5

Fig. 2.1.5 Text to attribute

DTJ Command

Plan of elevator

'DTJ' command is used to create elevator plan quickly as as shown in Fig. 2.1.6

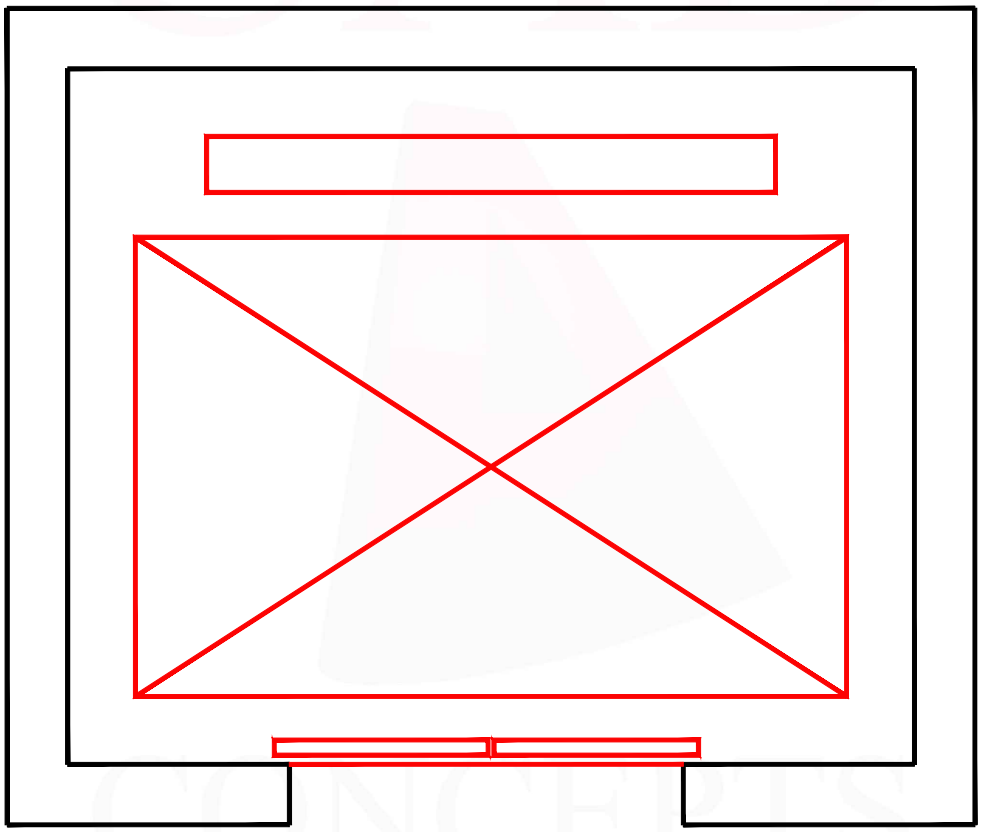


Fig. 2.1.6 Plan of elevator

ZX Command

Disconnection line

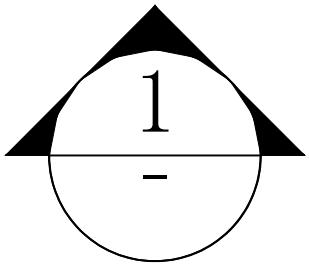
'ZX' command is used to create disconnection line quickly as shown in Fig. 2.1.7

Fig. 2.1.7 Disconnection line

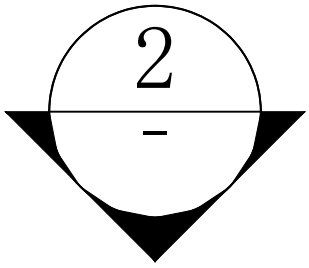
i 1,2,3,4 Command

Elevation index

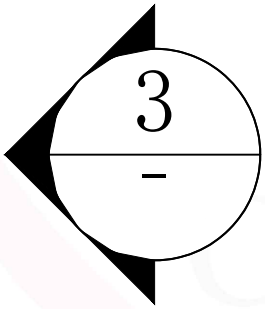
'i 1,2,3,4,' command is used for elevation index as shown in Fig. 2.1.8



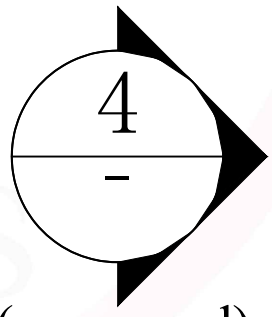
i1 (command)



i2 (command)



i3 (command)



i4 (command)

Fig. 2.1.8 Elevation index

S1 to 9 Command

User index

'S 1 to 9' command is used for user index as shown in Fig. 2.1.9

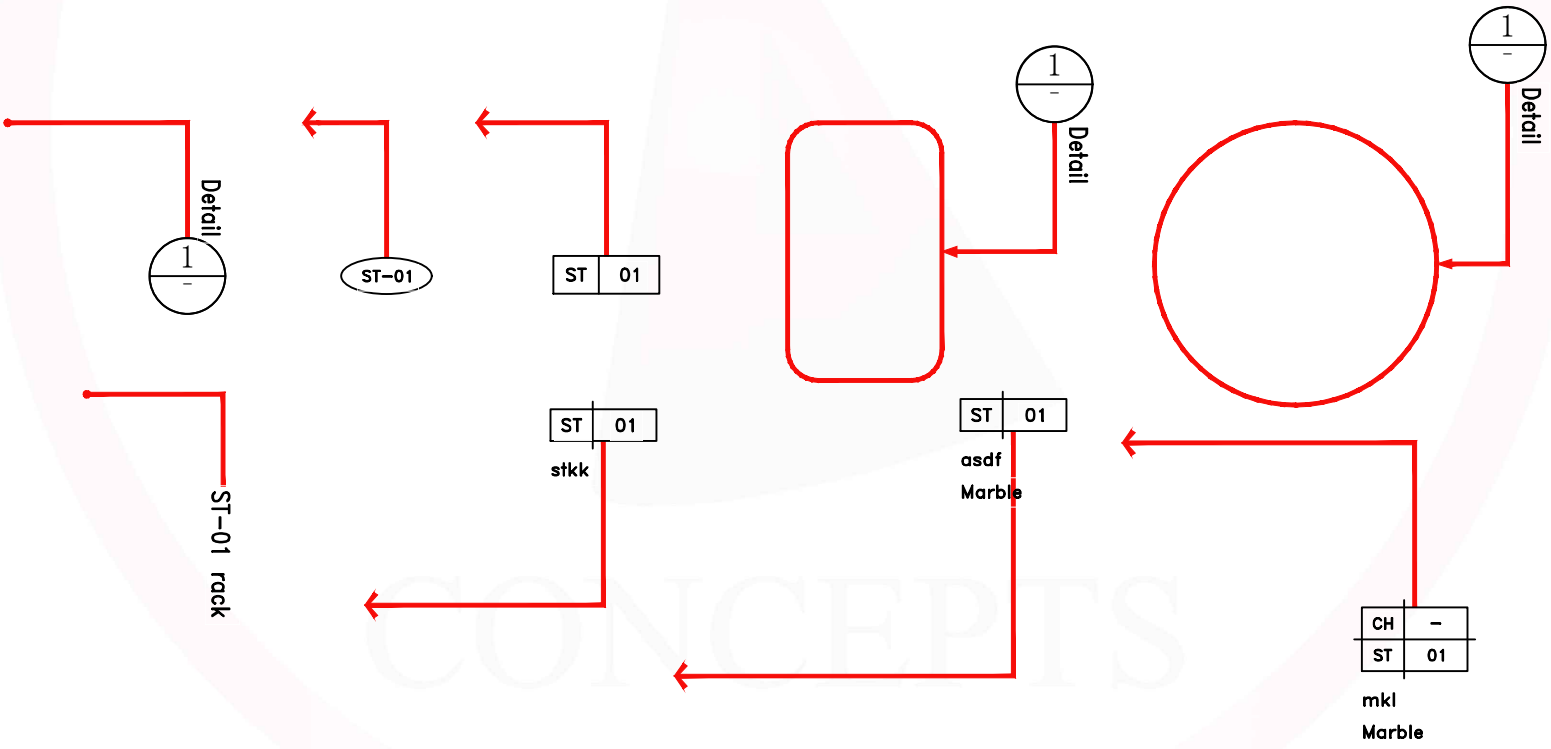


Fig. 2.1.9 User index

WC Command

Arrange Shower

'WC' command is used to arrange sink wc urinal shower room at a time as shown in Fig. 2.2.0

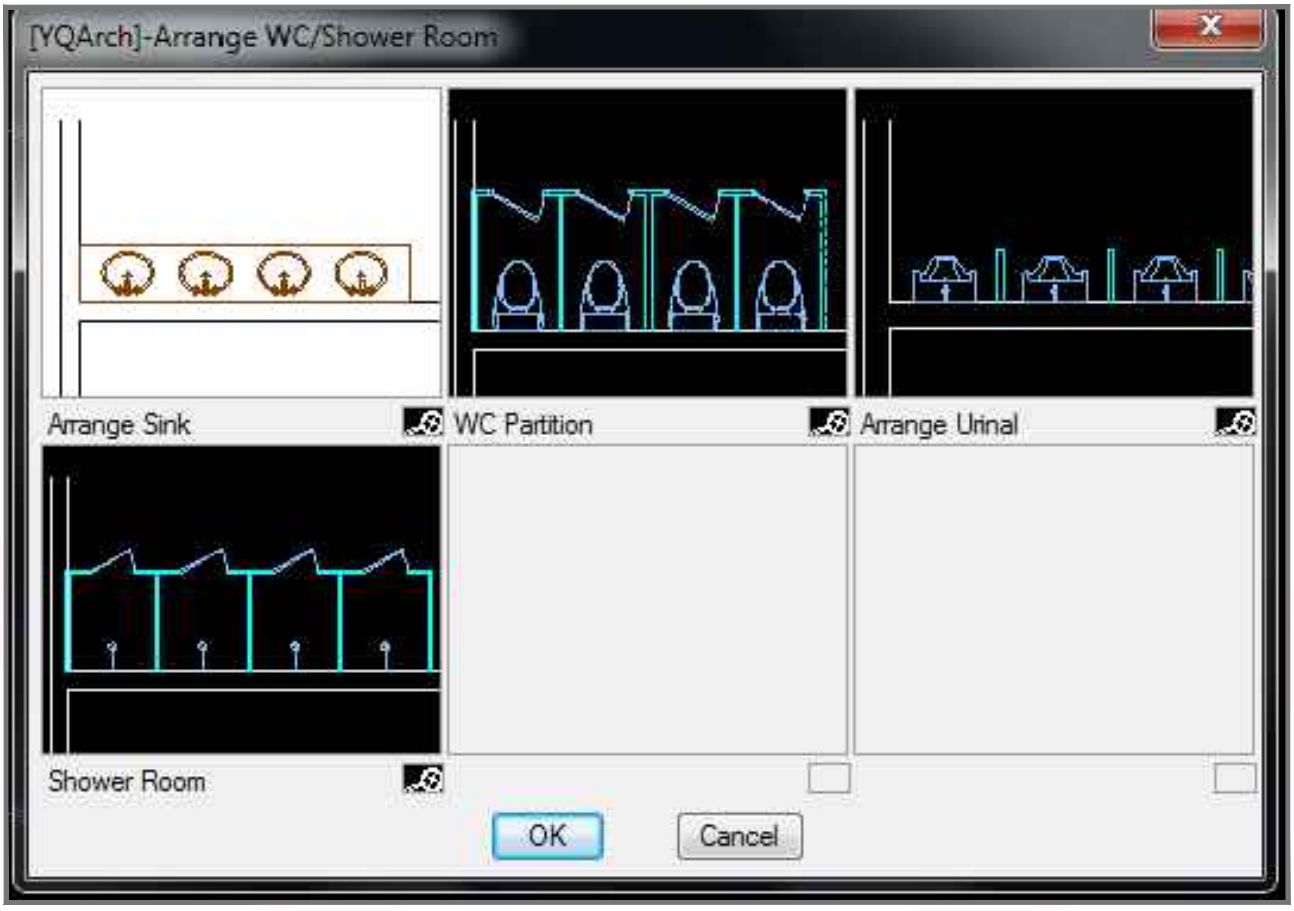


Fig. 2.2.0 Shower

DWGA Command

Sheet arrangement

'DWGA' command is used to arrange irregular sheet layout in sequence order at a time as shown in Fig. 2.2.1 and Fig. 2.2.2

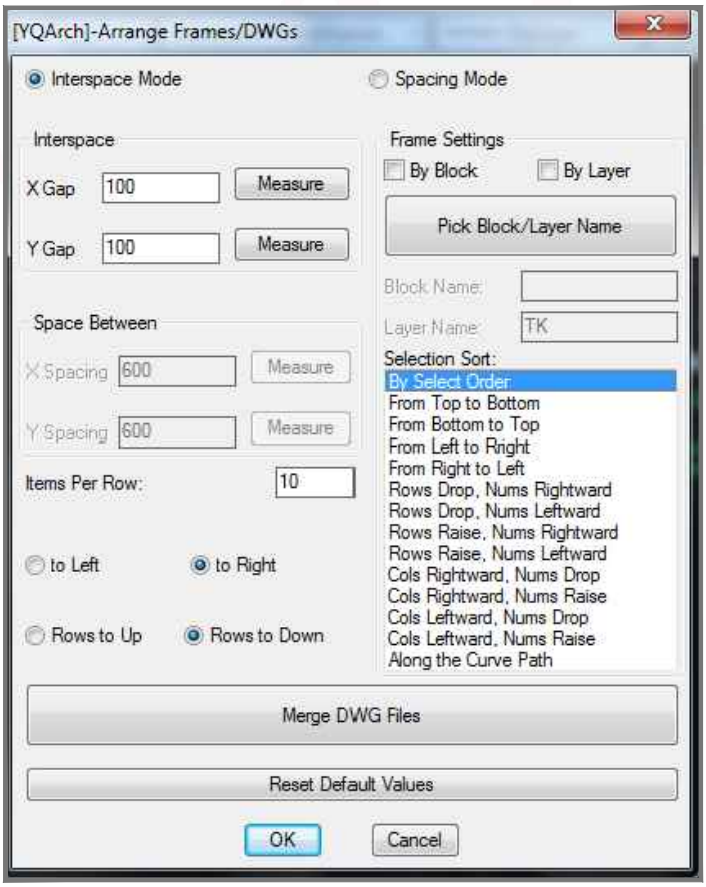


Fig. 2.2.1 Command dialog box

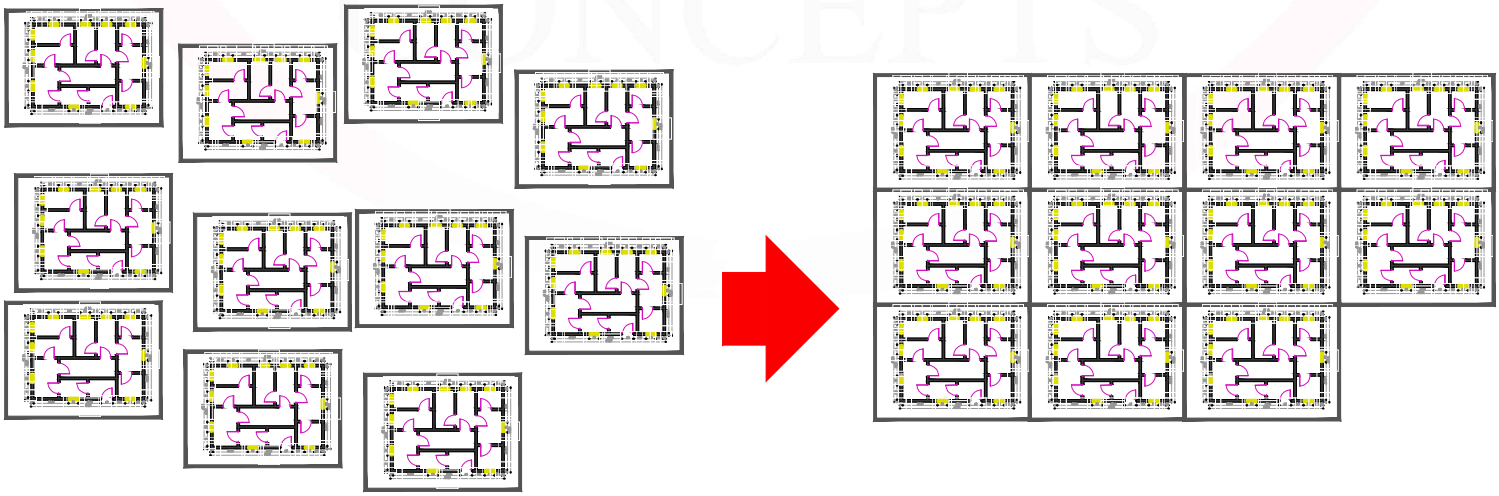


Fig. 2.2.2 Sheet arrangement

Video link :-https://youtu.be/9zAJhVgJFso

DWGS Command

Output Batch dwgs

'DWGS' command is used to save each sheet as a separate dwg file at a time as shown in Fig. 2.2.3 and Fig. 2.2.4

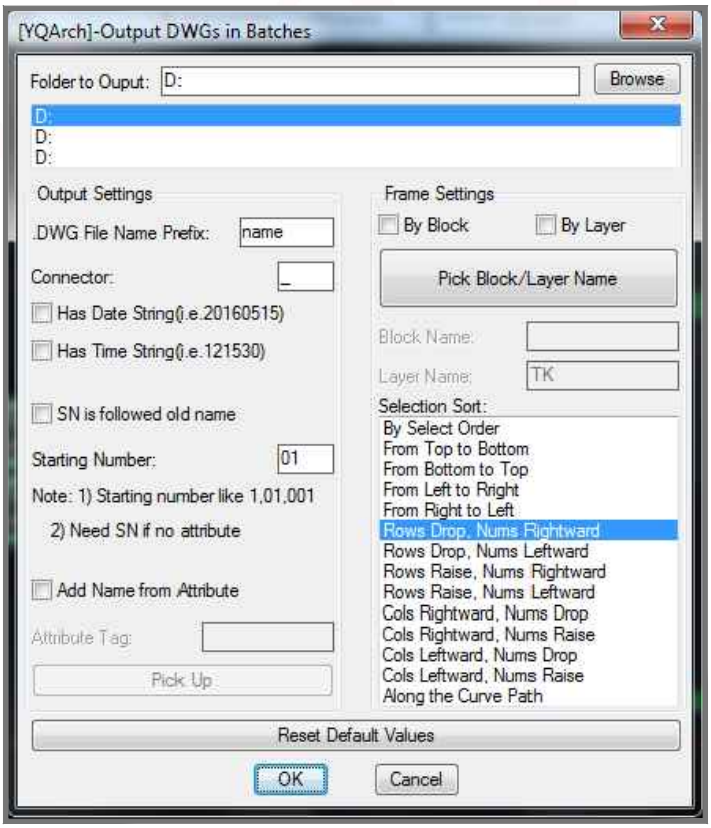


Fig. 2.2.3 Command dialog box

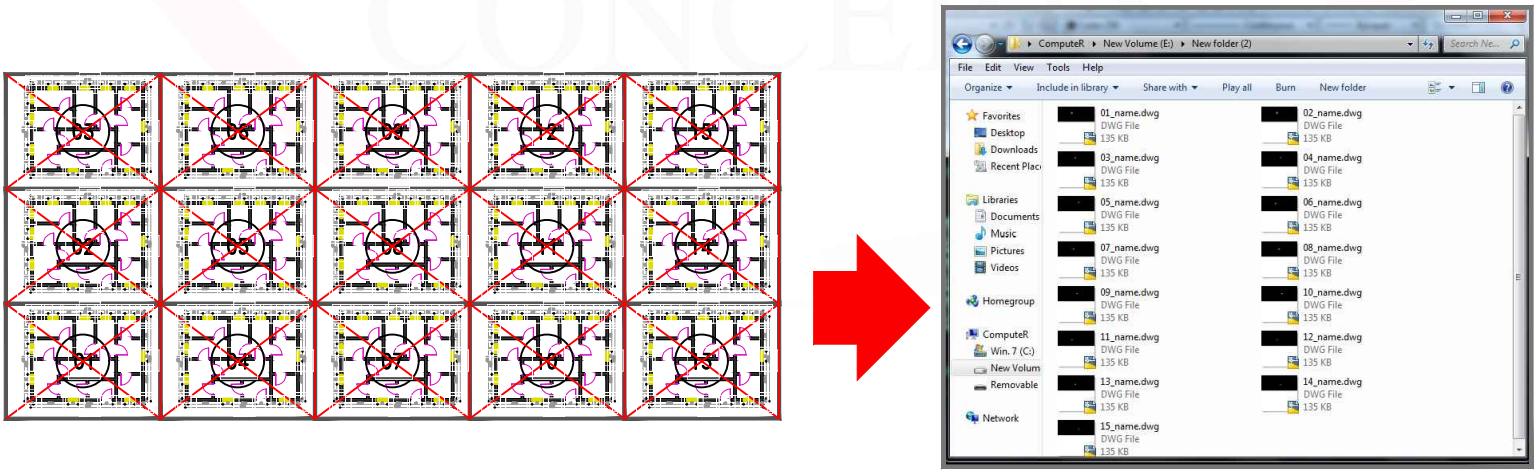


Fig. 2.2.4 Batch output dwgs

BPT Command

Print multiple

'BPT' command is used to print multiple sheet at a time as shown in Fig. 2.2.5 and Fig. 2.2.6

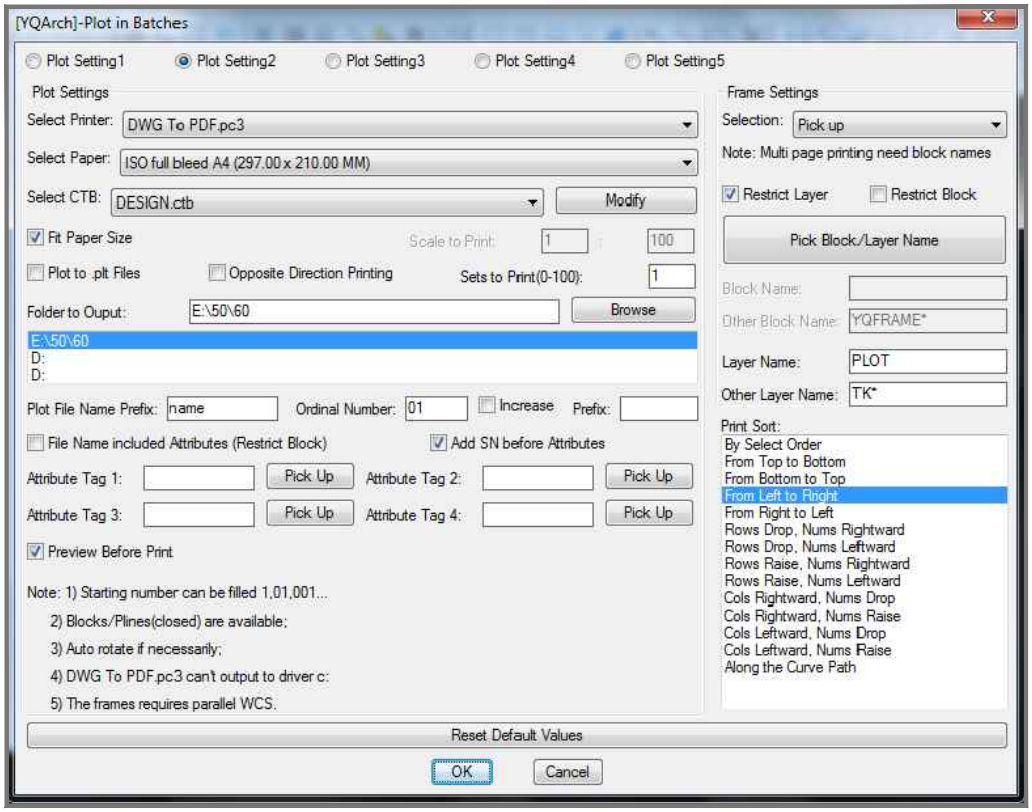


Fig. 2.2.5 Command dialog box

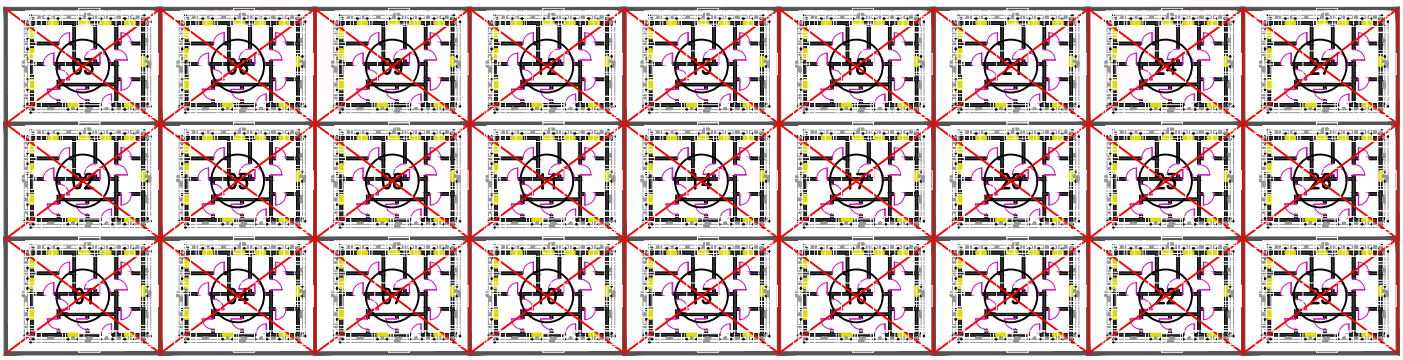


Fig. 2.2.6 Multiple print

Video link :-https://youtu.be/_ihdf5iG4n4


CAD
CONCEPTS

BONUS

Practice Drawing

Ground+2Parking+5Typical floor residential building design Plans elevations & sections

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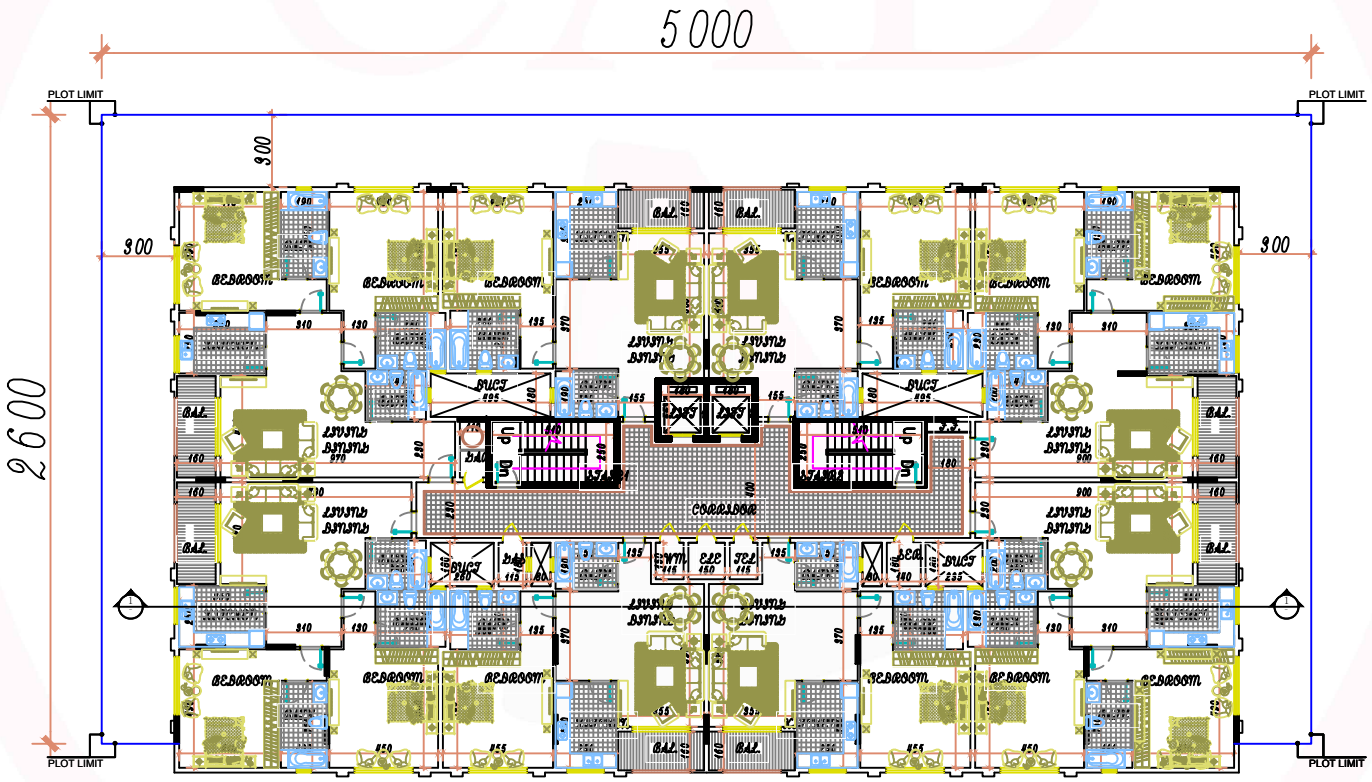
Drawing File download link

https://drive.google.com/file/d/1Uceab5lV3AD8l3HcbzKEnNGJj4QgFsaH/view?usp=sharing



TYPICAL FLOOR PLAN

TOTAL FLAT NO = 08

04 NOS LIVING + 2 BED RM + 1KITCHEN + 3 BATH + BAL.

04 NOS LIVING +1 BED RM + 1KITCHEN + 2 BATH + BAL.

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