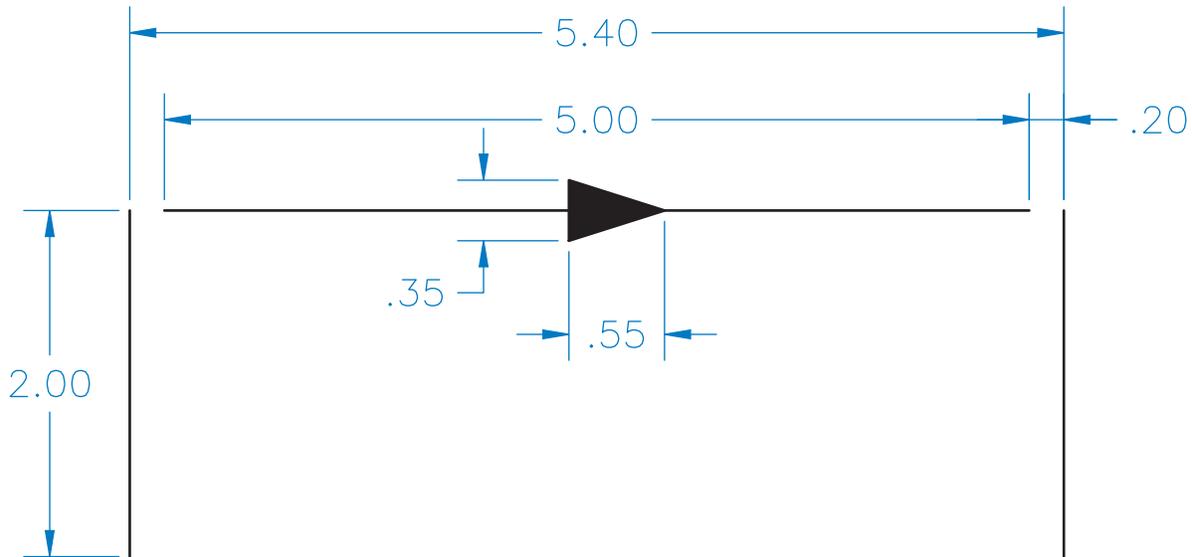


## Exercise 27-2

1. Continue from Exercise 27-1 or start AutoCAD.
2. Start a new drawing from scratch or use a decimal-unit template of your choice. Save the drawing as EX27-2.



3. Draw the objects shown in the figure. Do not include the dimensions.
4. Create a block named **FLOW GATE** and open it in the **Block Editor**.
5. Insert a linear parameter labeled **START GATE**. Pick the bottom endpoint of the left vertical line for the start point and the top endpoint of the same line for the endpoint.
6. Insert a second linear parameter and label it **END GATE**. Pick the bottom endpoint of the right vertical line for the start point and the top endpoint of the same line for the endpoint.
7. Assign a stretch action to each of the parameters. Associate each action with the parameter grip at the top of the corresponding line. For each action, create a stretch frame around the top of the corresponding line and select the line as the object to which the action applies.
8. Insert a rotation parameter labeled **FLOW GATE**. Specify the midpoint of the horizontal line as the base point. Specify a default rotation angle of 0.
9. Assign a rotate action to the **FLOW GATE** parameter. Select the horizontal line and the arrow as the objects to which the action applies.

*(Continued on the next page)*

10. Insert a lookup parameter and assign a lookup action to the parameter. Create a lookup table with the following parameters and values. Confirm that the table is set to allow reverse lookup.

| Input Property |          |           | Lookup Property |
|----------------|----------|-----------|-----------------|
| START GATE     | END GATE | FLOW GATE | Lookup          |
| 2.0000         | 2.0000   | 0         | 0°              |
| 1.7600         | 2.2400   | 5         | 5°              |
| 1.5500         | 2.4500   | 10        | 10°             |
| 1.3500         | 2.6500   | 15        | 15°             |

11. Enter the **Test Block Window**.
12. Select the block to display grips. Pick the lookup parameter grip and select a lookup record from the shortcut menu. Repeat this step to display all four of the lookup records.
13. Close the **Test Block Window** and make changes to the block if the object does not perform as expected.
14. Retest the block if you made any changes.
15. Save the block and exit the **Block Editor**.
16. Insert the block into the current drawing and select it to display grips.
17. Select the lookup parameter grip. Select a lookup record from the shortcut menu. Repeat this step to display all four of the lookup records.
18. Resave and close the file.
19. Keep AutoCAD open for the next exercise, or exit AutoCAD if necessary.