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    | Nota di contenuto | Cover; Title Page; Copyright; Contents; Introduction; Chapter 1: Establishing the Foundation for Drawing Standards; Naming Standards for Projects and Files; Project Names; Filenames; Managing Standards with Drawing Templates; What Is a Drawing Template?; Units of Measurement and Format; Graphical and Named Objects; Organize Output with Layouts; Working with System Variables; Choosing a File Format for Your Drawings; Defining Plotter Configurations and Plot Styles; Configuring Output Devices; Using and Creating Plot Styles; Managing Plotter Configuration and Plot Style Files
Enforcing CAD StandardsDrawing Standards (DWS) Files (Windows Only); Configuring, Checking, and Fixing Drawing Standards (Windows Only); Translating Layers (Windows Only); Chapter 2: Working with Nongraphical Objects; Standardizing the Names of Nongraphical Objects; Layer Names; Other Object Names; Renaming Nongraphical Objects; Managing Object Properties with Layers; Setting the Default Properties for New Objects; Creating and Managing Layers; Significance of Colors; Defining Appearance with Linetypes, Lineweights, and Transparency; Controlling Output with Plot Styles
Accessing Layer SettingsGrouping and Filtering Layers; Creating and Using Layer States; Creating and Managing Annotation Styles; Text Heights; Text Styles; Dimension Styles; Table Styles; Multileader Styles; Annotative Styles and Annotation Scaling; Defining and Managing Other |

Nongraphical Objects; Removing Unused Nongraphical Objects; Chapter 3: Building the Real World One Block at a Time; Defining and Editing a Block Definition; Defining a Block Definition; Editing a Block Definition; Using the Block Editor; Using and Managing Block Definitions; Inserting or Replacing a Block Reference
Renaming and Purging Unused Block DefinitionsImporting or Exporting a Block Definition; Embedding Information in a Block Definition with Attributes; Adding an Attribute Definition; Inserting a Block Definition with Attributes; Editing Attribute Values and Properties in a Block Reference; Redefining Block Definitions with Attribute Definitions; Using Fields with Attributes; Adding Dynamic Properties to a Block Definition; Using Parameters to Modify Geometry in a Block Definition (Windows Only); Associating an Action with a Parameter (Windows Only); Creating a Lookup Table (Windows Only)
Defining Visibility States (Windows Only)Inserting and Modifying Dynamic Blocks; Extracting Properties and Values from a Block Reference; Chapter 4: Manipulating the Drawing Environment; Getting Started with Drawing-Environment Customization; Customizing the AutoCAD Startup Process; Specifying Application Preferences; Customizing the Elements in the Drawing Window; Configuring Command and Dynamic Input; Command Input Search Options; Command Input History; Dynamic Input; Creating and Modifying Command Aliases; Defining Command Aliases; Defining External Commands (Windows Only)
Adding Synonym and AutoCorrect Entries (Windows Only)

Sommario/riassunto	Make AutoCAD your own with powerful personalization options Options for AutoCAD customization are typically the domain of administrators, but savvy users can perform their own customizations to personalize AutoCAD. Until recently, most users never thought to customize the AutoCAD platform to meet their specific needs, instead leaving it to administrators. If you are an AutoCAD user who wants to ramp up personalization options in your favorite software, AutoCAD Platform Customization: User Interface and Beyond is the perfect resource for you. Author Lee Ambrosius is recognized a