Chapter 14 Review

Polyline and Spline Editing Tools

**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 command and option required to turn three connected lines into a single polyline.

Click here and type your answer

 2. When you enter the Edit vertex option of the PEDIT command, where does AutoCAD place the “X” marker?

 3. If you change the starting and ending widths of a polyline using the Edit vertex option of the PEDIT command and nothing appears to happen, what should you do?

 4. Which PEDIT command option allows you to change the starting and ending widths of a polyline?

 5. Name the PEDIT command option used for curve fitting.

 6. How do you move the “X” marker to edit a different polyline vertex?

 7. Explain the difference between a fit curve and a spline curve.

 8. Compare a quadratic curve, cubic curve, and fit curve.

 9. Which SPLINETYPE system variable setting allows you to draw a quadratic curve?

 10. Explain how you can adjust the way polyline linetypes are generated using the PEDIT command.

 11. Describe how to use grips to stretch a straight polyline segment at the midpoint.

 12. Describe how to use grips to straighten a polyline arc.

 13. Name the command used to create a polyline boundary.

 14. Which Fit data option of the SPLINEDIT command allows you to add a sharp point to a spline?

 15. Identify the Edit vertex option of the SPLINEDIT command that lets you increase the number of control points appearing on a spline curve.

 16. Name the Edit vertex option of the SPLINEDIT command that controls the pull exerted by a control point on a spline.

 17. Name the SPLINE command option that allows you to turn a spline-fitted polyline into a true spline.

 18. Describe how to use grips to add a fit point to a control vertex spline.

 19. Describe how to use grips to remove a vertex from a control vertex spline.

 20. Which spline grip option allows you to add vertices relative to a selected vertex to fine-tune the spline?