Lab 3
Name of Experiment: More Edit Commands

1.1   Objective of this Lab

Objective of this lab is to learn how modify and rotate a 2D object.

Learning Outcomes

Upon completion of this lab you are expected to be able to-
- ➢ Rotate objects to a certain angle.
- ➢ Create round corner between two lines.
- ➢ Create an angles corner between two lines.

4.2   Topics

Rotate command is used for rotating any object to a certain angle.

Fillet command is used for making round shape corner by specifying a radius for that round shape.

Chamfer is used to make angular corner by specifying two chamfer distances.
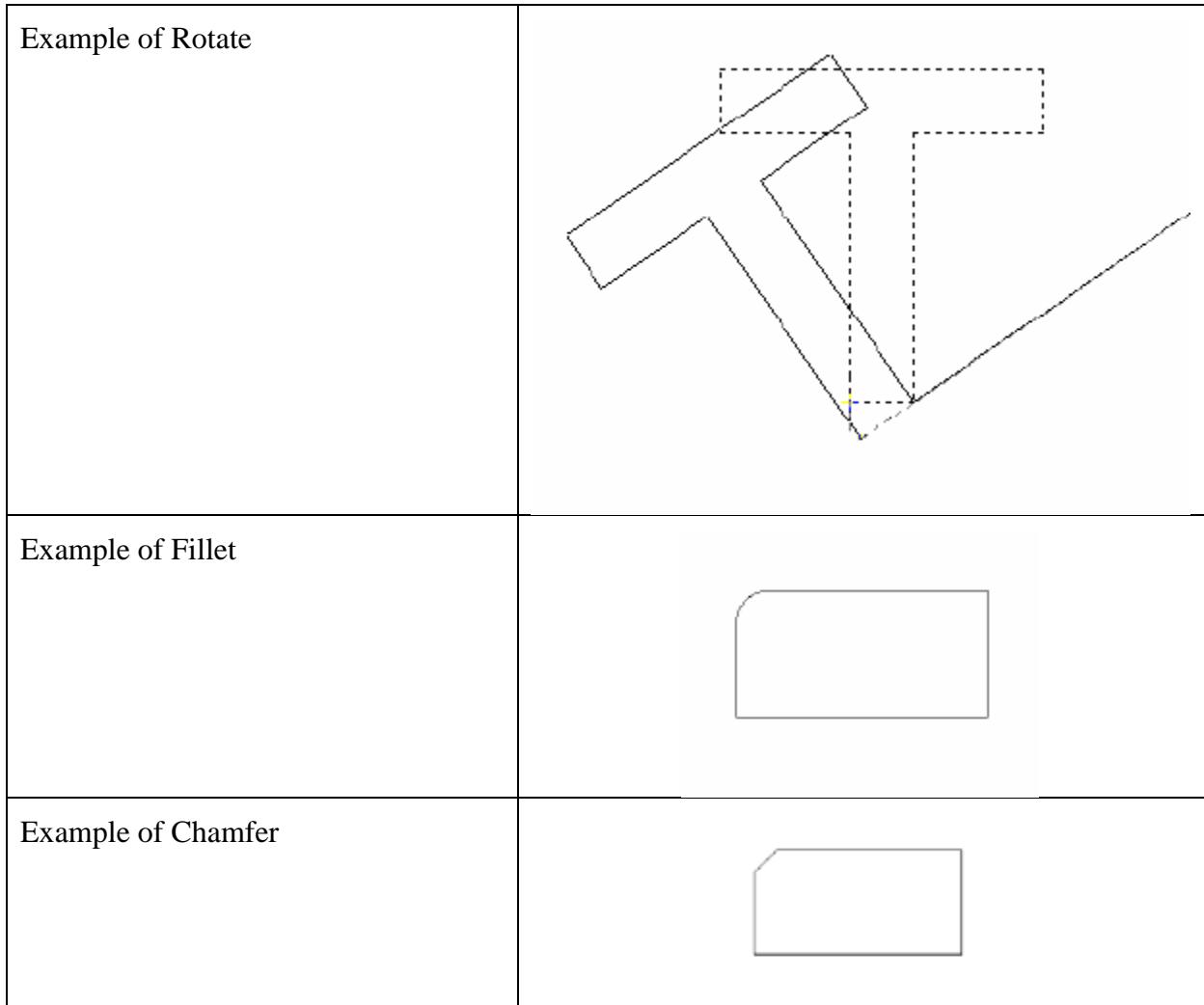
Shortcuts for rotate, fillet and chamfer are shown below-

Command	Keystroke
Rotate	Rotate / RO
Fillet	Fillet / F
Chamfer	Chamfer / CHA
Object Snaps	OSNAP / OS / F3

I.   Command: **RO** <ENTER>
Current positive angle in UCS: ANGDIR=counterclockwise ANGBASE=0
Select objects: <Select the Rectangle> 1 found
Select objects: <ENTER>
Specify base point: <PICK BOTTOM RIGHT CORNER OF THE RECTANGLE>
Specify rotation angle or [Reference]: -90 <ENTER>
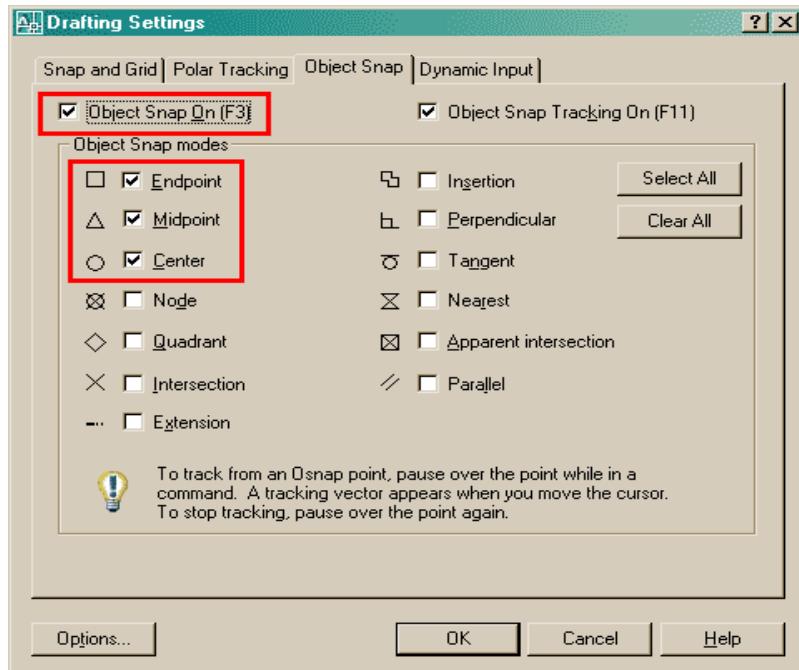
II.   Command: **F** <ENTER> FILLET
Current settings: Mode = TRIM, Radius = 0.0000
Select first object or [Undo/Polyline/Radius/Trim/Multiple]:

III. Command: **CHA** <ENTER> CHAMFER
(TRIM mode) Current chamfer Dist1 = 0.0000, Dist2 = 0.0000
Select first line or [Polyline/Distance/Angle/Trim/Method]: **D** <ENTER>
Specify first chamfer distance <0.5000>: **.375** <ENTER>
Specify second chamfer distance <0.3750>: <ENTER>
Select first line or [Undo/Polyline/Distance/Angle/Trim/mEthod/Multiple]:
<select one side of the rectangle>

Example of Rotate	
Example of Fillet	
Example of Chamfer	

IV. **Object Snaps (OSNAP)**

Type **OS** <ENTER>. You will see this dialog box appear.

Endpoint - snaps to either the beginning or the end of an object such as a line - **END**
Midpoint - snaps to the exact middle of a line or an arc - **MID**
Center - snaps to the center-point of a circle or arc - **CEN**
Node - snaps to 'nodes' - **NOD**
Quadrant - snaps to any of the four quadrants of a circle - **QUA**
Intersection - snaps to the point where two object cross - **INT**
Extension - Snaps to the phantom extension of an arc or line - **EXT**
Insertion - snaps to the insertion point of an object (such as a block or text) - **INS**
Perpendicular - will snap so that the result is perpendicular to line selected - **PER**
Tangent - snaps to create a line tangent to a circle or arc - **TAN**
Nearest - will find the closest point an object and snap to that point - **NEA**
Parallel -Snaps parallel to a specified line - **PAR**
None - temporarily turns off all Osnaps. (Pressing your F3 Key is quicker) - **NON**
Osnap settings - opens the Osnap dialog box.
Temporary Tracking - Creates a temporary tracking point (see Object Tracking).
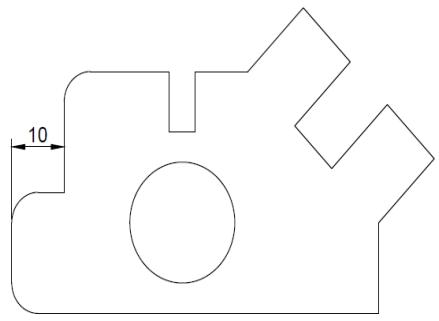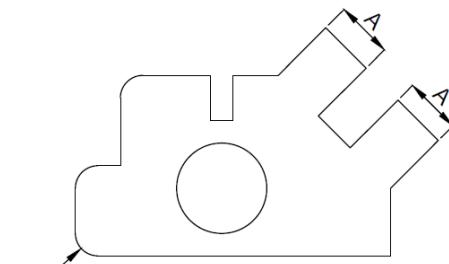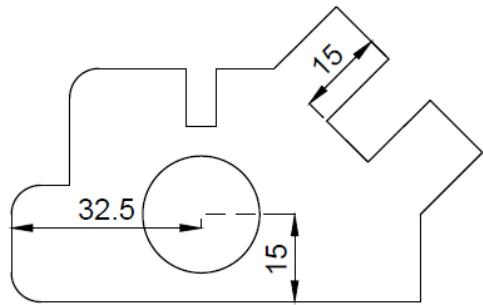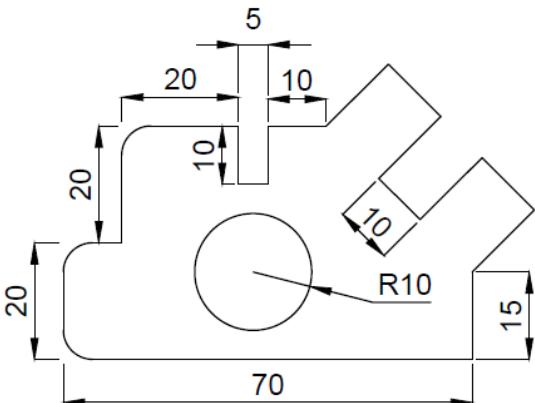
Lab Tasks-1:

Question: What is the value of A?

Now, draw the diagram.

Lab Tasks-2: