Chapter 30 Review

Annotative Objects

**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. What are annotative objects?

Click here and type your answer

 2. Explain the practical differences between manual and annotative object scaling.

 3. Identify at least four types of objects that you can make annotative.

 4. How do you set text scale, including spacing, width, and paragraph settings, to adjust automatically according to the current annotation scale?

 5. Explain why it is important for the viewport scale to match the annotation scale.

 6. Which MSLTSCALE system variable setting should you use so you do not have to calculate the drawing scale factor when entering an LTSCALE value?

 7. Name the command used to update text properties according to the current properties of the text style on which the text is drawn.

 8. What is an annotative object representation?

 9. Describe the result of setting the ANNOAUTOSCALE system variable to a value of 4.

 10. Explain the effect of turning annotation visibility on and off.