

Illustration style guide - General Information

1. Pinnacle Illustration Style Guide.

1.1. Views:

- If a view is simply a magnification of another and the orientation does not change, a sweep arrow may be used (See Figure 1).
- Any time that a view's orientation changes it should be in a detail and have a directional arrow associated with it. Directional arrow is not necessary if items are removed for vehicles or main assemblies (See Figure 2).

1.2. Callouts:

- All graphics should contain at least 1 callout. Exceptions may be panel/instrument graphics with placarding on all panels and controls.
- Example of callout styles on current templates (See Figure 3).
- Callouts that enter an item or point to a surface should have a dot endpoint (See Figure 4).
- Callouts with multiple leader lines will be pasted on top of each other, then the arrow tip moved to the needed location. If more than 3 are needed separate the callouts.
- Carry callout numbering on to next sheet for multi sheet graphics.
- A typical full page graphic shouldn't contain more than 50 callouts. Roughly 1 callout per square inch.
- A typical full page graphic with text callouts shouldn't contain more than 25 text callouts. Roughly 1 callout per 2 square inches.
- Examples of callout order and layout (See Figure 5).

1.3. Non-scaleable items:

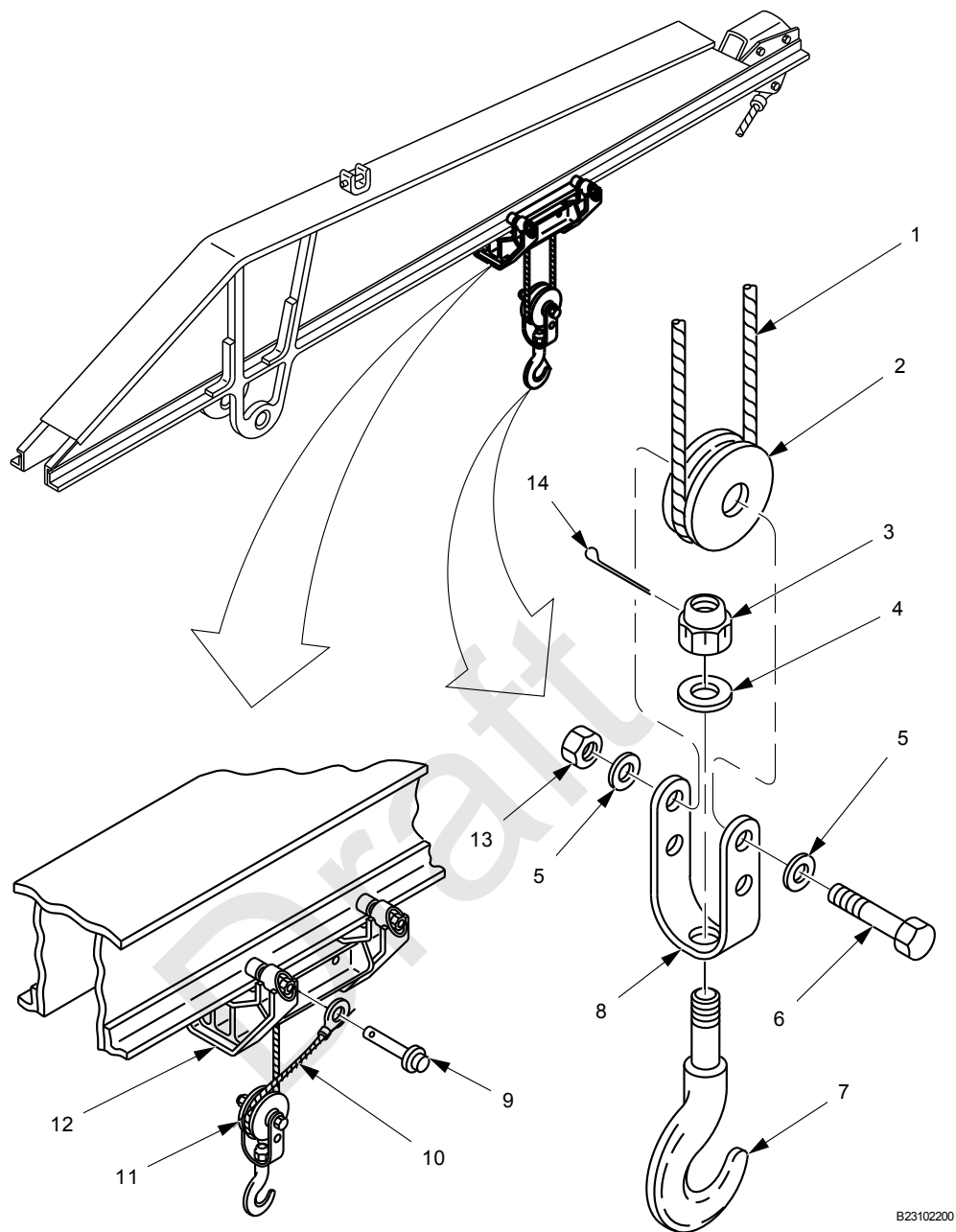
- Do not scale Directional arrows, change hands, or detail brackets.
- The easiest way to resize the brackets is to select the bracket, then select the scale tool, then shift + click the center of the bracket. Make sure to uncheck the Uniform scale then change the vertical or horizontal dimension. This will ensure that the brackets do not become wider or bold looking. (See Figure 6).

1.4. Line Weights:

- If items are not called out they should be phantom.
- Items that are phantom cannot have a callout. If a callout is needed they should use object or hidden line weights.
- The Lines for STA, WL, BL, etc. should use leader line weight.
- Sweep arrows should use Leader line weight and no fill unless it is over a busy area of the drawing then a white fill may be added.
- Highlight areas on locators:
 - If an item with a detail callout can be seen, use only the highlight line weight (See Figure 7).
 - If an item with a detail callout is hidden, use the highlight line weight and a black fill (See Figure 8).
 - If an item with a detail callout is small or lost in detail, change the locator to phantom lines (See Figure 9).

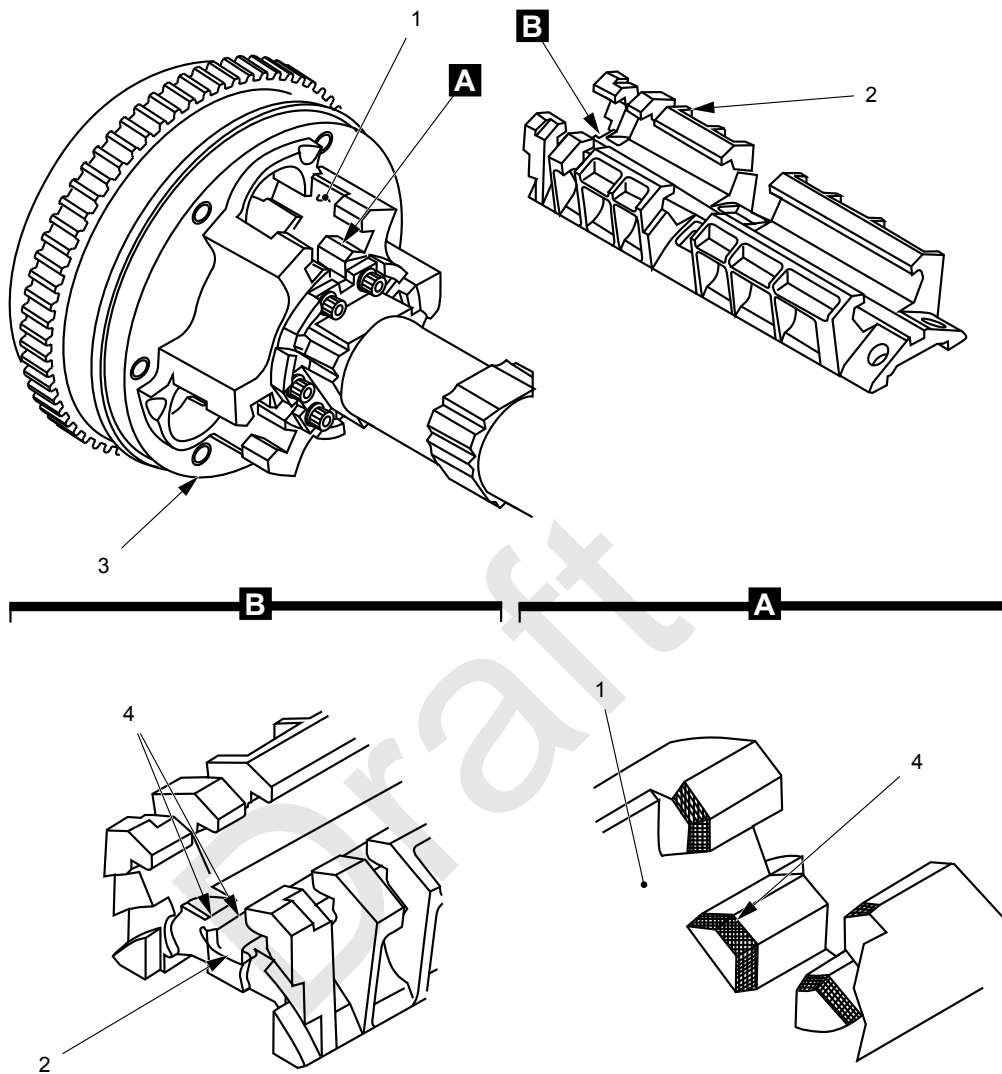
1.5. Text:

- All text should be actual text, not paths. Placarding and special symbols/characters are the only text items that can be paths.
- If a special symbol/character is in a line of other text convert the whole line to paths. This is to ensure all spacing and font sizes match for that line.
- The Numbers for STA, WL, BL, etc. should have 2 decimal places (**Example: STA 160.00**).
- Numbers containing a decimal must have a leading 0 if there is no whole number (**Example: 0.50**).
- All multi-lined text will be created in one text box.



B23102200

Figure 1. Correct sweep arrow usage.



GAU-19A TRAINING MANUAL 153

Figure 2. Correct detail usage.

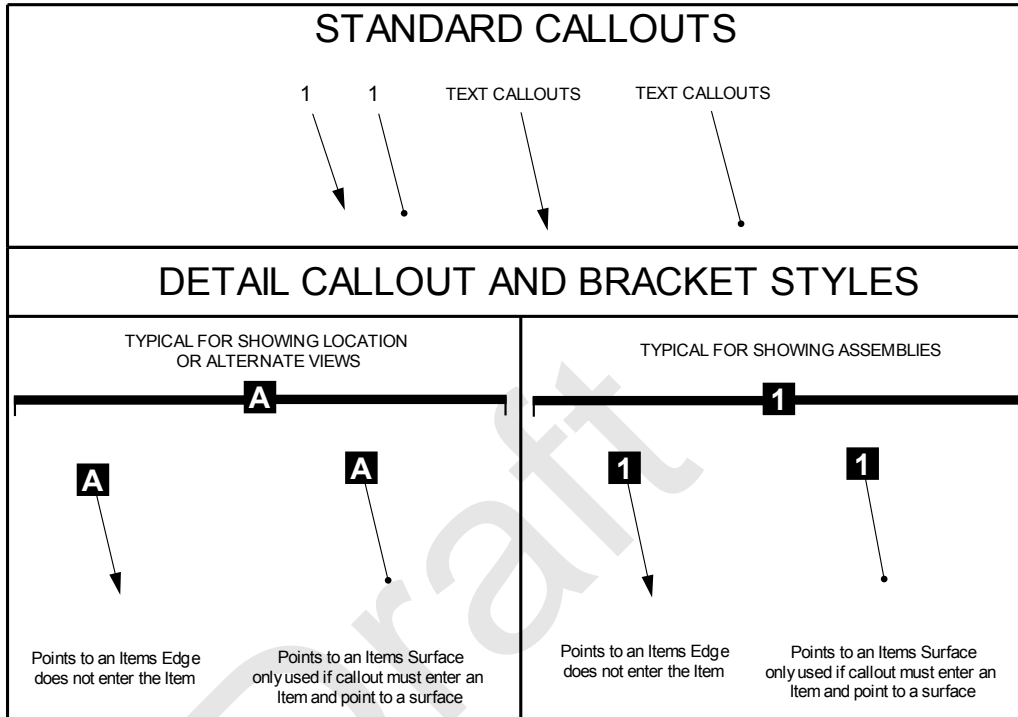


Figure 3. Callout types.

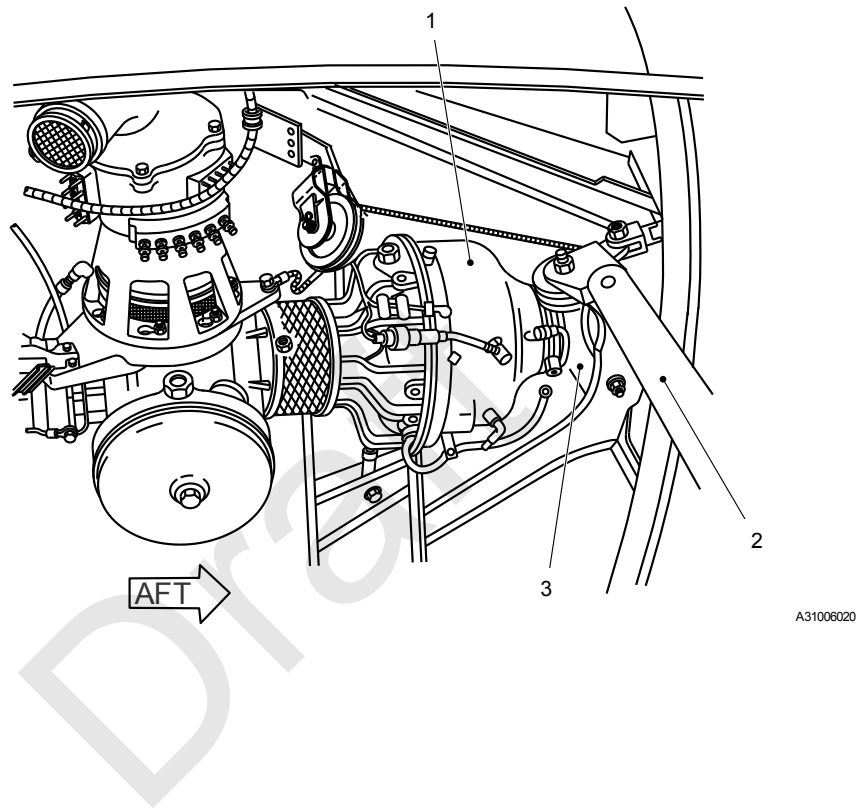
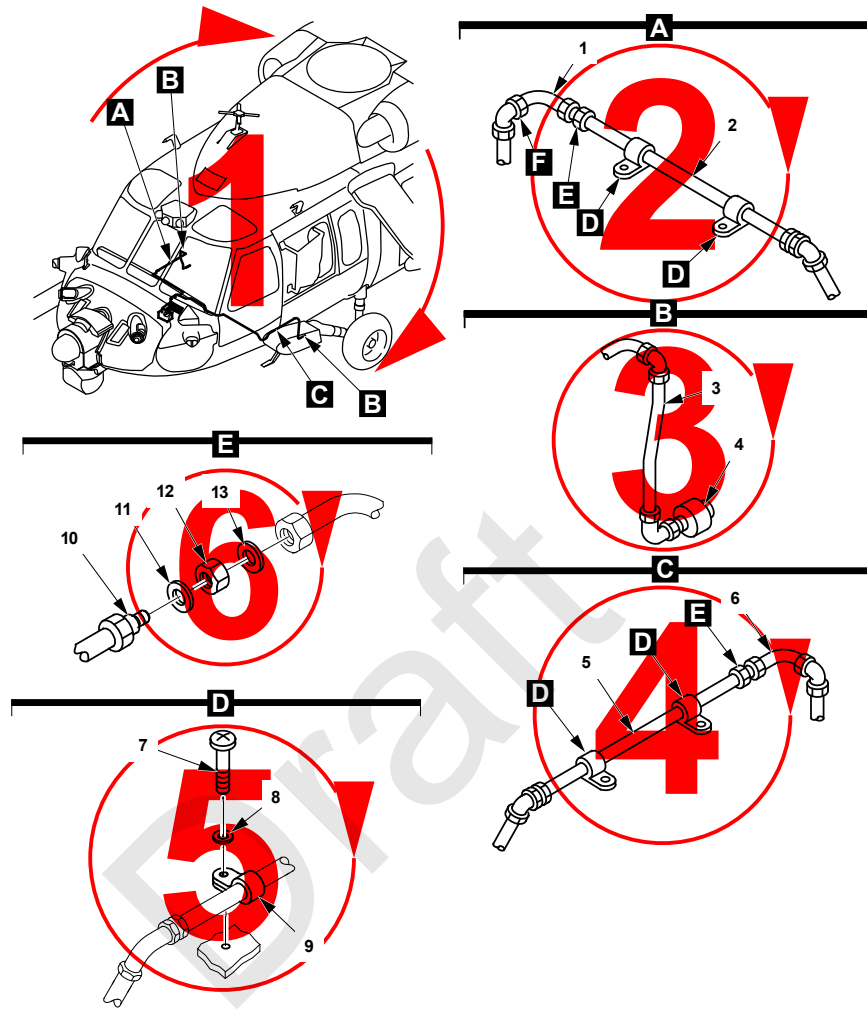


Figure 4. Callout surface indicators.

Figure 5. Callout Order Examples

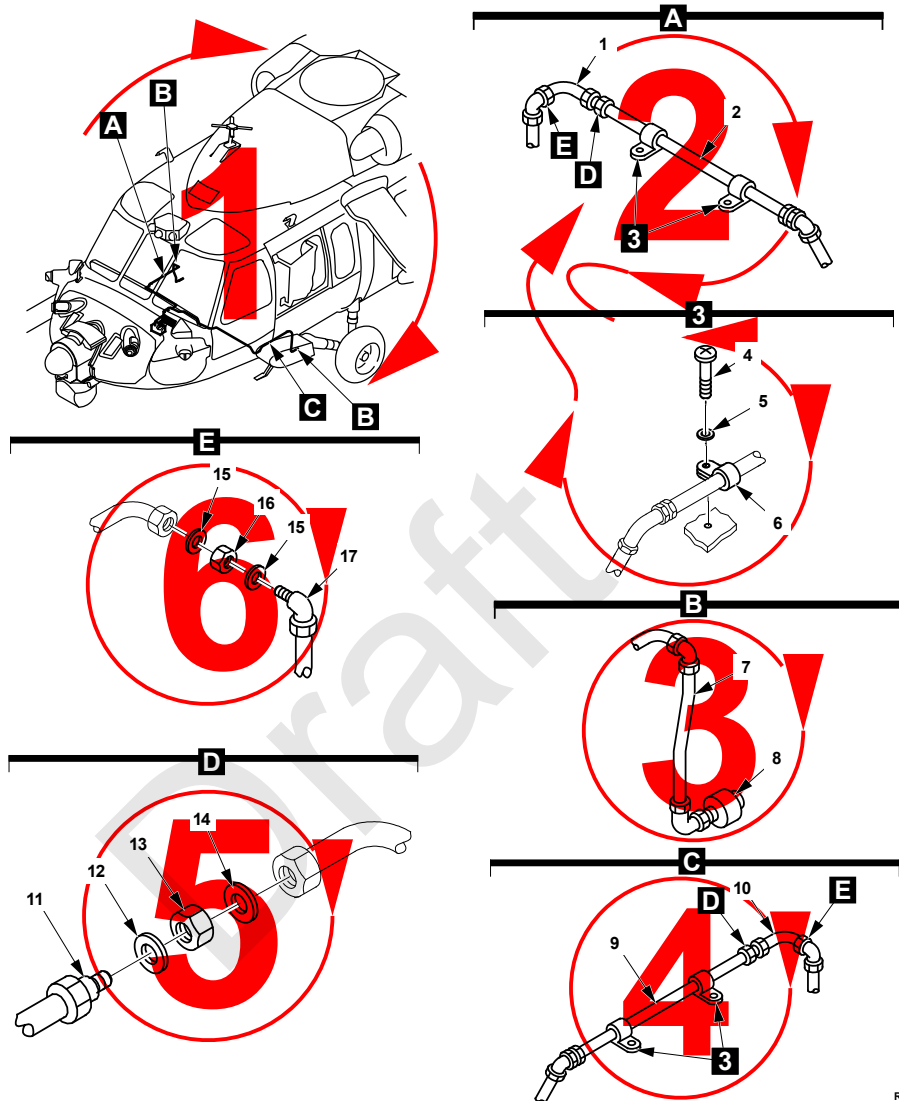
IF ALL DETAILS ARE ALPHA CHARACTERS YOU NUMBER ALL OF A DETAIL
THEN MOVE TO THE NEXT IN SEQUENCE



R01030019

Sheet 1

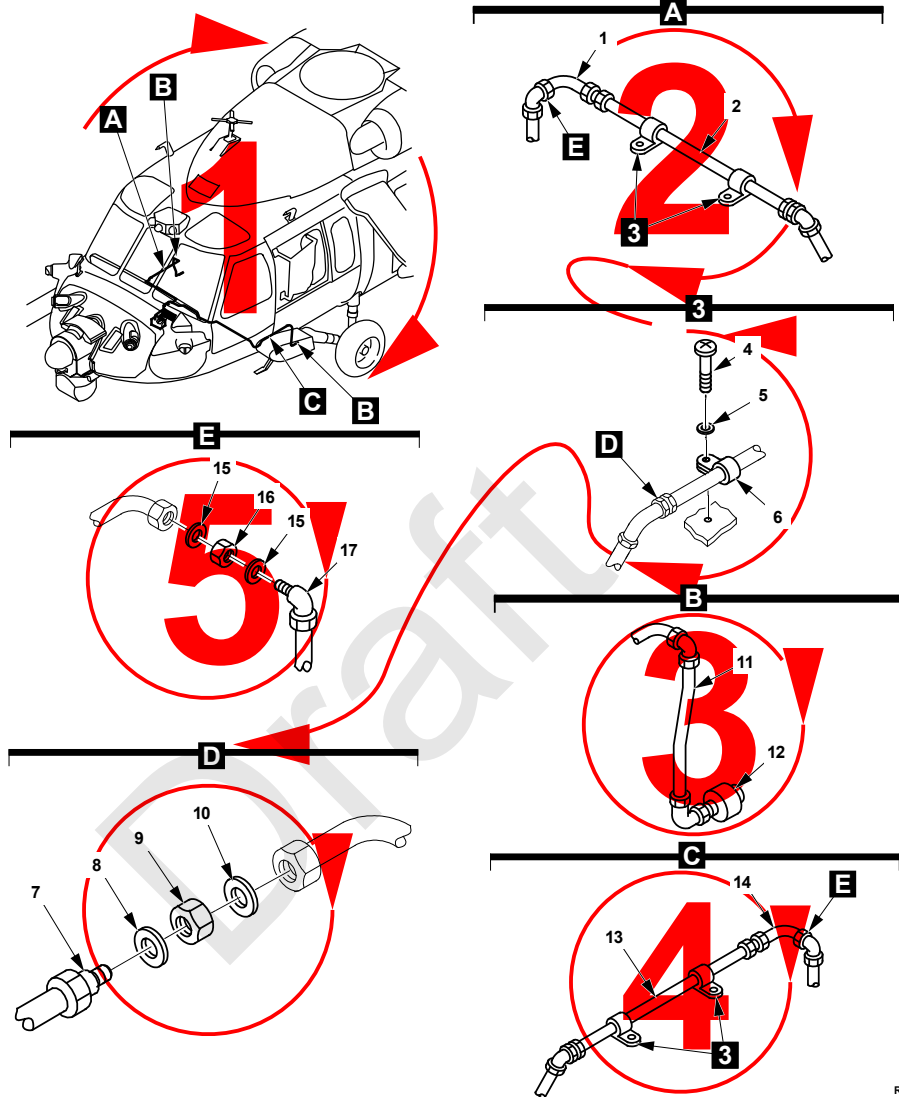
IF THERE IS A MIX OF ALPHA AND NUMBER DETAILS
FOLLOW TYPICAL DETAIL NUMBERING UNTIL YOU COME TO A NUMBER DETAIL
THEN STOP AND MOVE TO THE NUMBER DETAIL AND NUMBER
THEN MOVE BACK TO THE ORIGINAL LOCATION AND FINISH NUMBERING



R01030019

Sheet 2

IF THERE IS A MIX OF ALPHA AND NUMBER DETAILS
 FOLLOW TYPICAL DETAIL NUMBERING UNTIL YOU COME TO A NUMBER DETAIL
 THEN STOP AND MOVE TO THE NUMBER DETAIL AND NUMBER
 IF THERE IS AN ALPHA DETAIL IN THE NUMBER DETAIL YOU WILL NUMBER THAT
 BEFORE MOVING BACK IN SEQUENCE
 THEN MOVE BACK TO THE ORIGINAL LOCATION AND FINISH NUMBERING



R01030019

Sheet 3

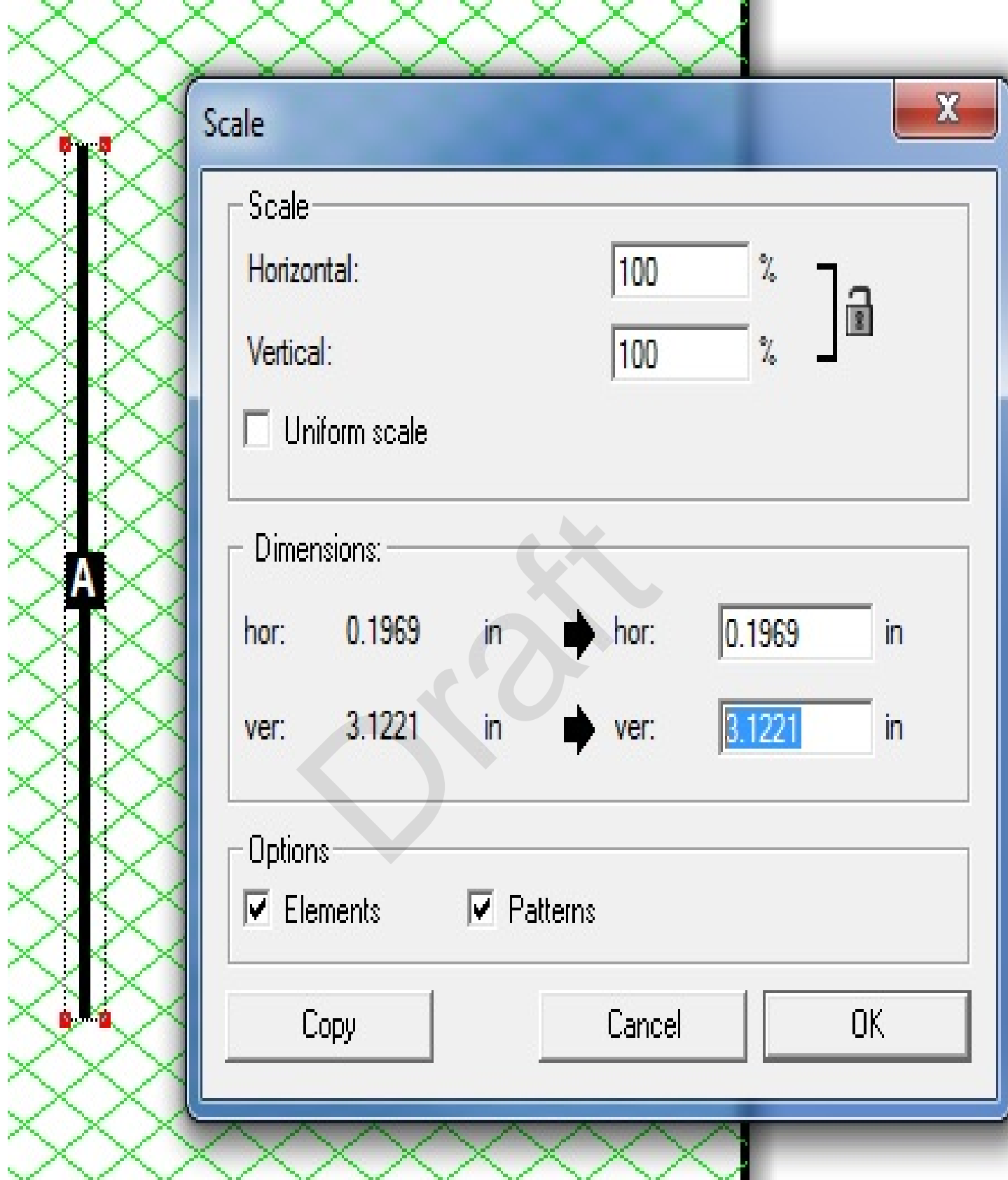
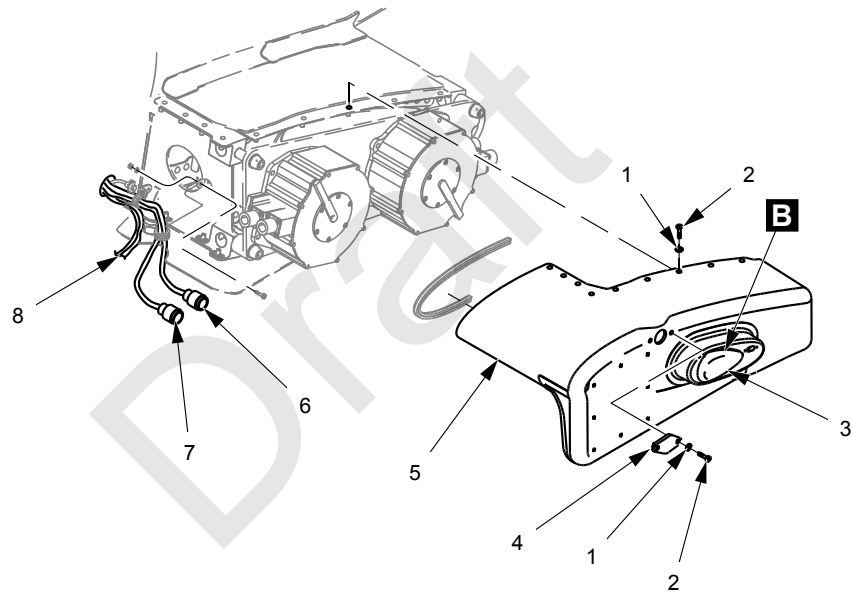
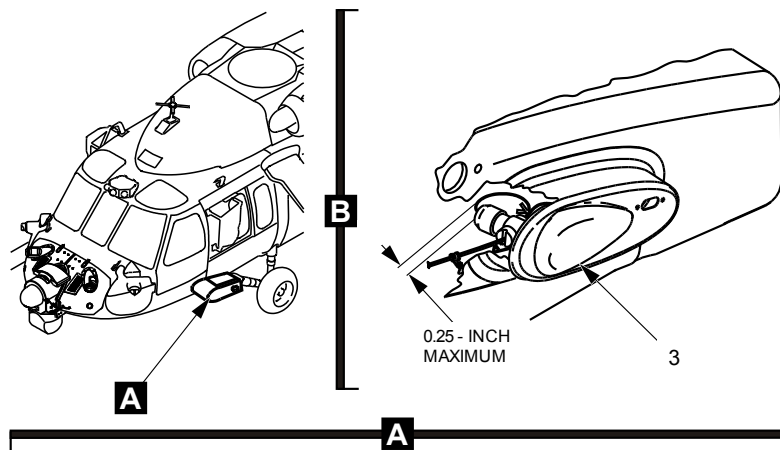
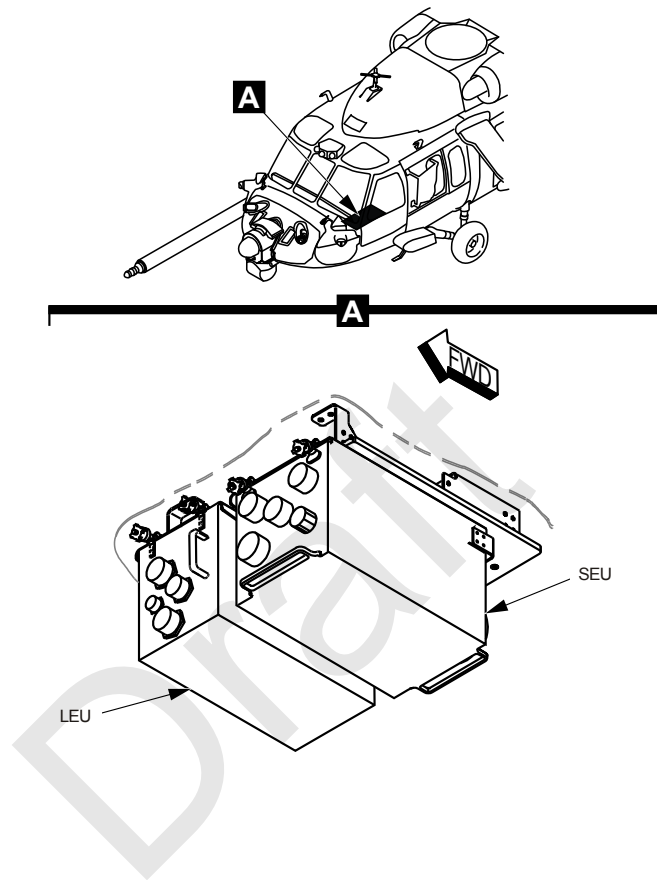


Figure 6. Adjusting detail brackets.



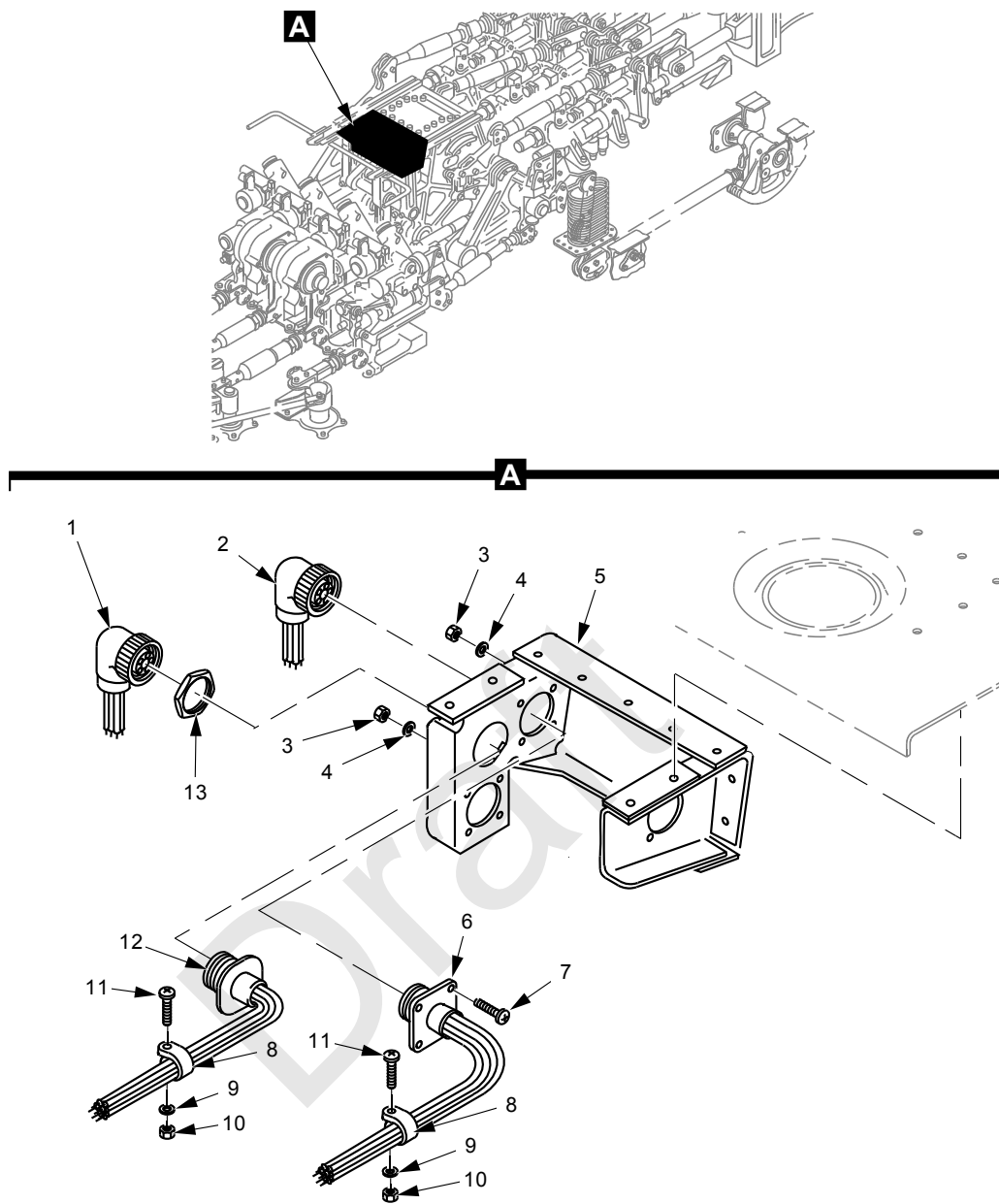
M01020471

Figure 7. Highlight example 1.



D01160015

Figure 8. Highlight example 2.



M01110253

Figure 9. Highlight example 3.

END OF DATA MODULE