Chapter 29 Review

Plotting Layouts

**Name:** **Click here and type your name**

Click in the shaded area and type your answer for each question. Use the [Tab] key to move from one answer field to the next.

 1. Name the two types of content that are brought together to create a complete drawing.

Click here and type your answer

 2. What commands can you use to modify the boundary of a floating viewport?

 3. Explain how to create a polygonal viewport.

 4. How can you convert an object created in paper space into a floating viewport?

 5. How do you activate a floating viewport?

 6. How can you tell that a viewport is active in paper space?

 7. How do you reactivate paper space after activating a floating viewport for editing?

 8. How does the scale you assign to a floating viewport compare with the drawing scale?

 9. To what value should the CELTSCALE, PSLTSCALE, and MSLTSCALE system variables be set so that the LTSCALE value will be applied correctly in both model space and paper space?

 10. Viewport edges may cut off the drawing when the viewport is correctly scaled. List three options to display the entire view.

 11. Why should you lock a viewport after you adjust the drawing in the viewport to reflect the proper scale and view?

 12. Give an example of why you would hide objects in a floating viewport without removing the viewport.

 13. What is a plot stamp?

 14. If you make changes to the page setup using the Plot dialog box, how can you save these changes to the page setup so that the changes apply to future plots?

 15. Give at least two reasons why you should always preview a plot before sending the information to the plot device.