

ARCHITECTURAL SCALES

DRAWING SCALE
SCALE FACTOR

1/16"=1' 192

3/32"=1' 128

1/8"=1' 96

3/16"=1' 64

1/4"=1' 48

3/8"=1' 32

1/2"=1' 24

3/4"=1' 16

1"=1' 12

1 1/2"=1' 8

3"=1' 4

WINDOWS SHORTCUTS TO REMEMBER:

• MOVE FOCUS TO ADDRESS BAR

• OPEN SHORTCUT MENU FOR SELECTED ITEM

• FILE BROWSER – LARGE ICONS

• FILE BROWSER – LIST VIEW

• FILE BROWSER – DETAILS

ALT+D

SHIFT+F10

CTRL+SHIFT+2

CTRL+SHIFT+5

CTRL+SHIFT+6

AutoCAD SHORTCUTS:

• DESIGN CENTER

• TOOL PALLET

• CONTENT BROWSER

CTRL+2

CTRL+3

CTRL+4

UNICODE STRINGS AND CONTROL CODES

DEGREE

DIAMETER

CENTERLINE

PHASE

°

∅

⌒

ϕ

%d

%c

U+2104

U+0278

1'-0" [12.00]

2'-0" [24.00]

3'-0" [36.00]

4'-0" [48.00]

5'-0" [60.00]

6'-0" [72.00]

7'-0" [84.00]

8'-0" [96.00]

9'-0" [108.00]

10'-0" [120.00]

11'-0" [132.00]

12'-0" [144.00]

13'-0" [156.00]

14'-0" [168.00]

15'-0" [180.00]

16'-0" [192.00]

17'-0" [204.00]

18'-0" [216.00]

19'-0" [228.00]

20'-0" [240.00]

TEXT HEIGHTS AND SCALES

• 1"=200'

• 1"=150'

• 1"=100'

• 1"=75'

• 1"=50'

• 1"=40'

• 1"=25'

• 1"=20'

• 3/4"=1'

• 1/2"=1'

• 3/8"=1'

• 1/4"=1'

• 3/16"=1'

• 1/8"=1'

• 3/32"=1'

• 1/16"=1'

225"

168.75"

112.5"

84.375"

56.25"

45"

28.125"

22.5"

1.5"

2.25"

3"

4.5"

6"

9"

12"

18"

1/2400

1/1800

1/1200

1/900

1/600

1/480

1/300

1/240

1/16

1/24

1/32

1/48

1/64

1/96

1/128

1/192

0.00041666666666666667

0.00055555555555555556

0.00083333333333333333

0.00111111111111111111

0.00166666666666666667

0.00208333333333333333

0.00333333333333333333

0.00416666666666666667

0.0625

0.04166666666666666667

0.03125

0.02083333333333333333

0.015625

0.01041666666666666667

0.0078125

0.00520833333333333333

Calculating Scale Factor

To convert an architectural drawing scale to a scale factor:

1. Select the desired scale. 1/8" = 1'-0"

2. Invert the fraction and multiply by 12. 8/1 x 12 = Scale Factor 96

To convert an engineering drawing scale to a scale factor:

1. Select the desired scale. 1" = 20'

2. Multiply the feet by 12. 20 x 12 = Scale Factor 240

Z1

LV

99

R9

SUIU

ZR

ZT

TO

XRO

M,

CD

F3

O2

XRU

L1

L2

DPL

DPF

DF

DX

LD

PM

ZOOM TO 30X42 SHEET

LOCK ALL VIEWPORTS IN CURRENT PAGE LAYOUT.

PASTE WHATEVER IS IN CLIPBOARD AT 0,0,0 ON EACH PAGE LAYOUT

SELECT EVERYTHING IN A DRAWING AND ROTATE IT 90 DEGREES COUNTER CLOCKWISE

FOR IU PROJECTS
SETUP ELECTRICAL LAYERS PURGE ALL UNUSED LAYERS. PURGE ALL UNUSED BLOCKS. INSERT ALL THE ELECTRICAL COMMON LAYERS. INSERT THE VERSION OF THE KJG NORTH ARROW THAT I FIXED.

ZOOM TO REVISION LIST

ZOOM TO PROJECT NAME

VIEWPORT FREEZE 0 LAYER IN A SELECTED VIEWPORT

TURN OFF ALL THE XREF LAYERS

MOVE AN OBJECT BY PICKING IT'S CENTER AND PLACING IT IN THE MID OF TWO CHOSEN POINTS

SET UCS TO 0,0,0 BUT ORIENTED TO CURRENT VIEW, AND SETS OSMODE TO 6591

SET RADIUS TO 0 AND FILLET

SET OFFSET FOR DOOR FRAMES

UNLOAD A CHOSEN XREF

SETS CURRENT LAYER TO "E-LITE-EQPM-N-D"

SETS CURRENT LAYER TO "E-POWR-CIRC-N-D"

THAWS DEFPOINTS LAYER IN CURRENT VIEWPORT

FREEZES DEFPOINTS LAYER IN ALL VIEWPORTS EXCEPT CURRENT PAGE LAYOUT

MOVES A CHOSEN OBJECT TO THE CIRCUIT NUMBER LAYER

OPENS BLOCK EDITOR AND CHANGES ALL THE LAYERS OF THE BLOCK TO "0". THEN SAVES AND CLOSES THE BLOCK.

DELETE CURRENT PAGE LAYOUT

PASTE OBJECT AT THE "MIDDLE BETWEEN TWO POINTS"

CTRL+SHIFT+'

CTRL+ALT+'

CTRL+ALT+\\

CLEANS UP TIMESHEET CSV

FILLS IN TEMPLATE FOR NEW LISP ROUTINE

FILLS IN TEMPLATE FOR .abc HEADERS