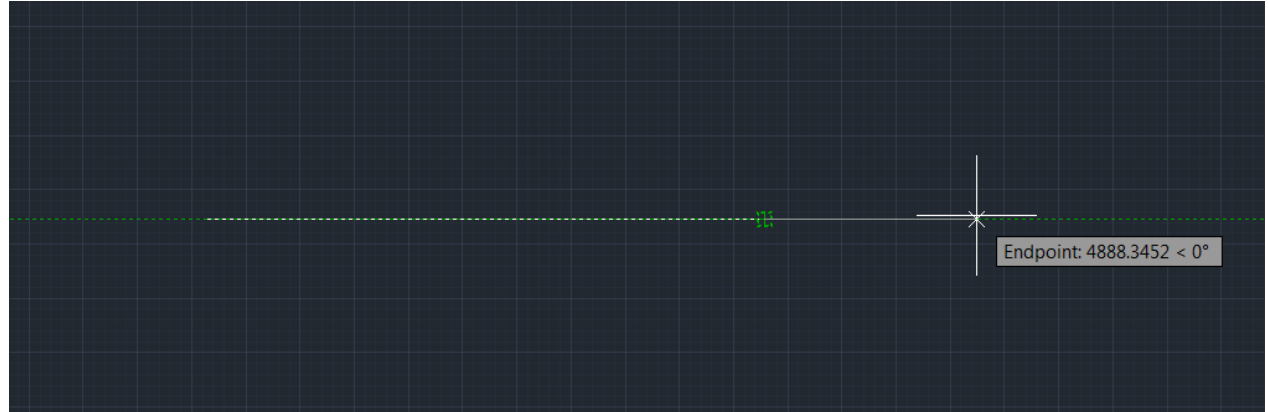
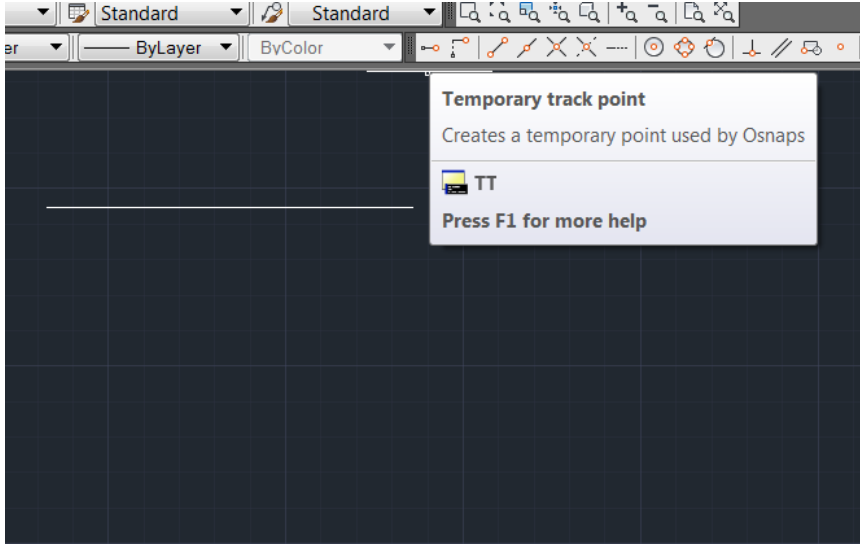


NESNE KENETLEME

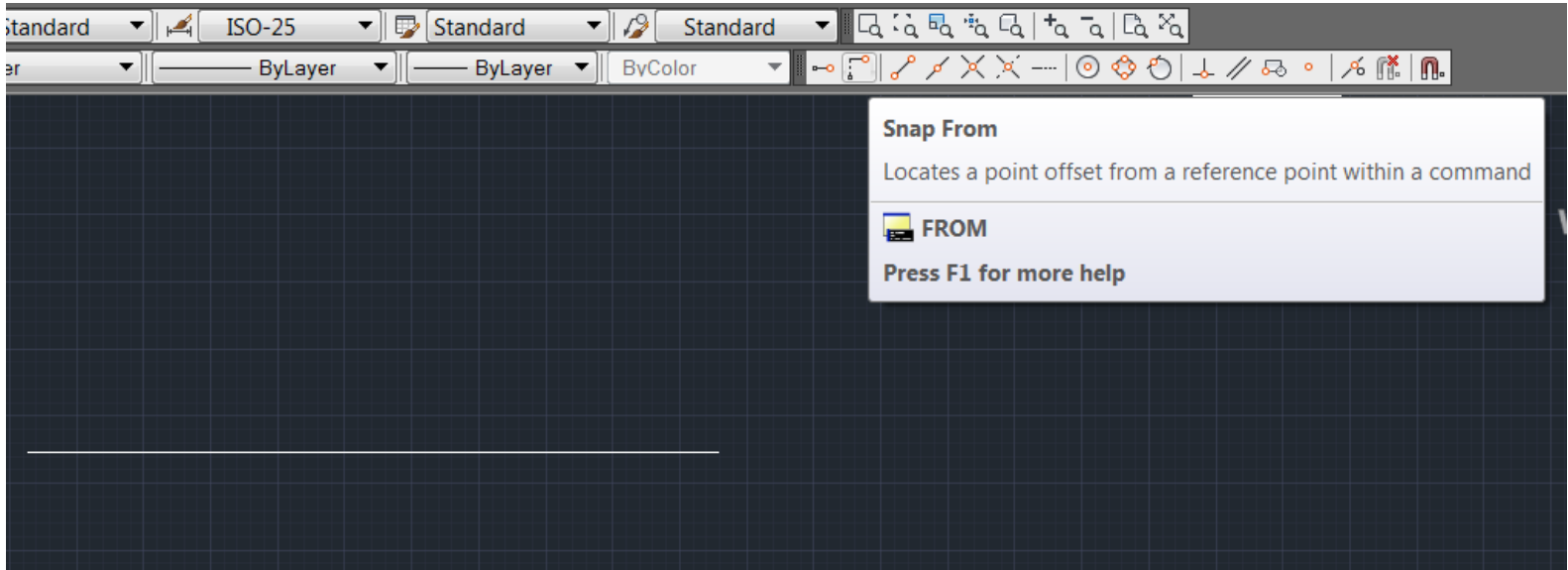
# NESNE KENETLEME

Object Snap araç çubuğu özelliklerinden biri olan Temporary track point, çizilen nesnenin uzantısını belirleyerek çizim yapar.



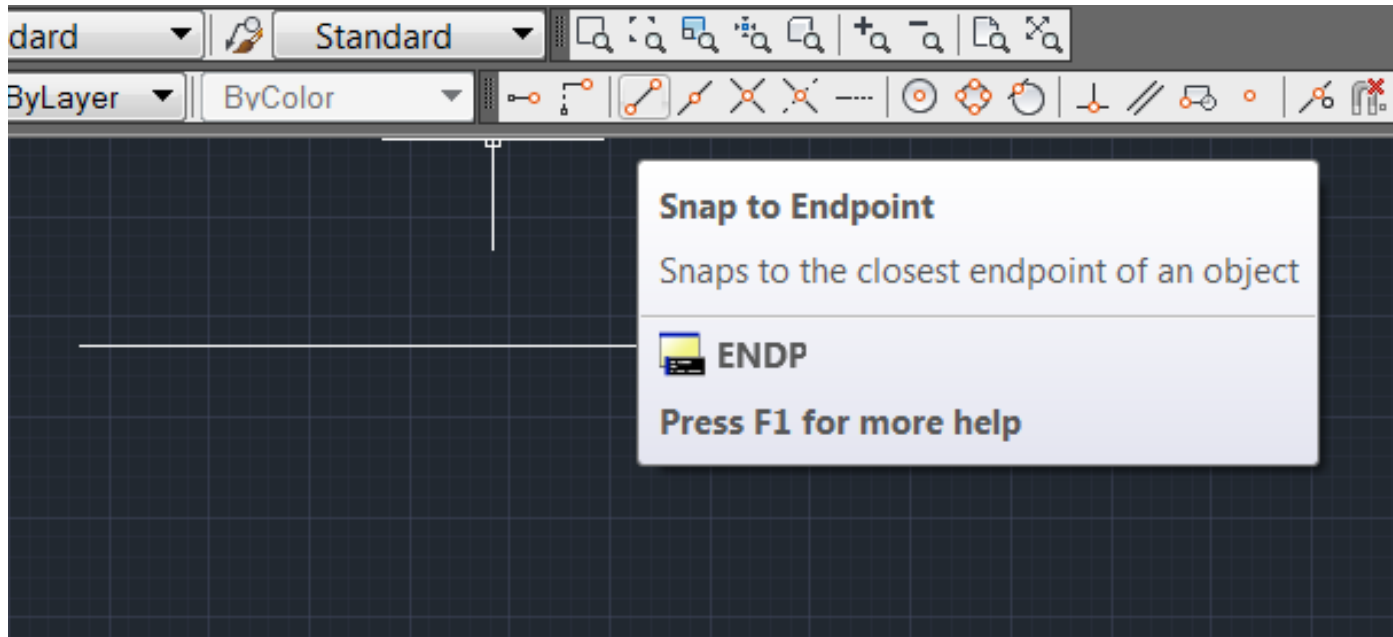
# NESNE KENETLEME

Object Snap araç çubuklarından Snap From, çizilen nesneyi belirlenen mesafe kadar öteler ve kenetler.



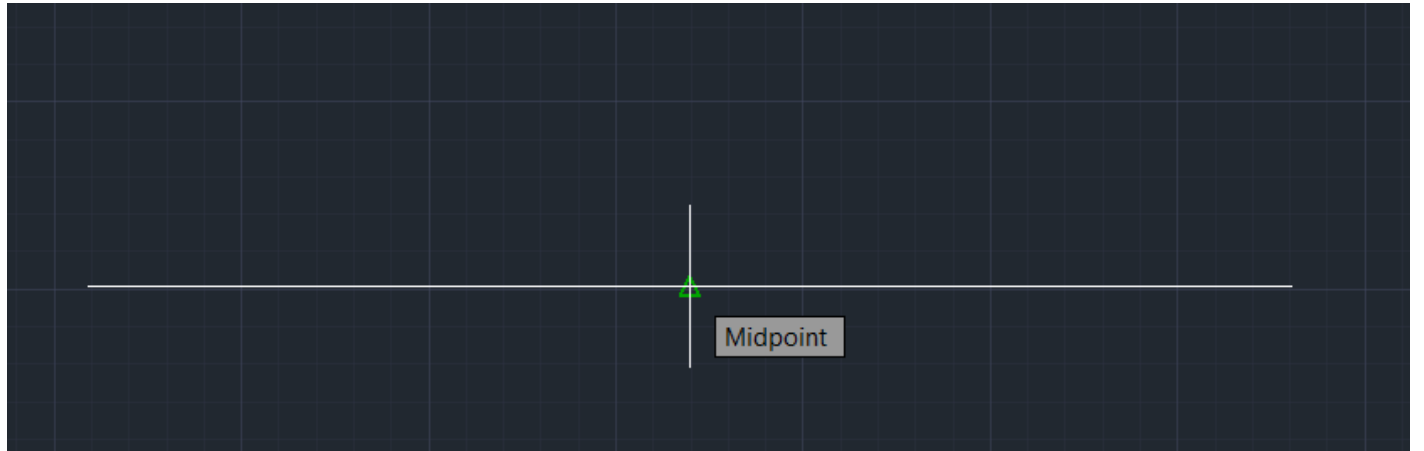
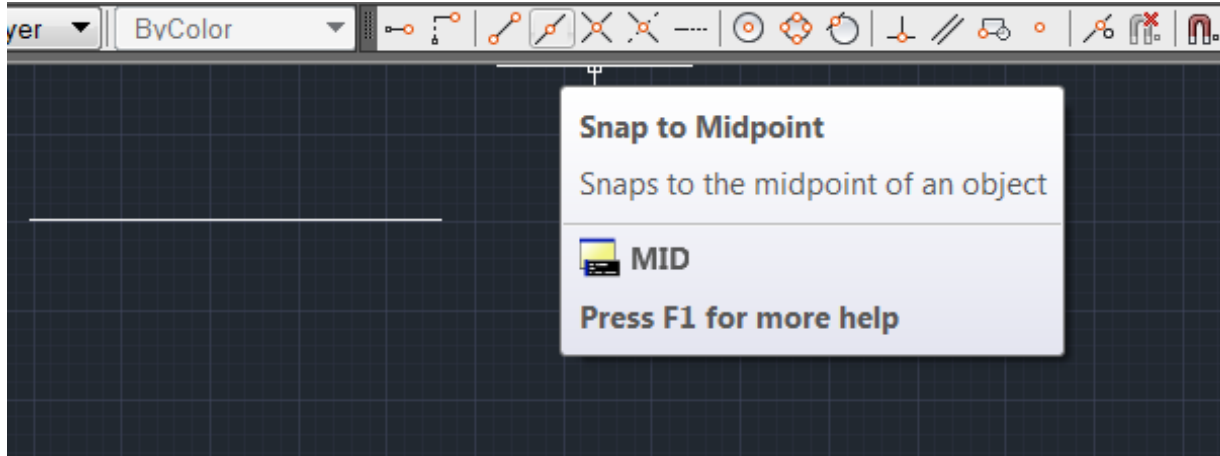
# NESNE KENETLEME

Object Snap araç çubuklarından Snap to Endpoint, çizilen nesneyi bitiş noktasından belirler.



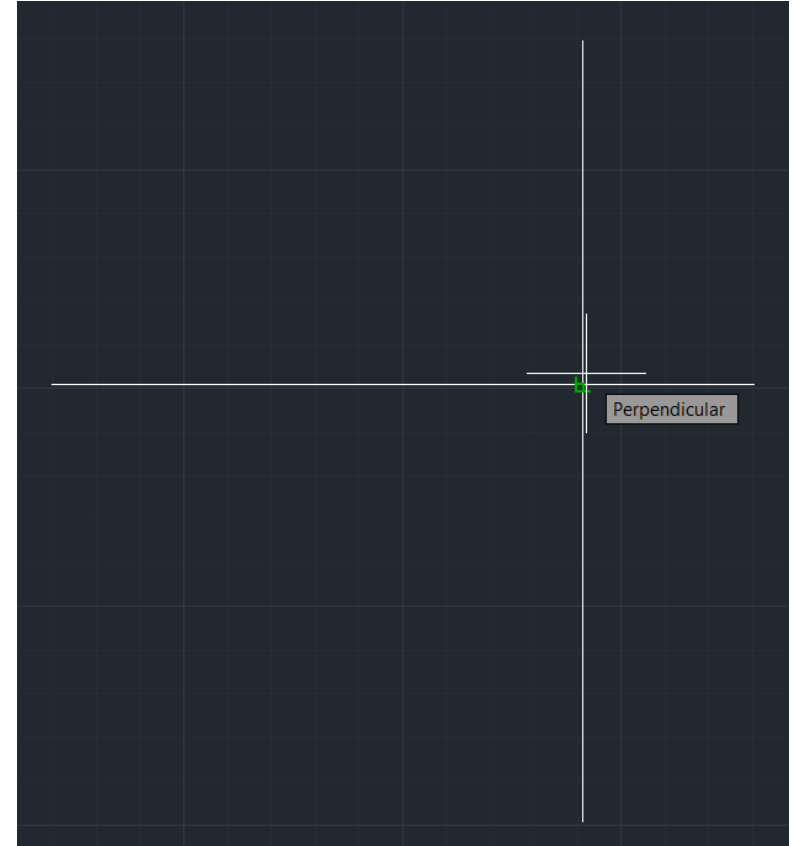
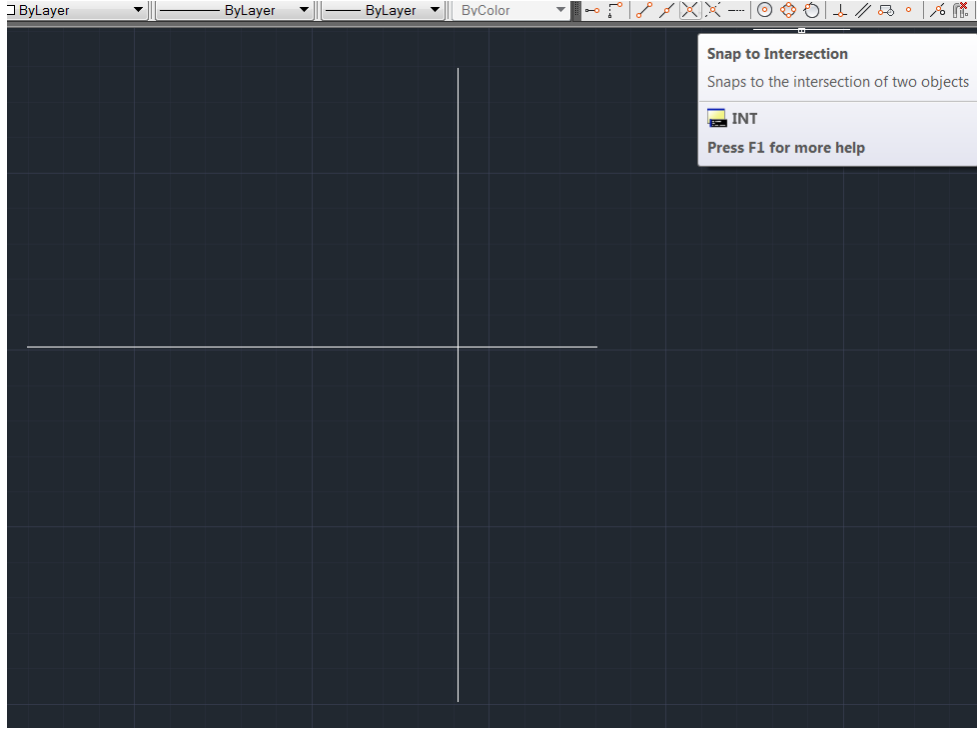
# NESNE KENETLEME

Object Snap araç çubuklarından Snap to Midpoint ile nesne orta noktasından tutulur.



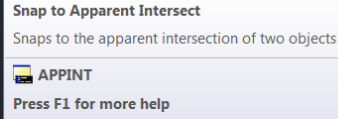
# NESNE KENETLEME

Object Snap araç çubuklarından Snap to Intersection, çizilen nesnelere kesişim noktasından tutar.

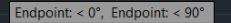


# NESNE KENETLEME

Object Snap araç çubuklarından Snap to Apparent Intersect ile çizilen ve birbirinden bağımsız olan iki nesnenin kesişim noktasından tutulur.



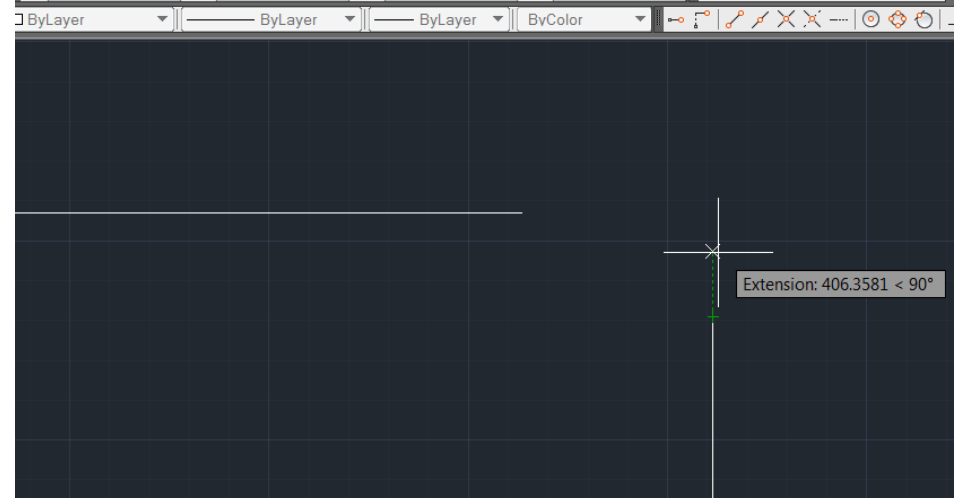
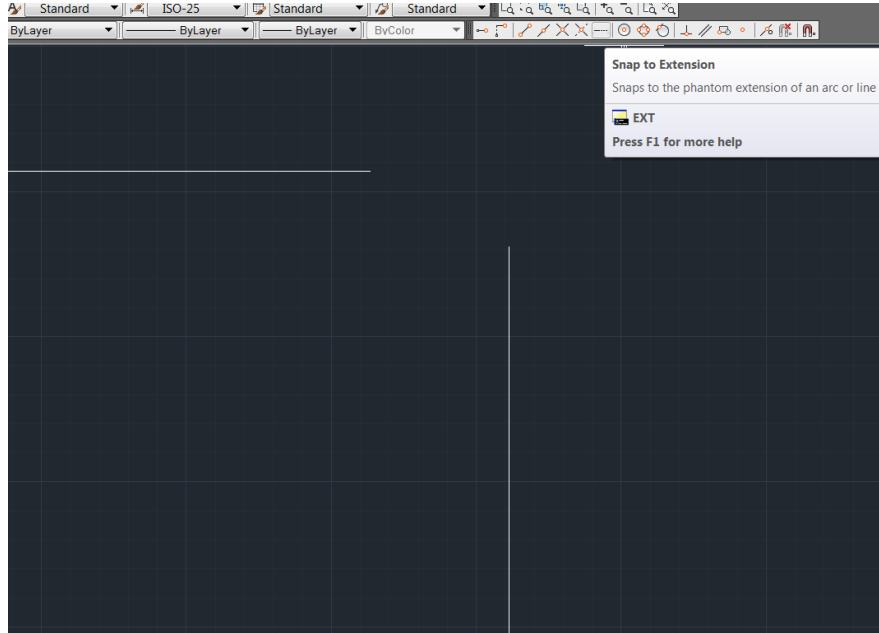
Snap to Apparent Intersect  
Snaps to the apparent intersection of two objects  
APPINT  
Press F1 for more help



Endpoint: < 0° Endpoint: < 90°

# NESNE KENETLEME

Object Snap araç çubuğu özelliklerinden biri olan Snap to Extension ile çizilen nesnenin uzantısından tutulabilir.





# NESNE KENETLEME

Çizilen çember veya yay gibi nesnelerin merkezinden tutabilmek için Object Snap araç çubuğundan Snap to Center aktif hale getirilir.

