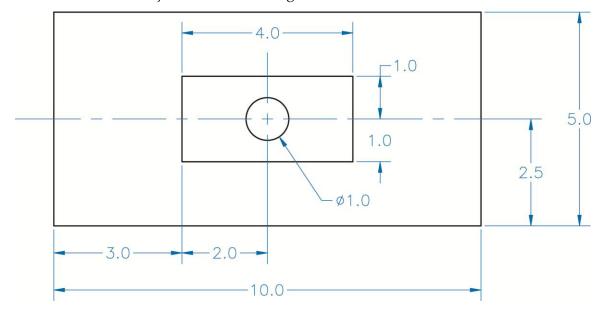
AutoCAD and Its Applications BASICS

Exercise 26-4

- 1. Continue from Exercise 26-3 or start AutoCAD.
- 2. Start a new drawing from scratch or use a decimal-unit template of your choice. Save the drawing as EX26-4.
- 3. Draw the objects shown in the figure.



- 4. Create a block named SHUTTER from the two rectangles and circle. Open the block in the **Block Editor**.
- 5. Insert a linear parameter along the top of the inner rectangle. Pick the endpoints of the rectangle when inserting the parameter.
- 6. Assign a scale action to the linear parameter. Select the inner rectangle, circle, and linear parameter as the objects to which the action applies.
- 7. Use the **Independent** option to set the center of the circle as the base location.
- 8. Enter the **Test Block Window**.
- 9. Select the block to display grips. Move the parameter grip around to see the scale change dynamically.
- Close the **Test Block Window** and make changes to the block if the objects did not scale as expected.
- 11. Retest the block if you made changes.
- 12. Save the block and exit the **Block Editor**.

- 13. Insert the block into the current drawing.
- 14. Enable dynamic input if it is not already enabled. Select the block to display grips. Select either of the linear parameter grips and type 6 in the distance field.
- 15. Resave and close the file.
- 16. Keep AutoCAD open for the next exercise, or exit AutoCAD if necessary.