GETTING STARTED
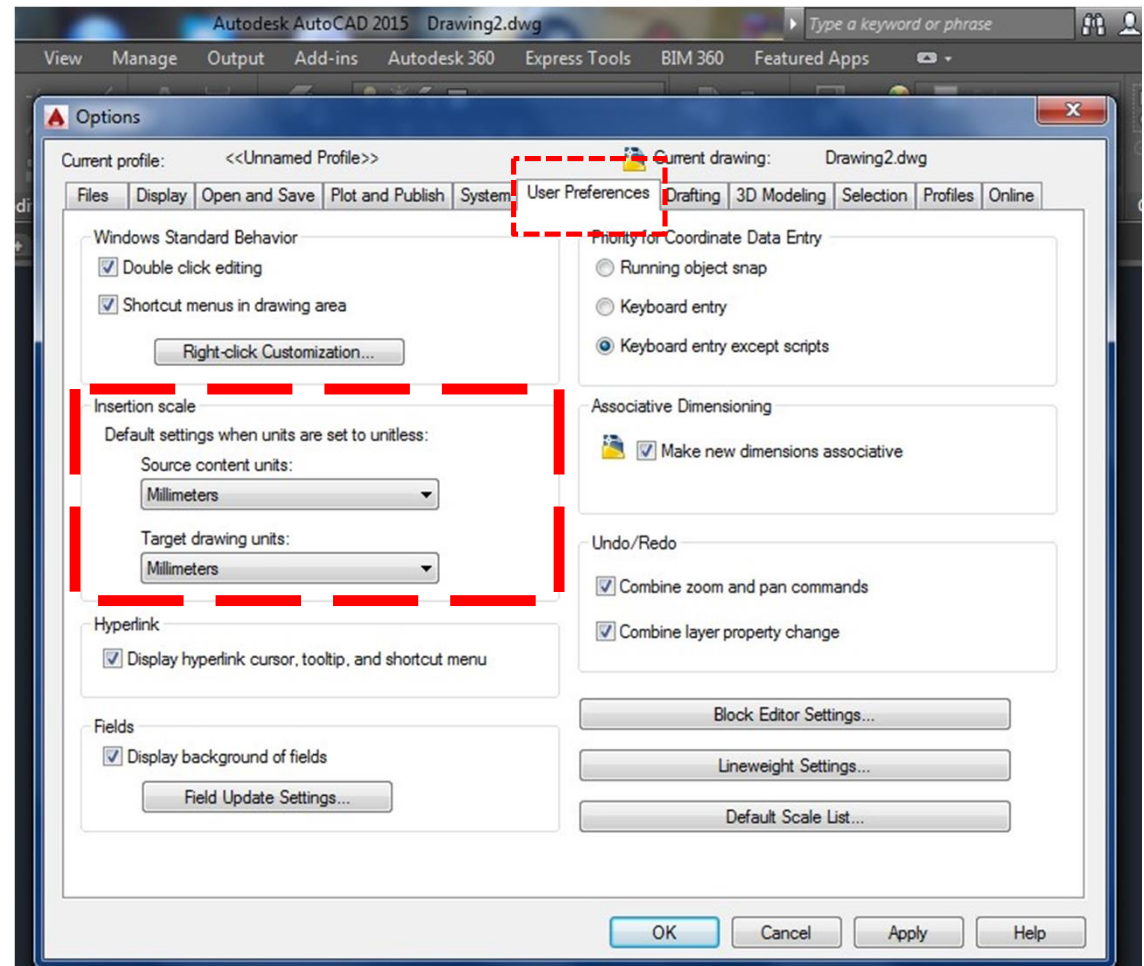##)UNITS - CONTINUED(
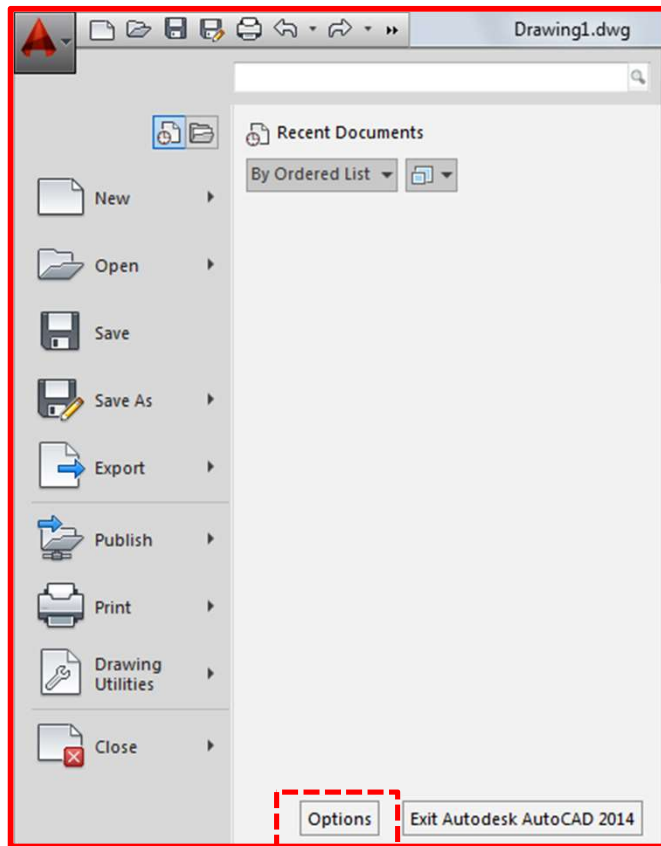
GETTING STARTED
)CIRCLE(

CIRCLE

⊘ ▾ CIRCLE Specify center point for circle or [3P 2P Ttr (tan tan radius)]:
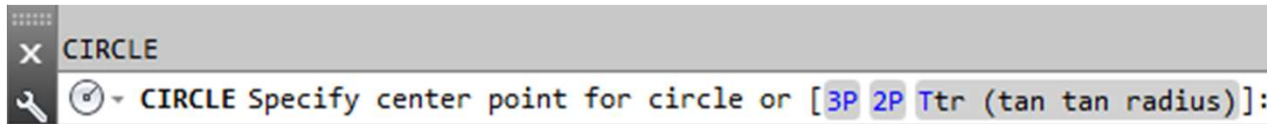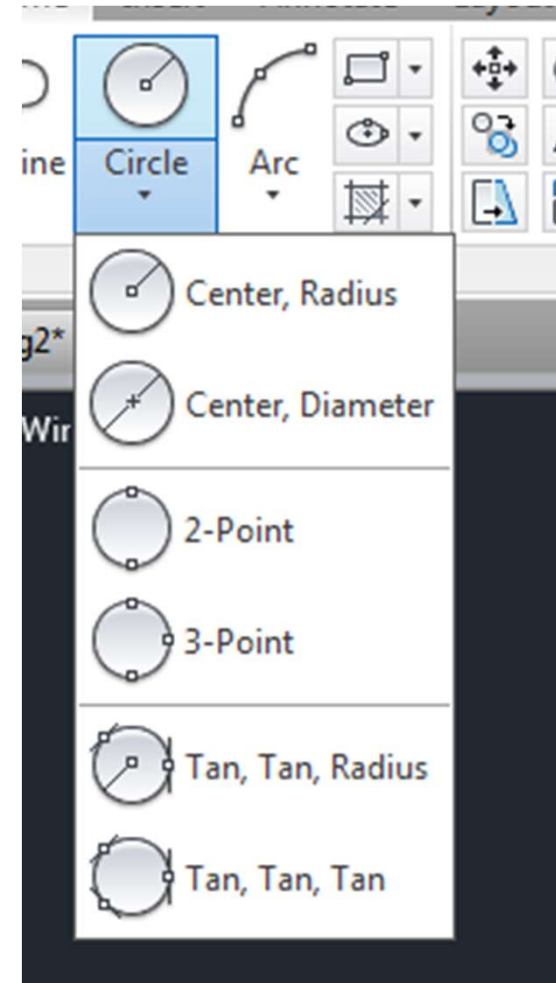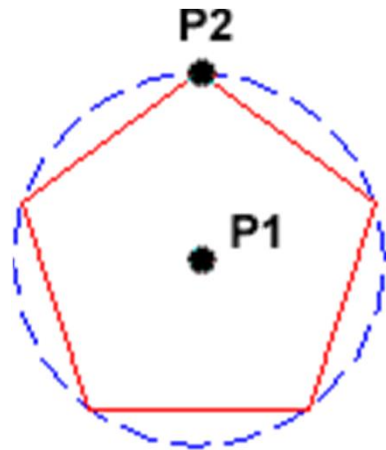
:CIRCLE

The **CIRCLE** command allows you to create circles that originate from a single center **P)**, that **2**points**(**2 point, that pass through **P)**, or that are **3**points**(**3 pass through tangent to two elements **(TAN TAN .(RADIUS**
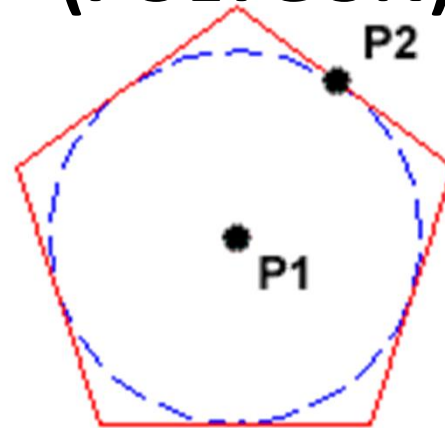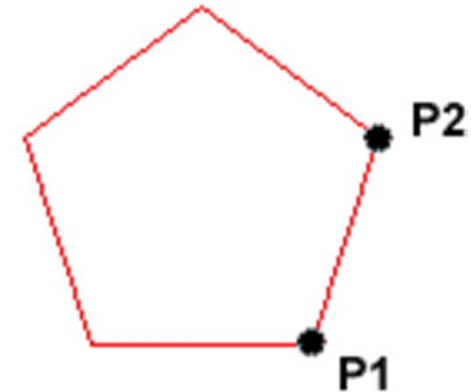
ine Circle Arc

- Center, Radius
- Center, Diameter
- 2-Point
- 3-Point
- Tan, Tan, Radius
- Tan, Tan, Tan

GETTING STARTED
(POLYGON)

I Inscribed   **C** Circumscribed   **E** Edge

Inscribed in the circle: in AutoCAD using this method; drawn polygon, a circle as though we think it will be in the apartment.

Circumscribed about circle: in AutoCAD Using this method, the polygon will be drawn, will be outside the circle.

→There is a sub-command at the AutoCAD **EDGE Polygon** object. The meaning of this sub-command, will be drawn by entering the length of the side can create a polygon object.
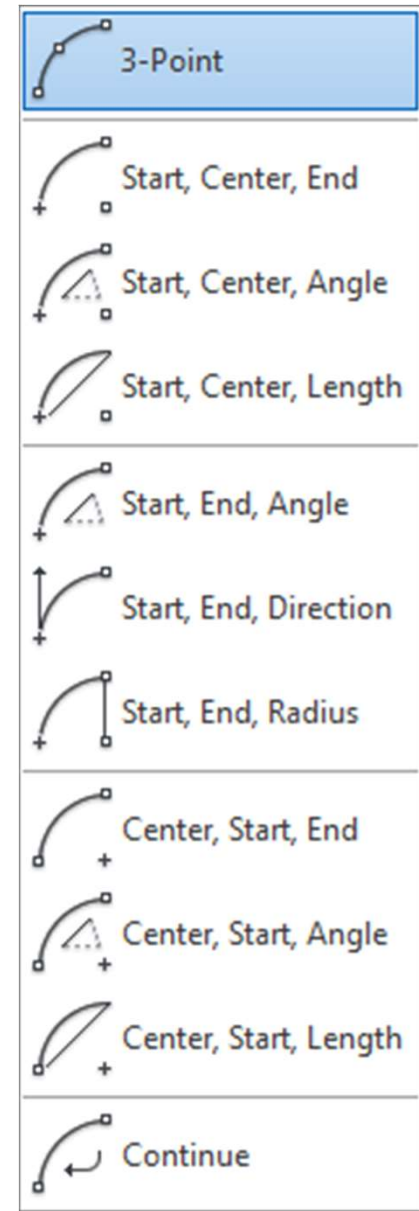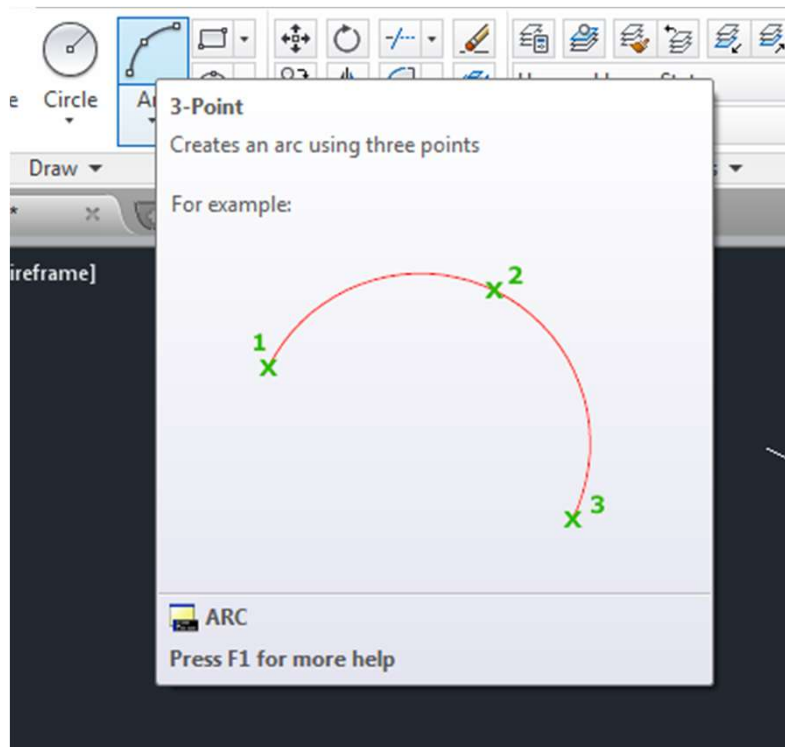
GETTING STARTED
)ARC(

Arc creation direction: Counter-clockwise (hold Ctrl to switch direction).

ARC Specify start point of arc or [Center]:

:ARC

To create an **ARC**, you can specify combinations of: center, endpoint, start point, radius, angle, chord length, and direction values.

3-Point
Creates an arc using three points

For example:

ARC
Press F1 for more help

3-Point

Start, Center, End

Start, Center, Angle

Start, Center, Length

Start, End, Angle

Start, End, Direction

Start, End, Radius

Center, Start, End

Center, Start, Angle
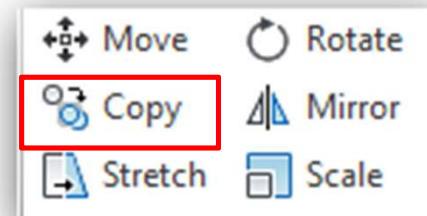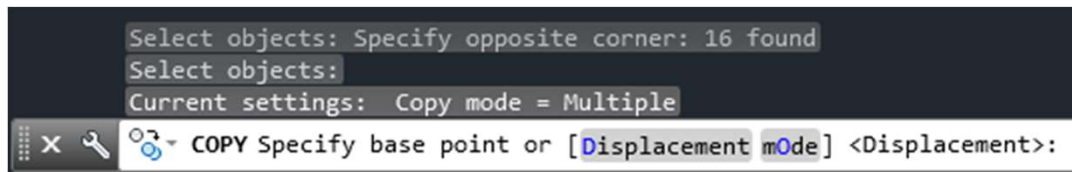
Center, Start, Length

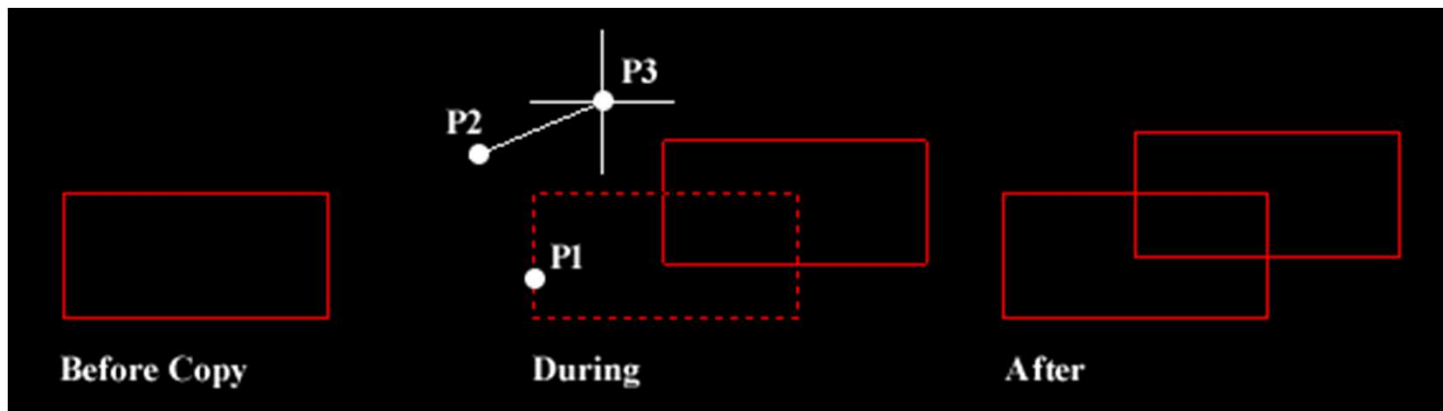Continue

COPY / MOVE

:The <u>COPY</u> command

The **Copy** command can be used to create one or more duplicates of any drawing
object or objects which you have previously created.
Copy is a very useful and time-saving command because you can create very
complex drawing elements and then simply copy them as many times as you like.

```
Select objects: Specify opposite corner: 16 found
Select objects:
Current settings:  Copy mode = Multiple
x  ⚒  ○↗ ⌄ COPY Specify base point or [Displacement mOde] <Displacement>:
```

In command : COPY <enter> or
"shortcut "CO

✛ Move	⟳ Rotate
Copy	⚞ Mirror
Stretch	Scale

Before Copy   During   After

TRIM / EXTEND

The **TRIM** command allows you to shorten an entity to an intersection or remove a
.section of an entity between two intersections