CHAPTER 20 EXERCISES

1. *Object Selection Filters.*

    Object selection filters allow you to globally select all instances of an object for some editing function. In this exercise, we will use the *object selection filters* to change the *color* of the *text* in the PLAN drawing.

    A. *Open* the **PLAN** drawing.
    B. Type *Filter*.
    C. Choose *Clear List* to start with a new filter criteria list.
    D. In the *Select Filter* area, open the drop-down list and select *Text* from the list. After the drop-down list closes and displays *"Text"*, choose *Add to List*. This will add *"Object =Text"* to the filter criteria.
    E. Pick *Apply* to apply the filtering criteria to the drawing. At the "Select Objects:" prompt, type *All*. From all the objects in the drawing, AutoCAD filters out those objects that are not text. When the "Select objects:" prompt returns, press *Enter* to complete the selection process.
    F. Next, type *Change.* When AutoCAD prompts to *"Specify change point or [Properties]:"*, enter *P*.
    G. At the *"Enter property to change [Color/Elev/LAyer/LType/ltScale/LWeight/Thickness]:"* prompt, type *C* for *Color*.
    H. AutoCAD then prompts for "New Color." Type *2* (yellow) press *Enter*.
    I. Press *Enter* again.
    J. All text should now be yellow.

2. *Object Selection Filters*

    Use the process shown above to change the color (use any color you prefer) of all the doors. The best way to accomplish this is by filtering the layer A-DOOR.

    A. Type *Filter*.
    B. Choose *Clear List* to start a new list.
    C. In the *Select Filter* area, open the drop-down list and select *Layer*. Notice that the box below with the X value (now 0.0000) is now accessible. Type **A-DOOR** for the name of the layer you want to apply the filter to, then select *Add to List*
    D. Continue the processes used in Exercises 1 to complete this exercise.

3. *Object Selection Filters*

    Use Object Filters to change the properties of the windows, the brick hatching, and the kitchen and bathroom tile.

4. *Qselect*

Complete the floor plan shown in Figure AR20-1, but do not copy the dimensions. When constructing the drawing, create all objects on Layer 0. When completed, create the layers named **A-WALL**, **A-DOOR**, and **A-WINDOW**. Finally, use *Qselect* to move all walls, doors and windows to the appropriate layers.

Figure AR20-1