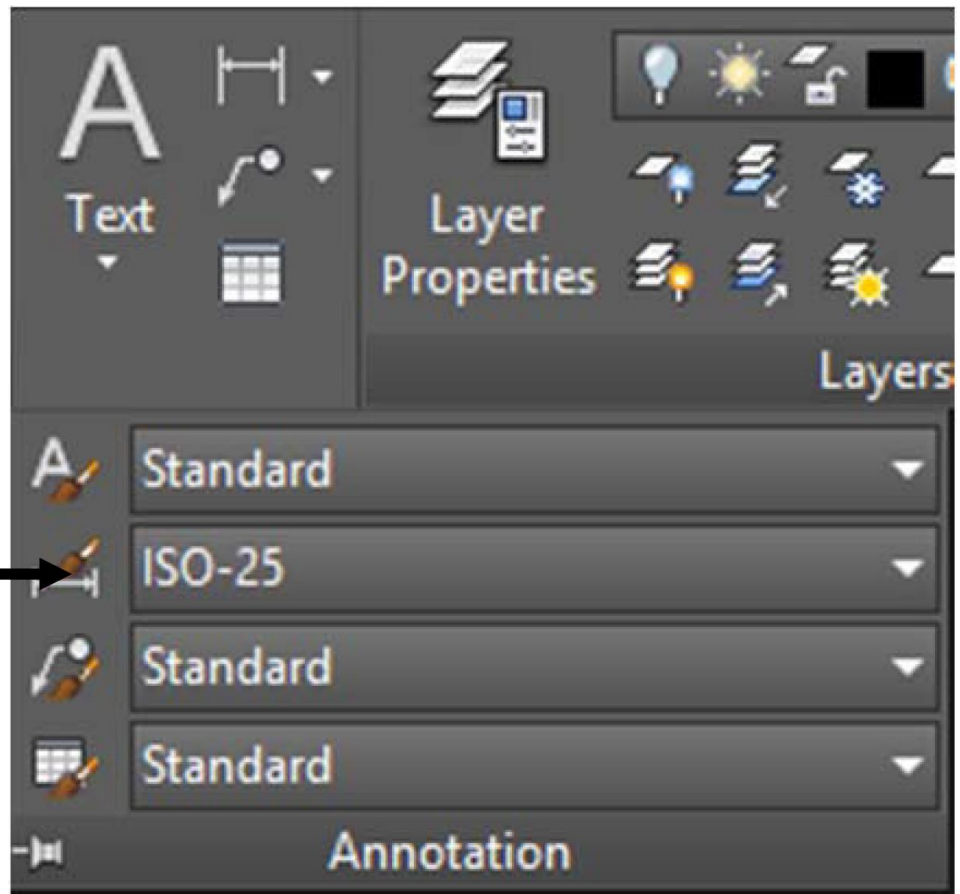
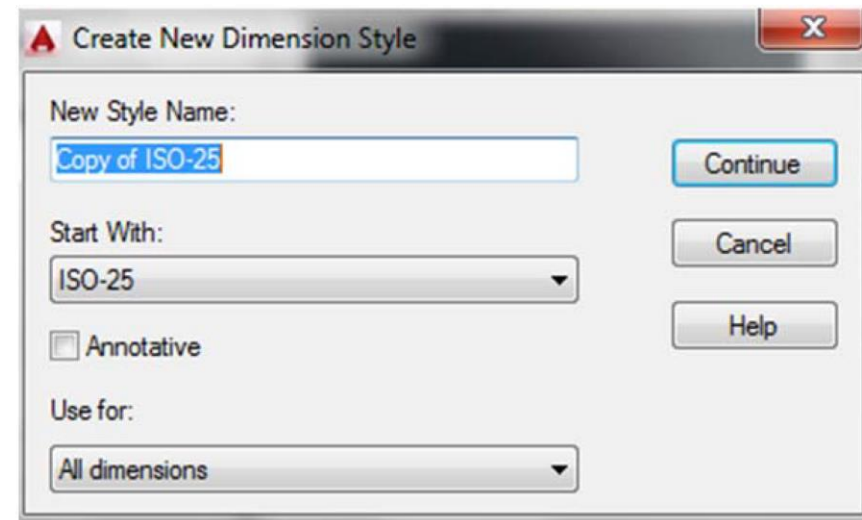
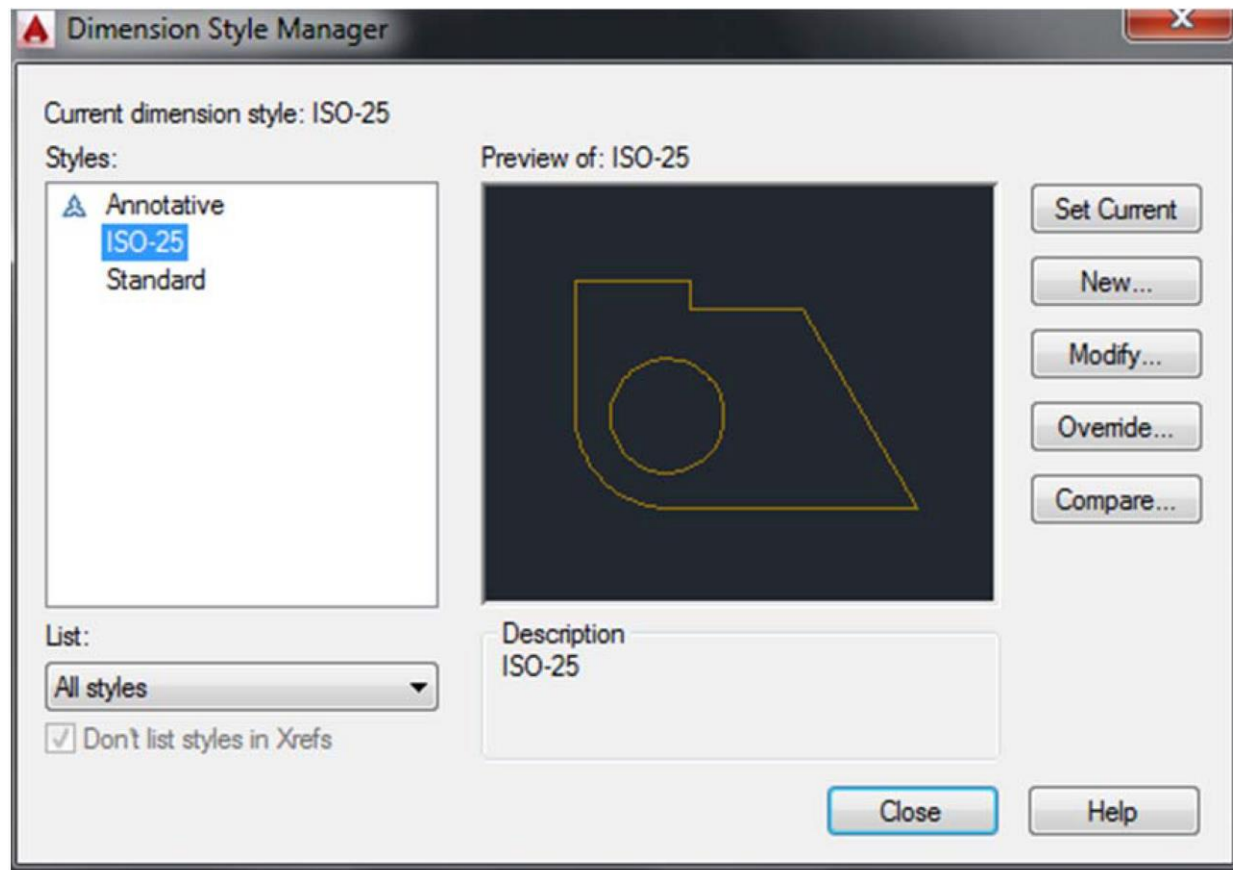
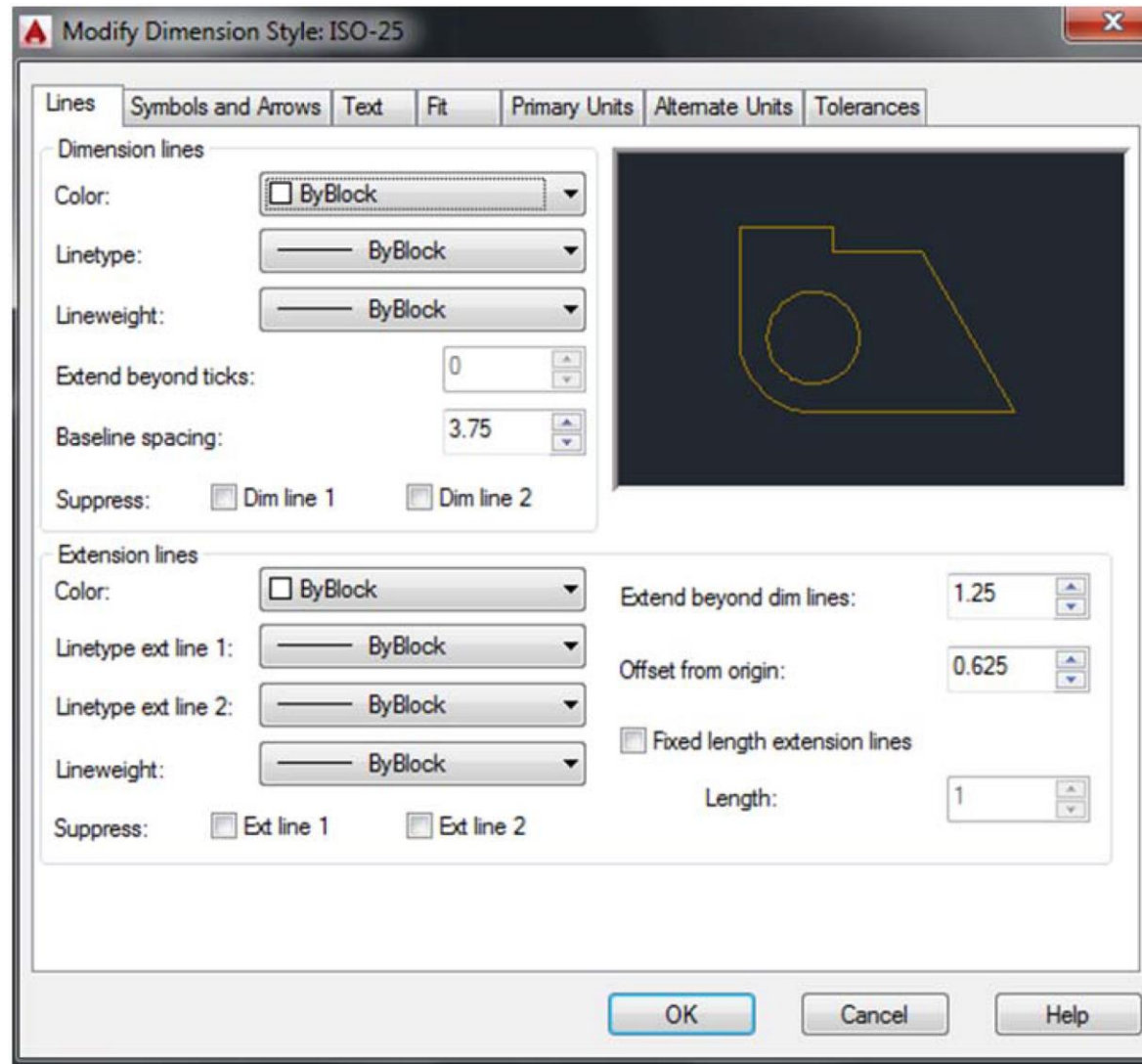


# BÖLÜM 7

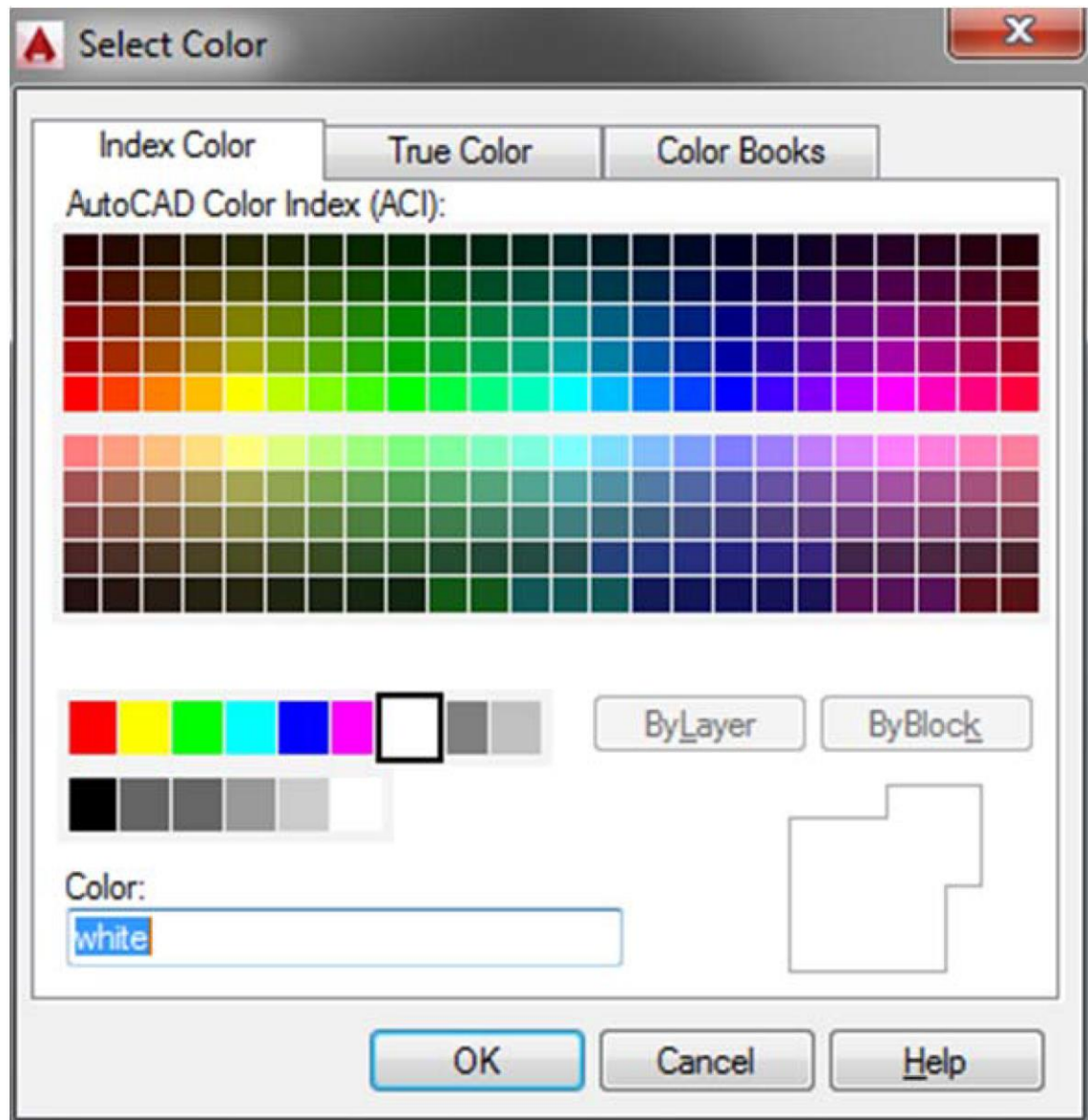
## ÖLÇÜLENDİRME (DIMENSION)



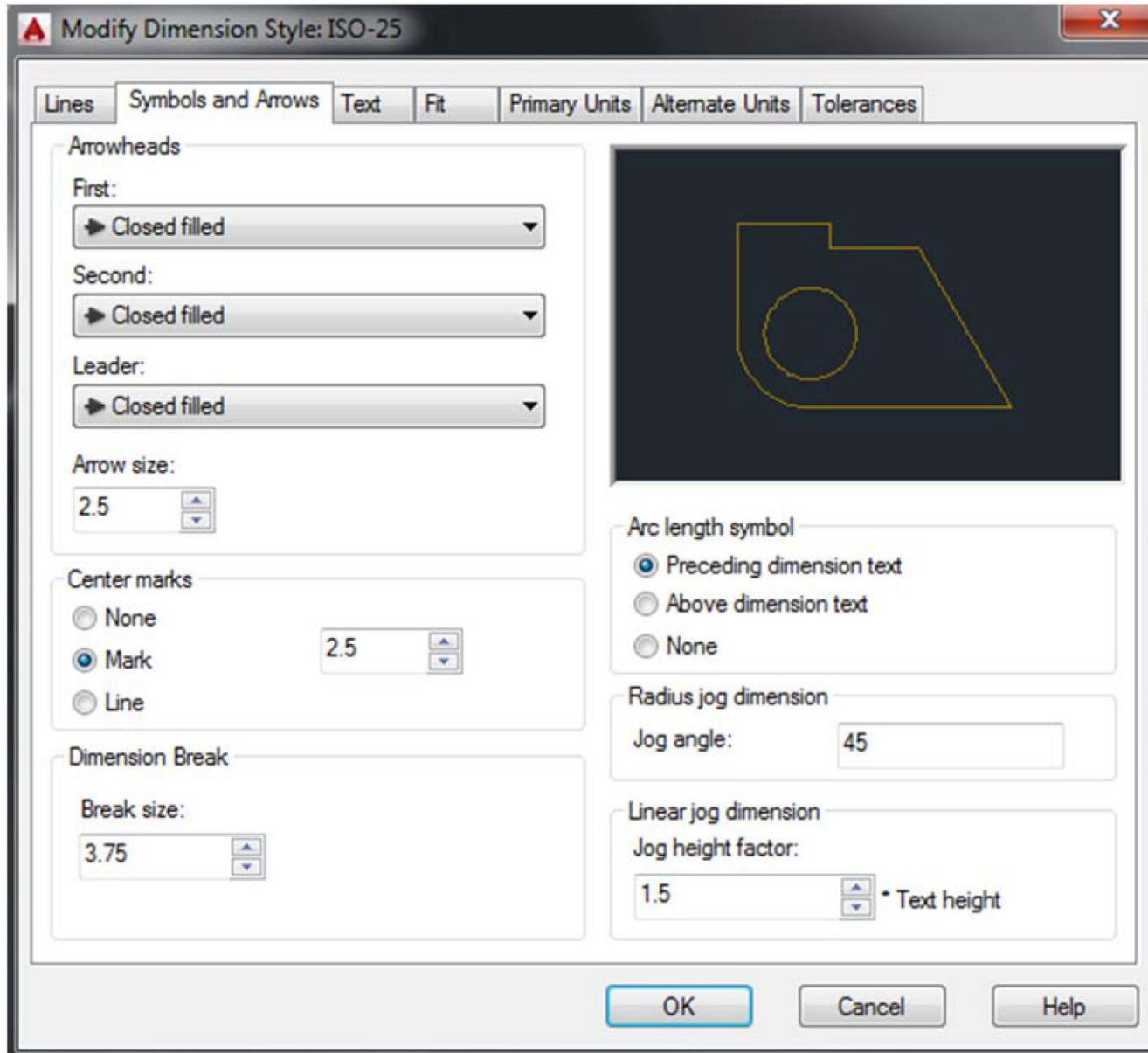




**Lines Sekmesi**



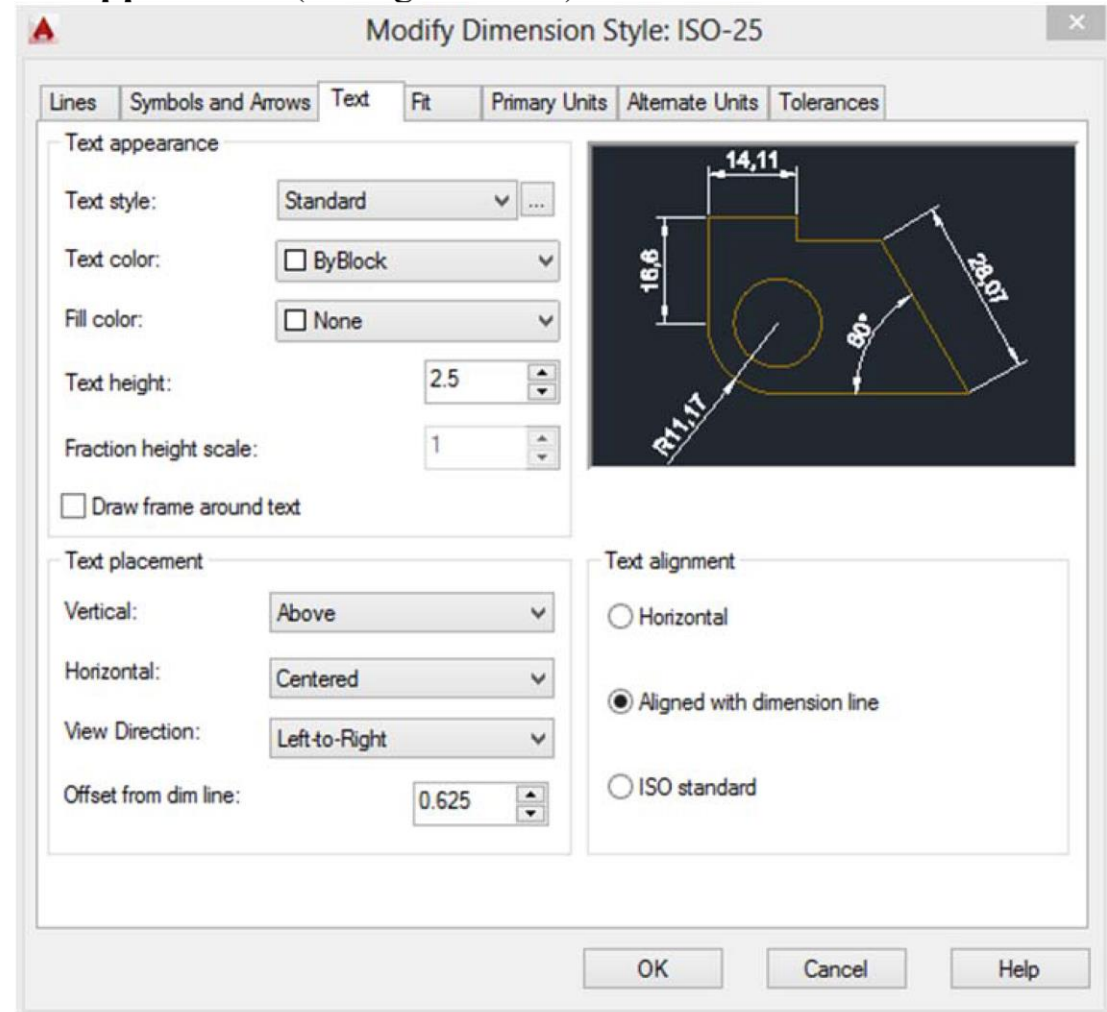
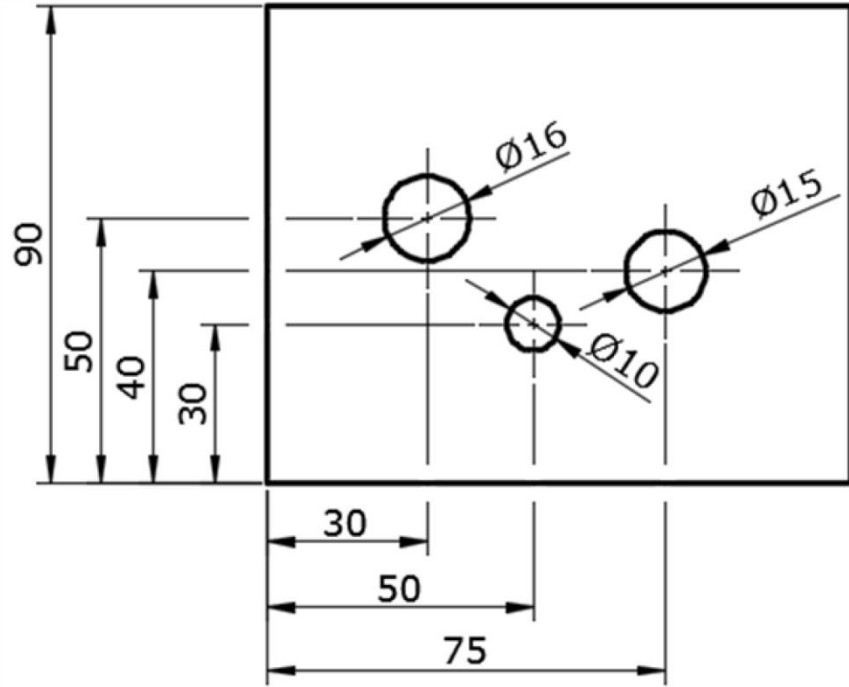
## Symbols and Arrows sekmesi



- ▶ Closed filled
- ▶ Closed filled
- ▷ Closed blank
- ⇒ Closed
- Dot
- / Architectural tick
- / Oblique
- ⇒ Open
- ⊖ Origin indicator
- ⊖ Origin indicator 2
- Right angle
- ⇒ Open 30
- Dot small
- Dot blank
- Dot small blank
- Box
- Box filled
- ◁ Datum triangle
- ◀ Datum triangle filled
- ∫ Integral
- None
- User Arrow...

## Text Sekmesi

### Text Appearance (Yazı görünümü)





Text placement

Vertical:

Above

Horizontal:

Centered

Above

View Direction:

Outside

JIS

Below

Offset from dim line:

0.625

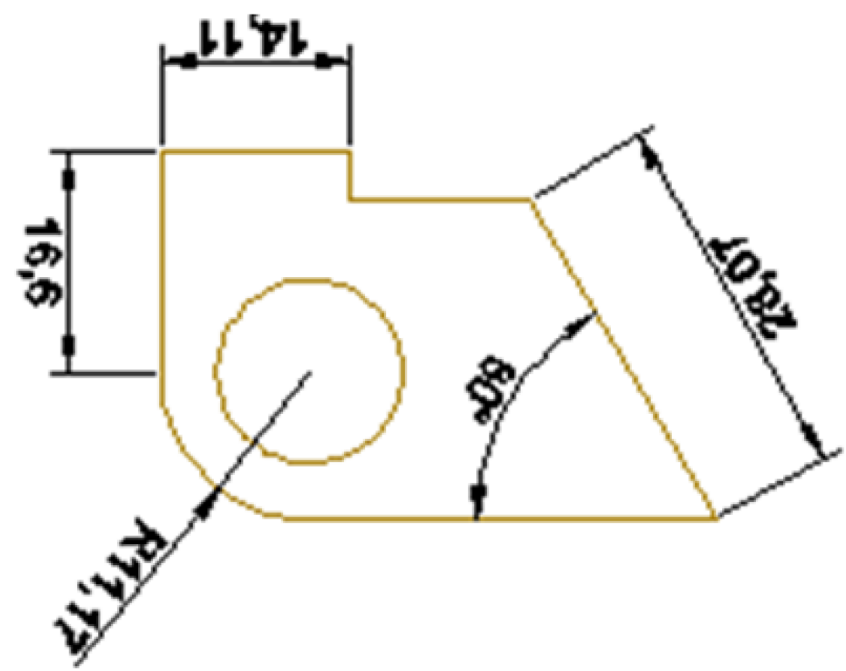
View Direction:

Right-to-Left

Offset from dim line:

Left-to-Right

Right-to-Left



Modify Dimension Style: ISO-25

Lines Symbols and Arrows Text **Fit** Primary Units Alternate Units Tolerances

Fit options

If there isn't enough room to place both text and arrows inside extension lines, the first thing to move outside the extension lines is:

- Either text or arrows (best fit)
- Arrows
- Text
- Both text and arrows
- Always keep text between ext lines
- Suppress arrows if they don't fit inside extension lines

Text placement

When text is not in the default position, place it:

- Beside the dimension line
- Over dimension line, with leader
- Over dimension line, without leader



Scale for dimension features

- Annotative
  - Scale dimensions to layout
  - Use overall scale of:

Fine tuning

- Place text manually
- Draw dim line between ext lines

OK

Cancel

Help

**Modify Dimension Style: ISO-25**

Lines | Symbols and Arrows | Text | Fit | Primary Units | Alternate Units | Tolerances

Linear dimensions

Unit format: Decimal

Precision: 0.00

Fraction format: Horizontal

Decimal separator: (Comma)

Round off: 0

Prefix:

Suffix:

Measurement scale

Scale factor: 1

Apply to layout dimensions only

Zero suppression

Leading  Trailing

Sub-units factor: 100

0 feet  0 inches

Sub-unit suffix:

Angular dimensions


Units format: Decimal Degrees

Precision: 0

Zero suppression

Leading  Trailing

OK Cancel Help



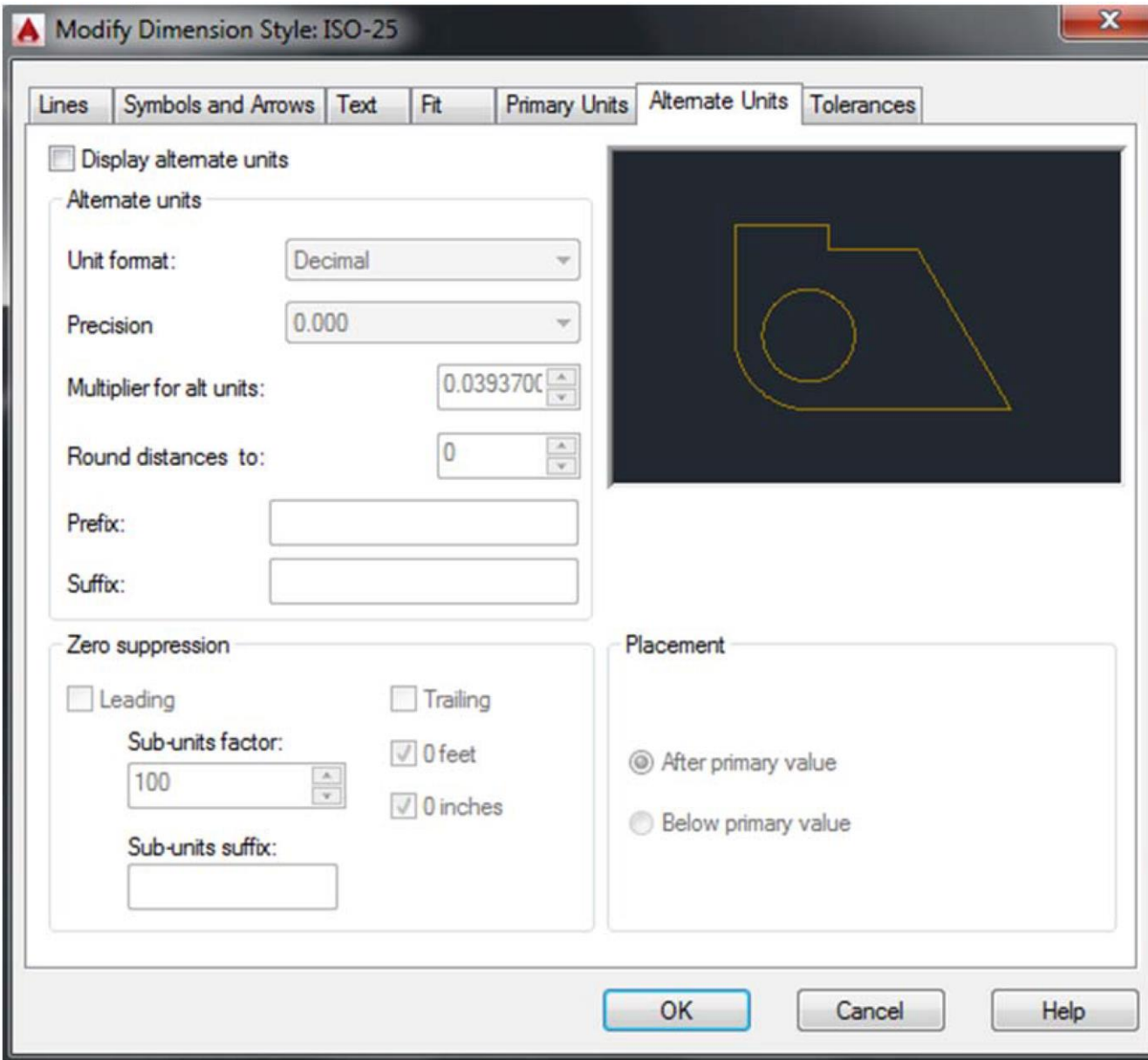
Decimal	
Scientific	<i>Bilimsel</i>
Decimal	<i>Ondalık</i>
Engineering	<i>Mühendislik</i>
Architectural	<i>Mimari</i>
Fractional	<i>Kesirli</i>
Windows Desktop	<i>Masaüstü</i>

',' (Comma)	
'.' (Period)	<i>Nokta</i>
',' (Comma)	<i>Virgül</i>
' ' (Space)	<i>Boşluk</i>

0.00	
0	
0.0	
0.00	
0.000	
0.0000	
0.00000	
0.000000	
0.0000000	
0.00000000	

Decimal Degrees	
Decimal Degrees	
Degrees Minutes Seconds	
Gradians	
Radians	

*Ondalık derece*  
*Derece/dakika/saniye*  
*Grad*  
*Radyan*



**Modify Dimension Style: ISO-25**

Lines | Symbols and Arrows | Text | Fit | Primary Units | Alternate Units | Tolerances

**Tolerance format**

Method:

Precision:

Upper value:

Lower value:

Scaling for height:

Vertical position:

**Tolerance alignment**

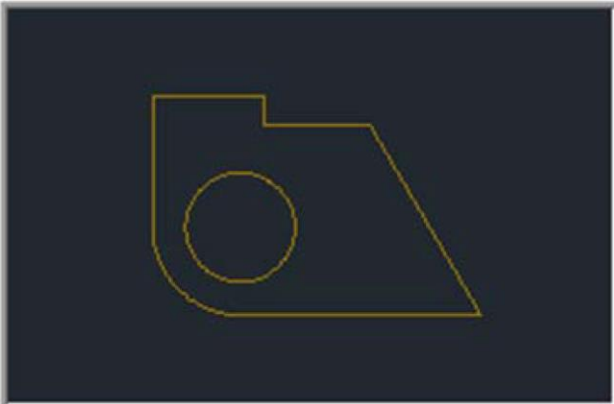
Align decimal separators

Align operational symbols

**Zero suppression**

Leading  0 feet

Trailing  0 inches



**Alternate unit tolerance**

Precision:

**Zero suppression**

Leading  0 feet

Trailing  0 inches

OK Cancel Help

Method: None

Precision: None, Symmetrical, Deviation, Limits, Basic

Upper value: Bottom, Bottom, Middle, Top

None	Hiçbiri
Symmetrical	Simetrik
Deviation	Sapma
Limits	Sınırlar
Basic	Temel



Text

Layer Properties

Layers

Standard

ISO-25

Standard

Standard

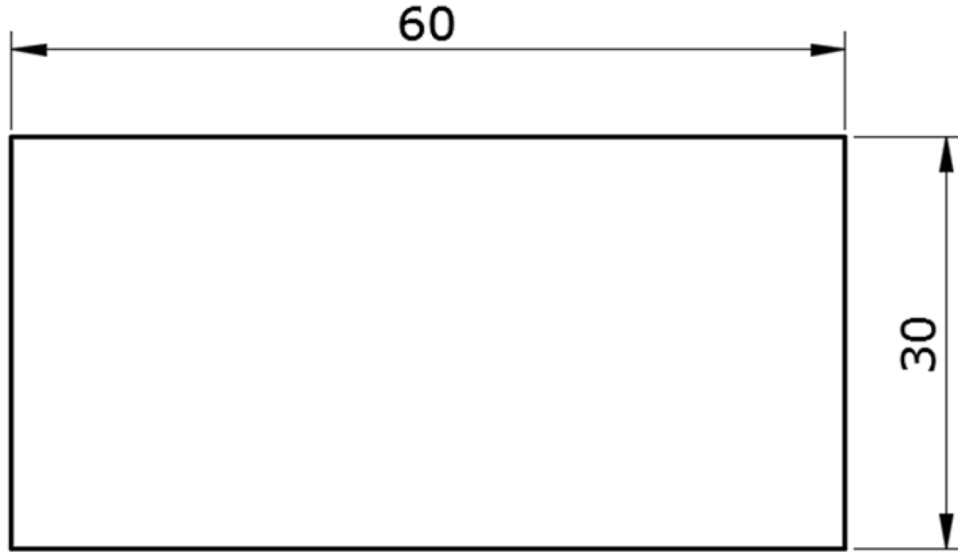
Annotation

# Çizimi Ölçülendirme

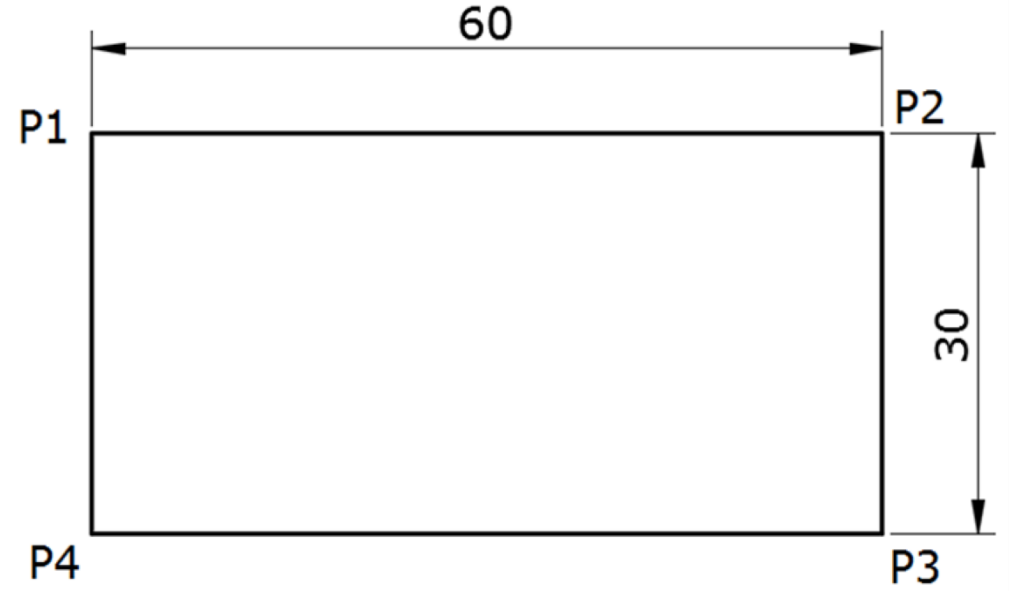


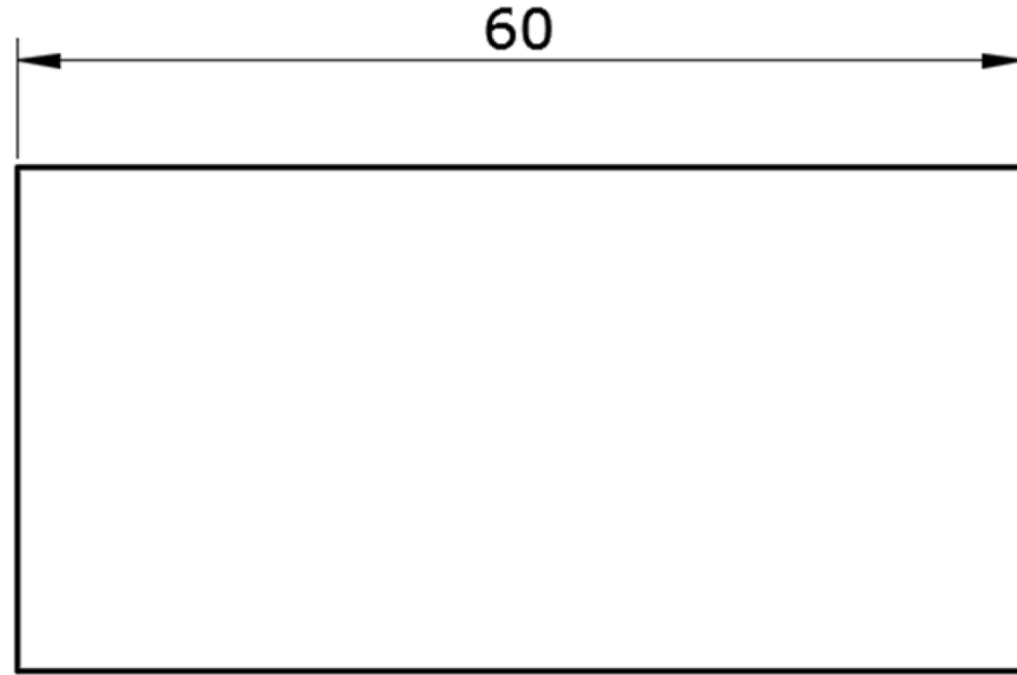


# Linear (Doğrusal)

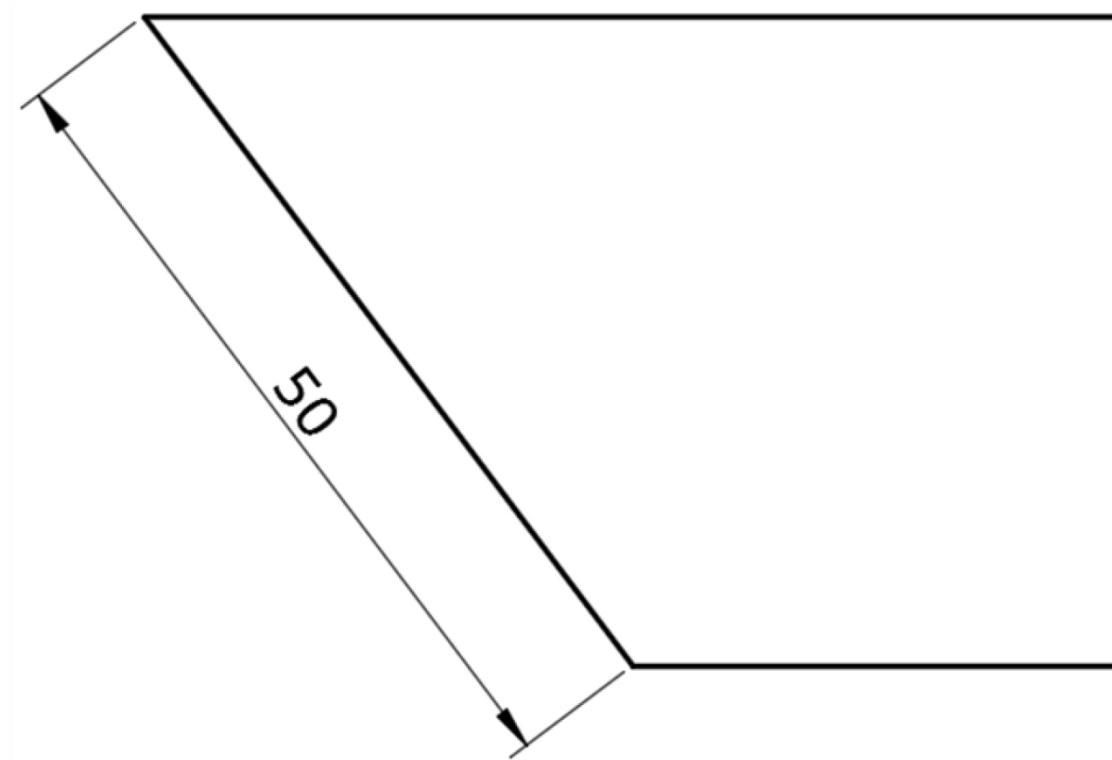


Nesnenin Kendisini Seçerek Yatay Ölçülendirme

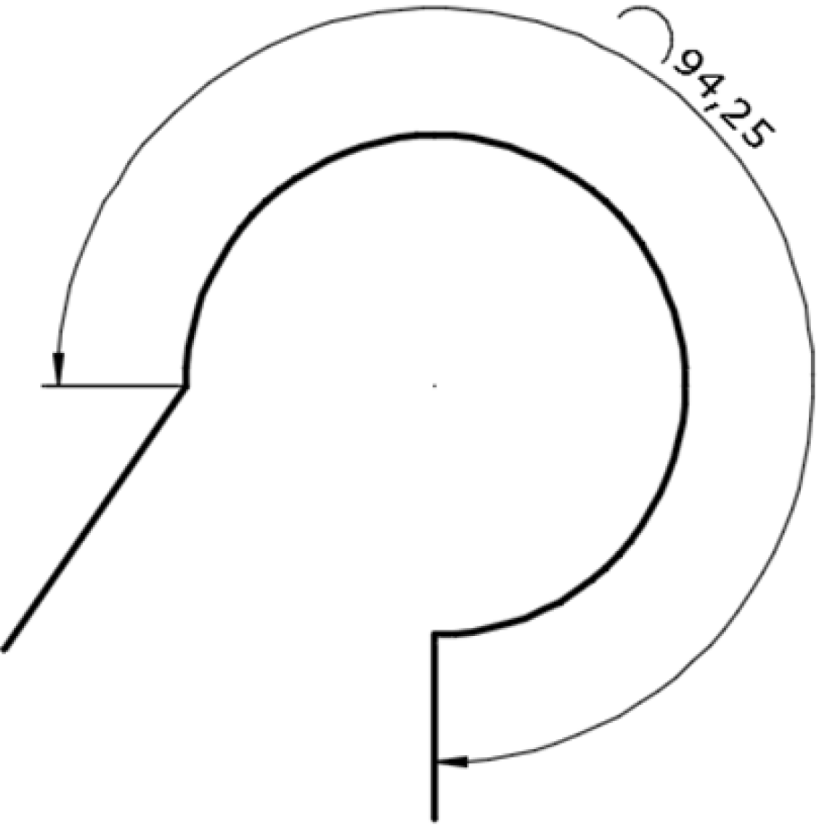




# Aligned (Paralel)



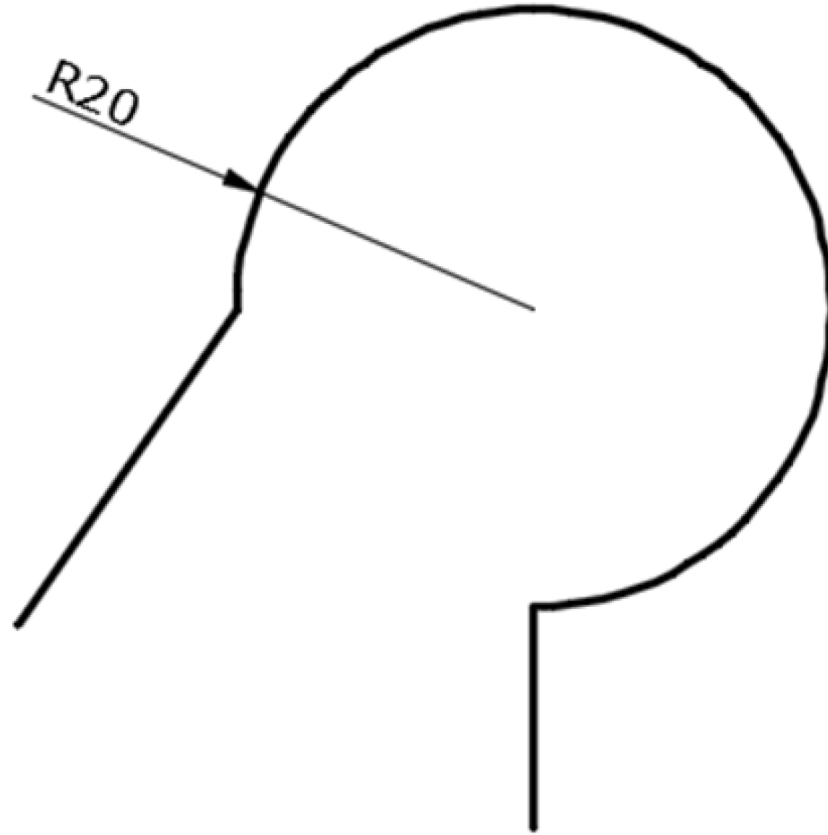
# Arc Length (Yay Uzunluğu)



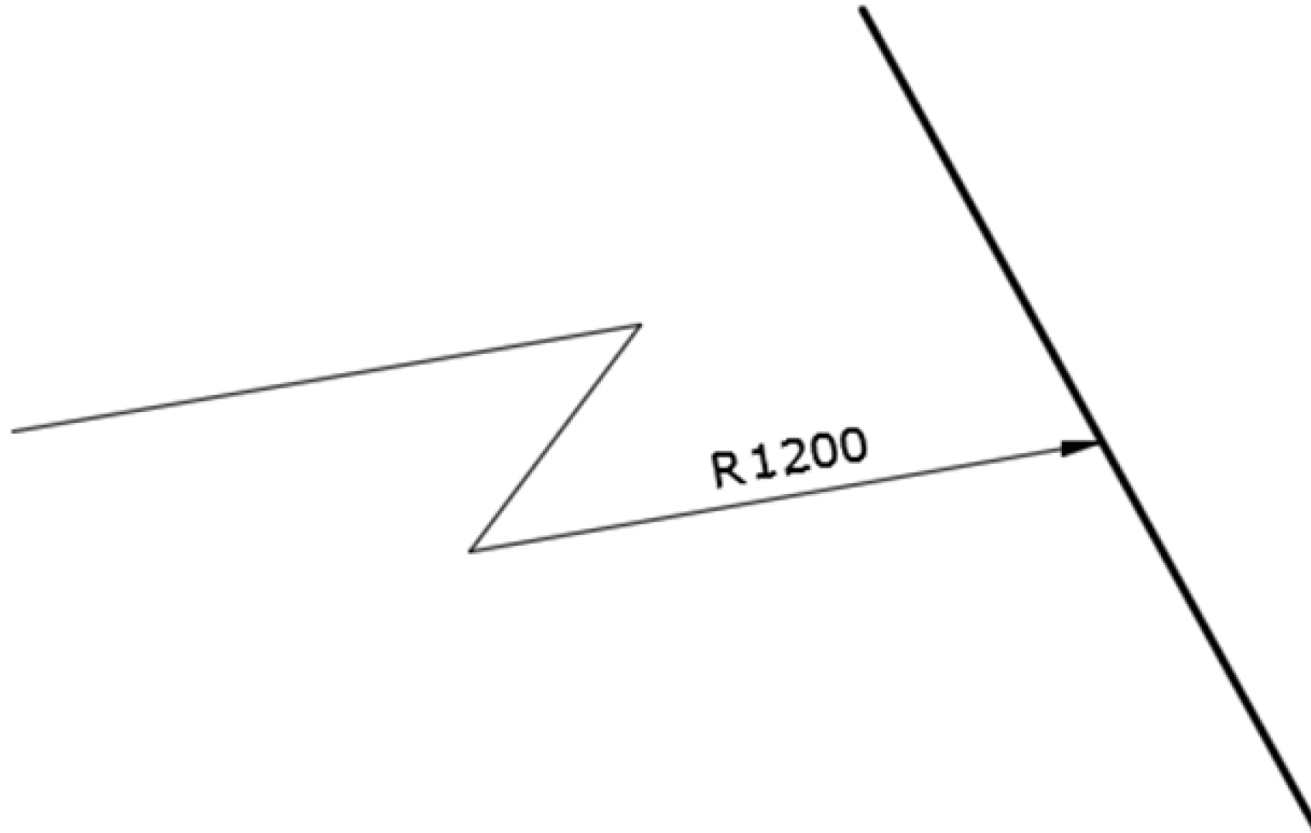
# Ordinate (Koordinat)

Ordinate komutu, orijin noktasına göre X ve Y koordinatlarını ölçülendirmek için kullanılır. İmleç X eksenini doğrudan doğruya çekilerek tıkladığında Y eksenini doğrudan doğruya çekilerek tıkladığında X koordinatlarını yazar.

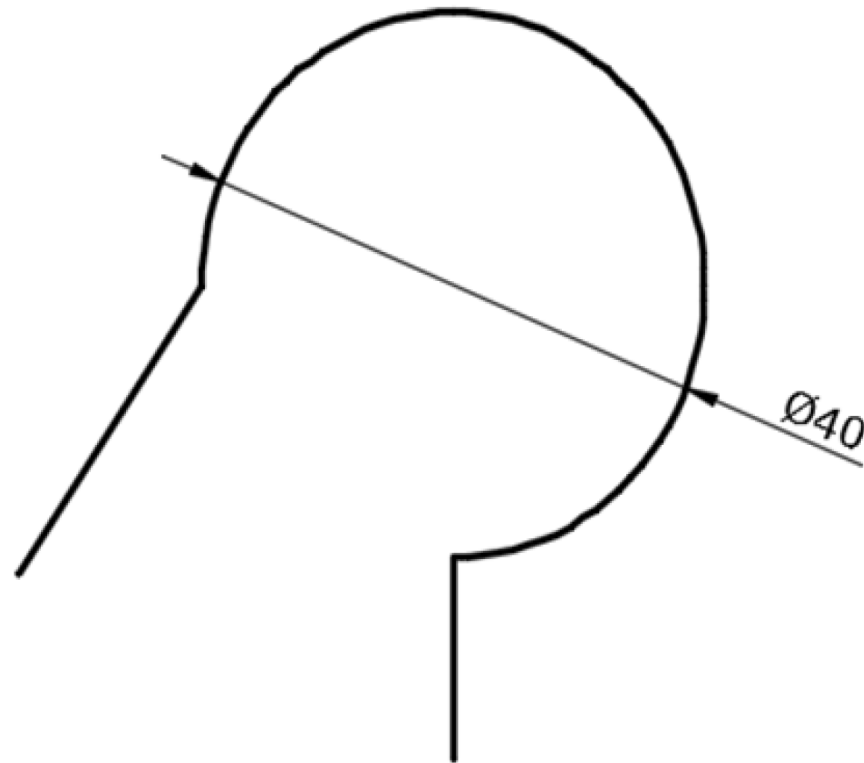
# Radius (Yarıçap)



# Jogged (Zigzag)

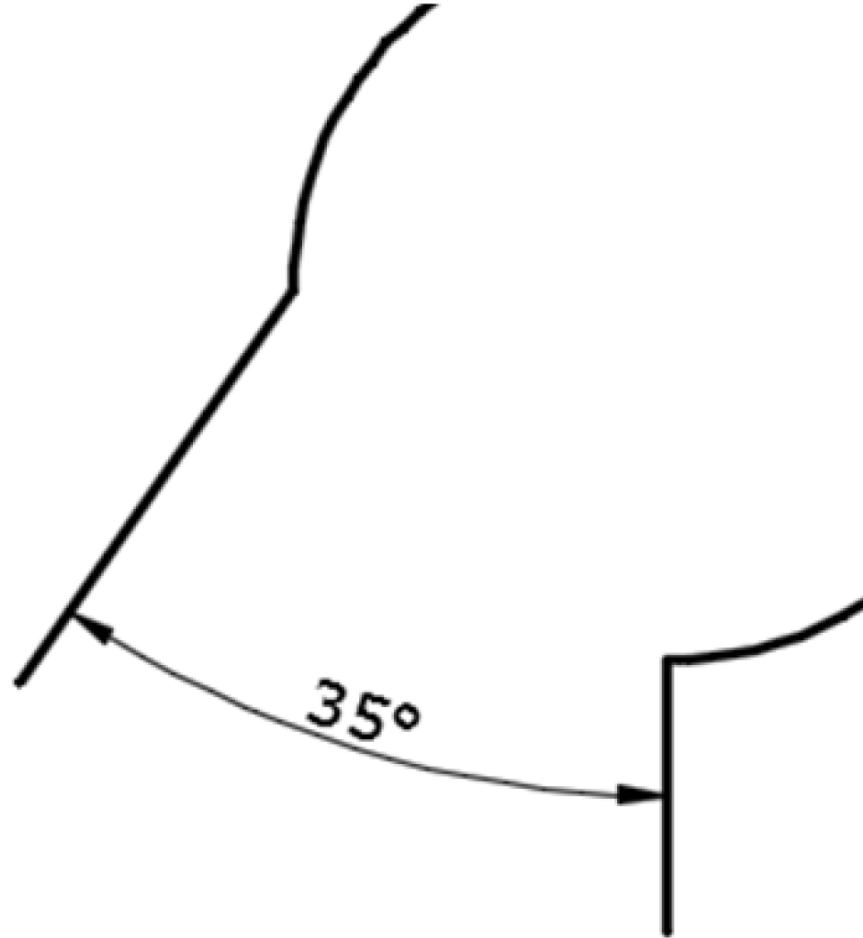


# Diameter (Çap)

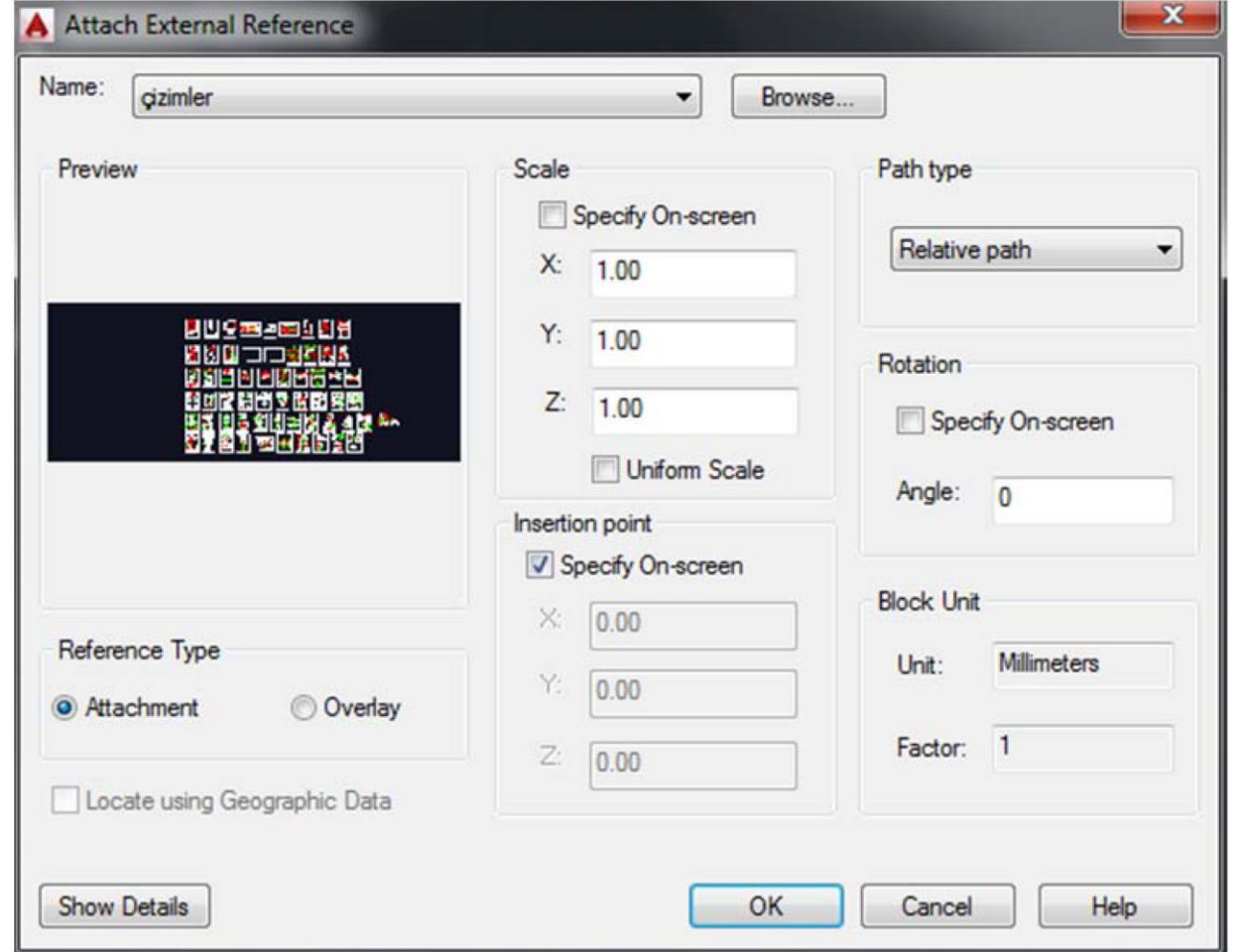
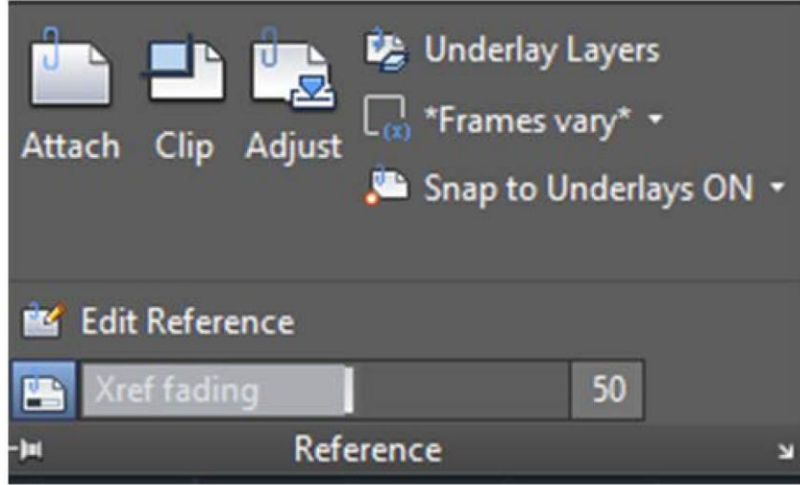




# Angular (Açı Ölçülendirme)



# Harici Referanslar



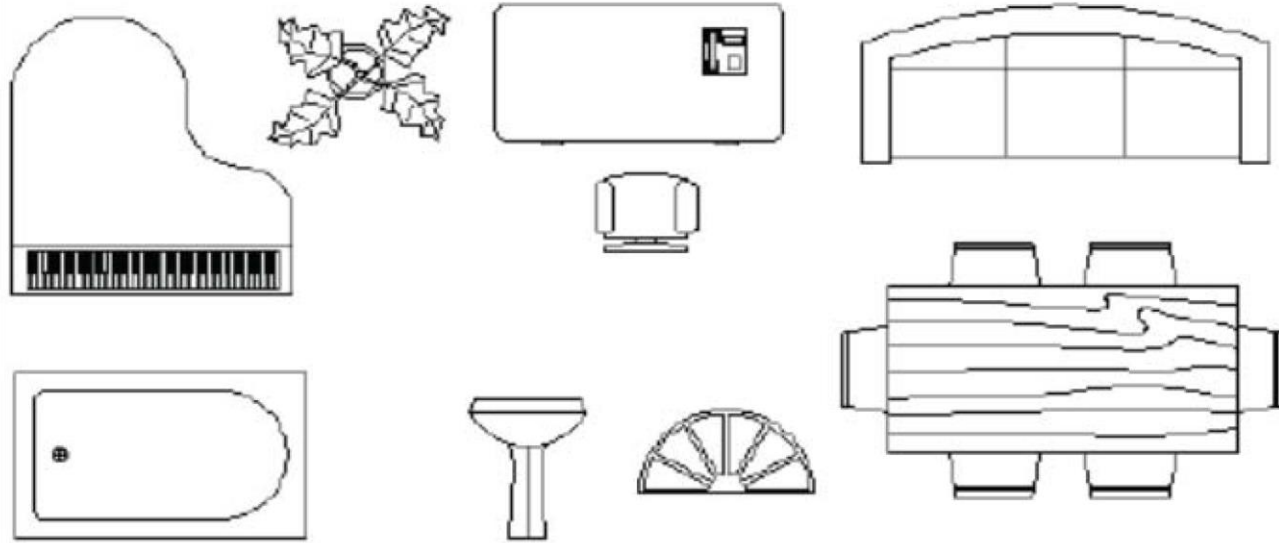
Attach Clip Adjust Underlay Layers  
\*Frames vary\*  
Snap to Underlays ON

Edit Reference

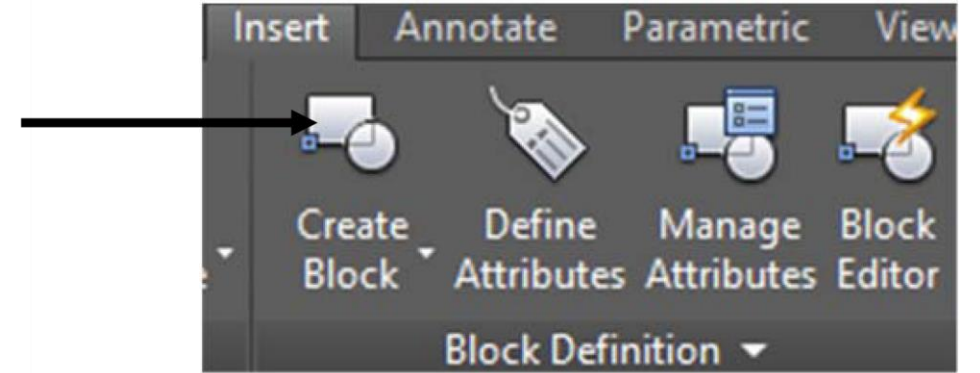
Xref fading 50

Reference

# Bloklar



Mimari bloklara örnekler




**Block Definition**

Name:

**Base point**

Specify On-screen

 Pick point



X:

Y:

Z:

**Objects**


Specify On-screen

 Select objects 

Retain

Convert to block

Delete

 No objects selected

**Behavior**

Annotative

Match block orientation to layout

Scale uniformly

Allow exploding

**Settings**

Block unit:

Open in block editor

**Insert**

Name:

**Path:**

Locate using Geographic Data

**Insertion point**

Specify On-screen

X:

Y:

Z:

**Scale**

Specify On-screen

X:

Y:

Z:

Uniform Scale

**Rotation**

Specify On-screen

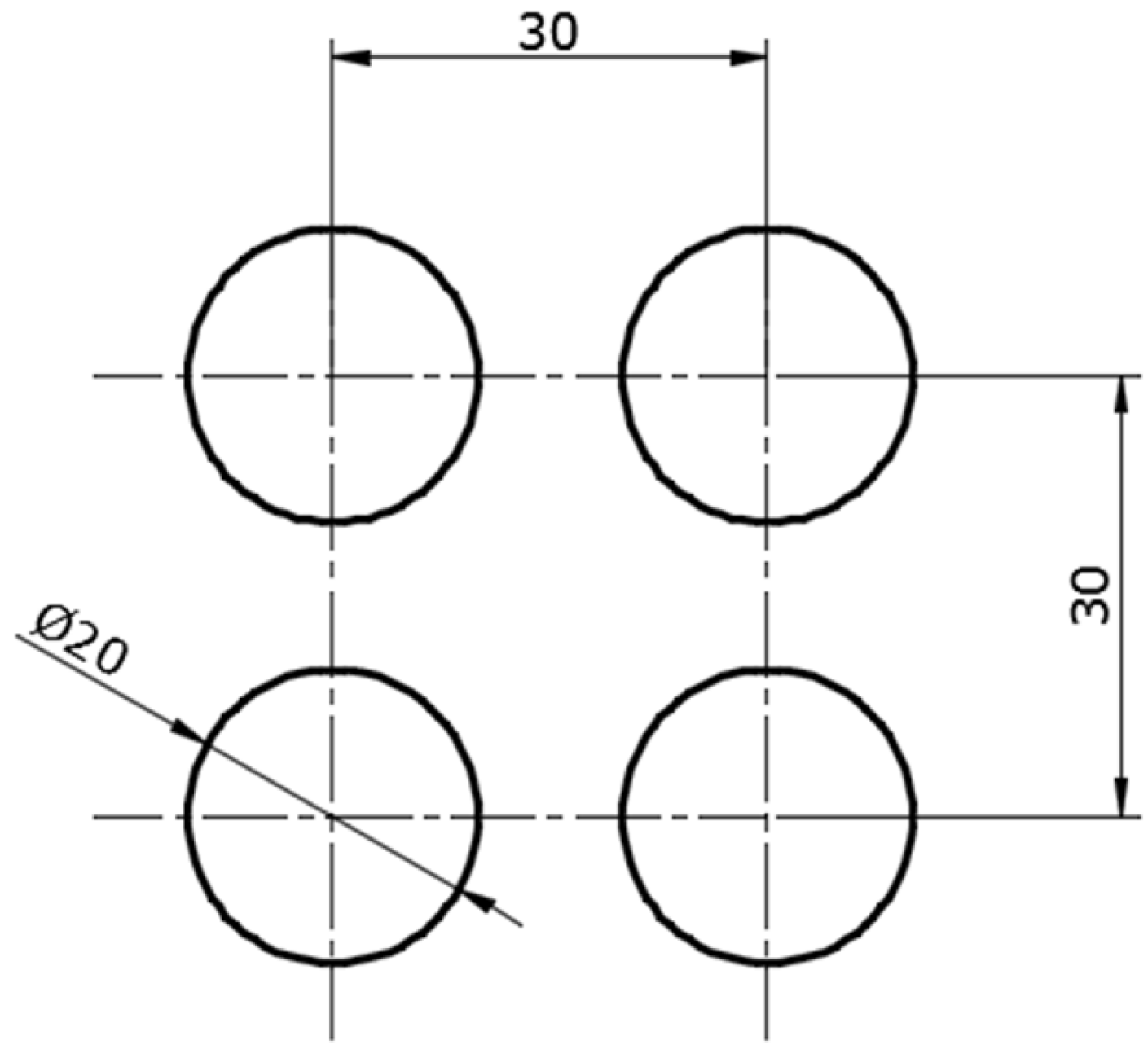
Angle:

**Block Unit**

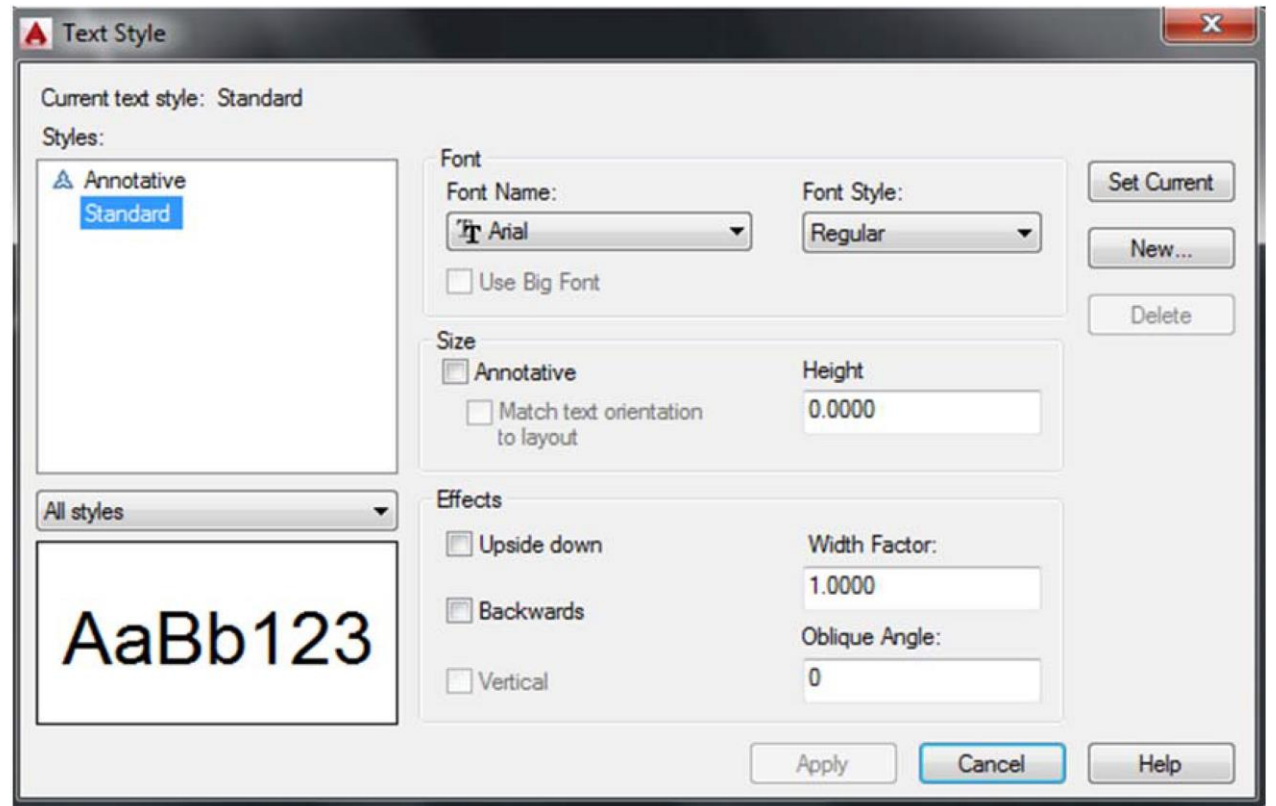
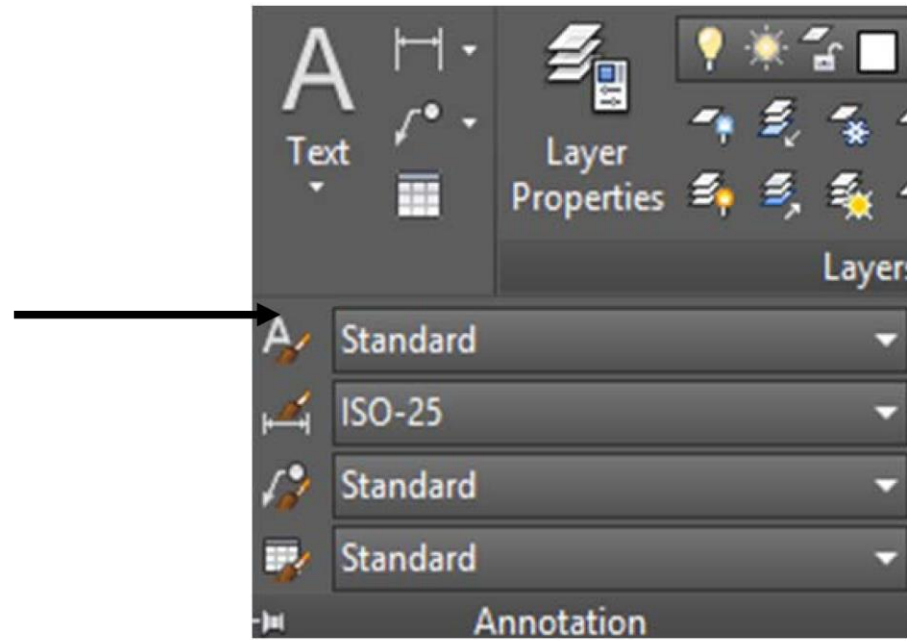
Unit:

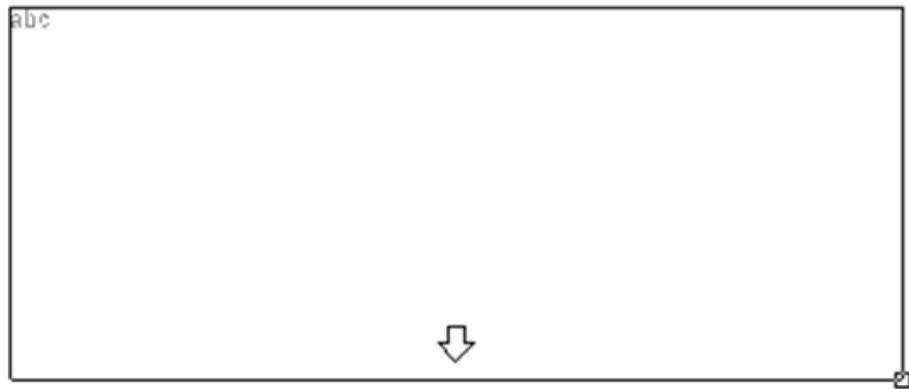
Factor:

Explode



# Metin





Specify o

