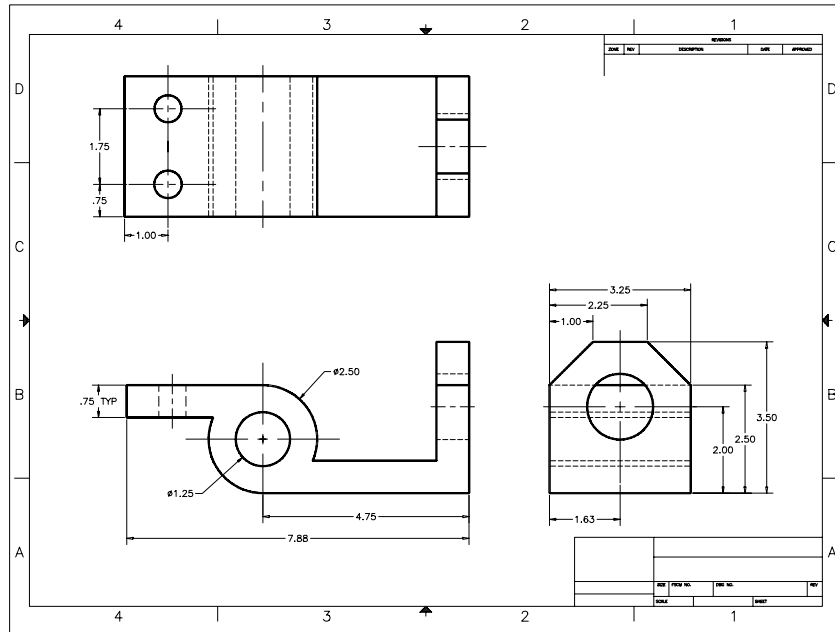


CHAPTER 33 EXERCISES

1. Create a Color-Dependent Plot Style Table

Open CH28EX4-M from the Chapter 28 Exercises. Activate a layout and insert a titleblock and border on an appropriate sheet size for your plot device. Create a new plot style table and attach it to the active layout by using *Pagesetup* and selecting the *Plot Device* tab and the *New* button (in the *Plot style table* section) to activate the *Add Color-Dependent Plot Style Table* wizard. Select *Start from scratch*, assign the name **Weights**, then check *Use this plot style table for the current drawing*.

Figure ME33-1



Once the new Plot Style Table is created, it should appear in the *Plot style table (pen assignments)* edit box in the *Page Setup* dialog box. Select the *Edit* button. In the *Plot Style Table Editor*, assign a *Lineweight* of **1.00 mm** (or 0.0394 inches) to *Color 1* (or to whichever color you used for the visible object line layer in your drawing). Select *Save & Close* in the editor. In the *Plot Settings* tab of the *Page Setup* dialog box, select *Plot with plot styles* (lower right).

Use *SaveAs* and assign the drawing name as **CH33EX1-M**. Create a print and compare your results to Figure ME33-1. The object (visible) lines should appear wider than the other drawing lines.

2. Edit a Color-Dependent Plot Style Table

If not already open, *Open* the **CH33EX1-M** drawing from the previous exercise. Edit the existing **Weights** Plot Style Table using either the *Plot Style Manager* or the *Edit* button in the *Plot Device* tab of the *Page Setup* dialog box. For each *Object Color* that you used in your drawing, assign the color **Black** in the *Plot Style Table Editor*. Make a print and check to make sure all lines appear black on the print.

3. Attaching a New Plot Style Table to a Drawing

Use the *Plot Style Table Editor* to create a new *Color-Dependent Plot Style Table* named **Screens.ctb**. In the table, assign all object colors to print in *Black*. *Open* the **ME33EX1-M** drawing and use *Page Setup* to attach the new **Screens** Plot Style Table to the layout.

Further edit the table by assigning each of the object colors a *Screening* percentage. Assign the color you used for visible object lines a **100%** screen and assign all other colors (used for hidden, center, dimensions, etc.) a **50%** screen.

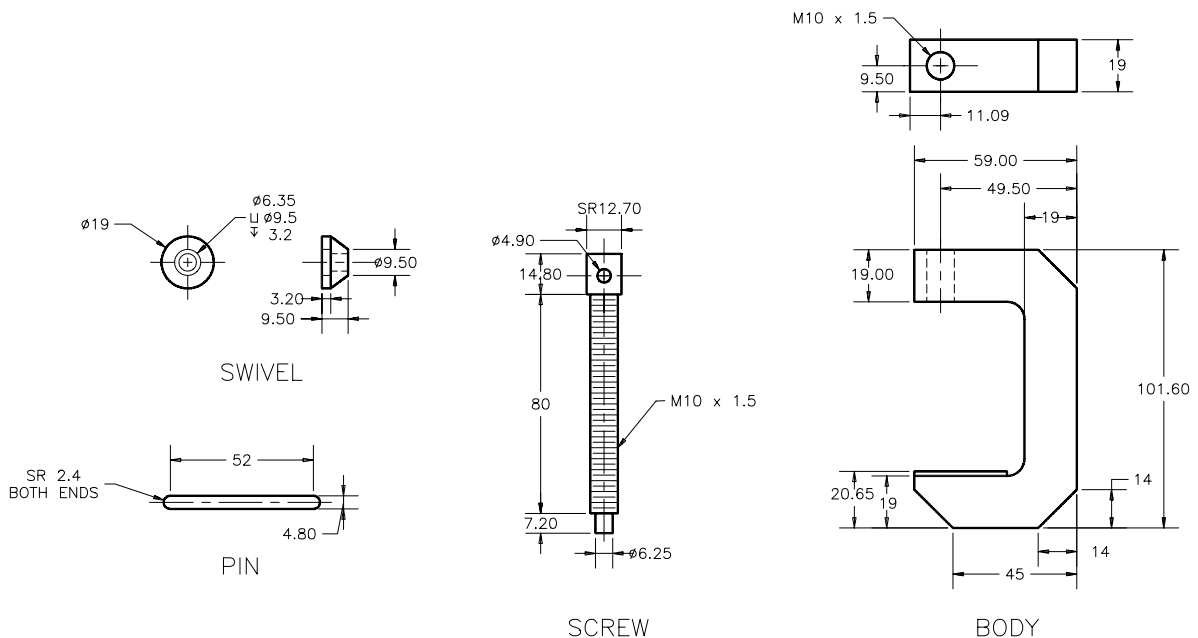
Use *SaveAs* and assign the name **CH33EX3-M** to the drawing. Create a print to check your work. The visible object lines should appear totally black while the other lines (center, hidden, dimension, etc.) should appear in the 50% screen.

4. Creating a Named Plot Style Table

Create a drawing for each of the parts shown in Figure ME33-2. Each part should be a separate drawing file. Include dimensions in your drawings. Assign a name for each drawing as indicated in the figure.

Begin a *New* drawing based on a Named Plot Style Table template using a titleblock suitable for your plot device. Activate the titleblock layout, create four viewports, and *Xref* each of the parts into the new drawing. *Bind* each of the *Xrefs* to the new drawing with the *Bind* option (the *Bind* option keeps the individual layer names from the separate drawings so you can control, for example, the Swivel dimension layer independent of the Screw dimension layer). Using *Layer Properties Manager*, set the layer visibility so each part appears in a different viewport as shown in Figure ME33-3. *Save* the new drawing as **CH33EX4-M**.

Figure ME33-2



Assume that you have been requested to send a print of the drawing to the screw thread manufacturer for a bid. Since that vendor is interested in only the Screw component, prepare to print the drawing to emphasize that component using Plot Style Tables.

Use the *Plot Style Manager* to create a new Named Plot Style Table named **Screens2.stb**. In the Plot Style Table create two styles named **40** and **100** and set the screen percentage for each style to **40** and **100**, respectively. Also, assign all object colors to print in **Black** for both styles. Next, use *Page Setup* to assign the new **Screens2.stb** table to the layout. Then use the *Layer Properties Manager* to assign the **100** style to the **Screw** layers and the **40** style to all other layers. *Save* the drawing and create a print. The print should display the screw dark (at 100% screen) and all other parts light (at 40% screen).

Figure ME33-3

