3.1   Object Types

Objects placed on drawings that depict real-world features shall be of the following geometry types:

- Point features such as airfield lights, manholes and values shall be symbolized by the appropriate AutoCAD block. The insertion point should be at the location of the real-world object to within the accuracy tolerance specified.
- Linear features such as utility pipes and marking lines shall be represented by AutoCAD lines or polylines.
- Polygonal features such as space boundaries shall be represented by AutoCAD closed polylines. Hatch patterns may be used within polygonal features.

Objects in drawings that are used to convey graphical references or alphanumeric information, such as annotations, text, dimensions and leader lines may use other AutoCAD object types, including construction lines, revision clouds and wipeouts. All text used, whether it is annotations associated with features, values within title blocks, or other text, shall be multiline text (MTEXT).