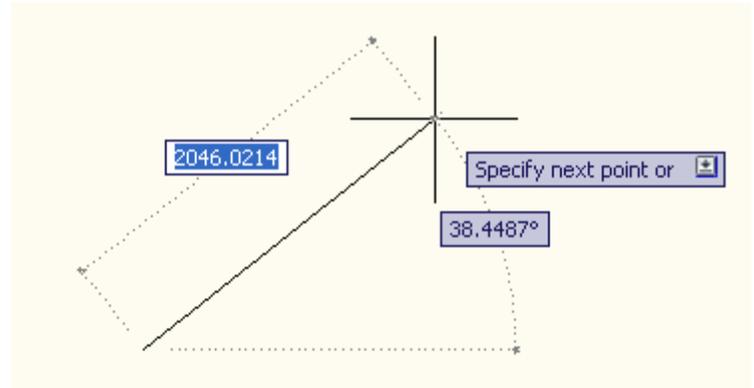
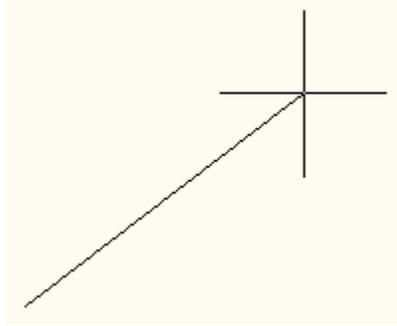


Dynamic Input



Dynamic input is toggled on using the icon on the Application Status Bar at the bottom of the window. When dynamic input is activated, input windows will appear in the drawing area when you draft object which allow you to dynamically input variables used to define that object, such as length, rotation angle, curve radii, etc.

The figure below and to the right shows a 2D polyline being drawn without the dynamic input feature turned on. The figure below and to the left shows the same command with the dynamic input feature on.



You can manually enter values for the variable that is highlighted. Switch between variables, such as between the input for length and angle in the example above, by hitting the Tab key.

Selecting Drawing Objects

In most commands, drawing objects can be selected individually by left clicking on them with the mouse. If you want to remove a specific object from a selection set, hold down the Shift key and select it again.

Multiple objects can also be selected using a crossing window. If you click on the left hand corner of the window first and window around the objects moving from left to right, only the drawing objects contained completely within the window will be selected. If you click on the right hand corner of the window first and window around the objects moving from right to left, all of the drawing objects contained within the window or that the window touches will be selected.

Using the Command Line to Specify Drawing Object Dimensions

You can specify the dimensions of a line or edge of a polygon by entering the values at the command line. To do this, start by clicking on the beginning point in the drawing, and then typing in a command following the format below:

@{distance in the x-direction} , {distance in the y-direction}

For example, to specify an ending point for the objects that is at a point 10 units to the right and 20 units above the starting point, enter the command `@10,20` at the command line. Coordinates to the left, or in the negative x-direction, or those below the starting point, or in the negative y-direction will need to have a negative value.