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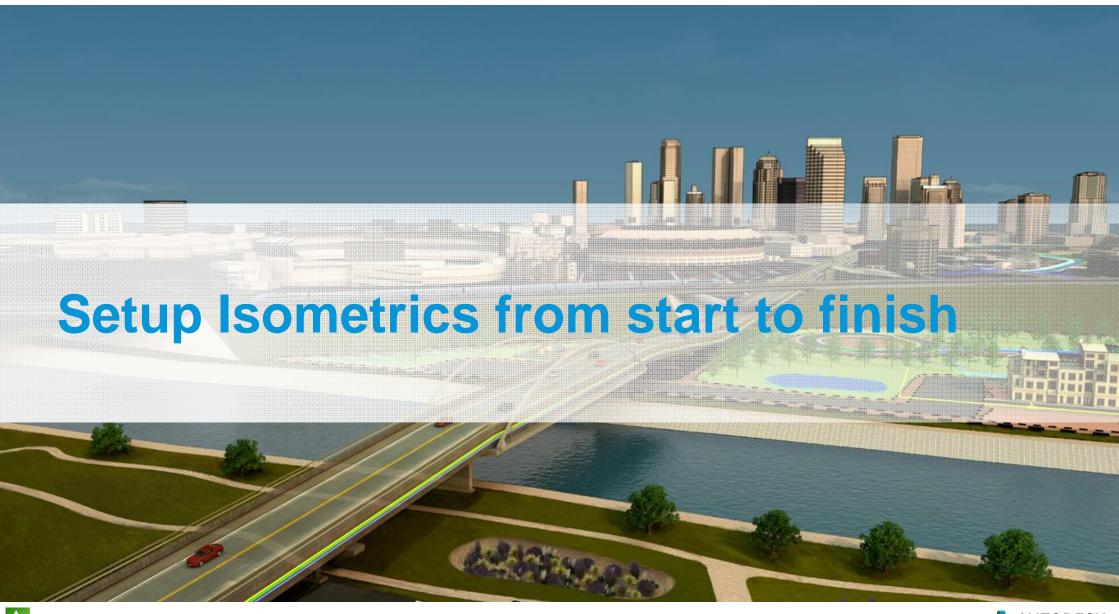


Key learning objectives

At the end of this class, you will be able to:

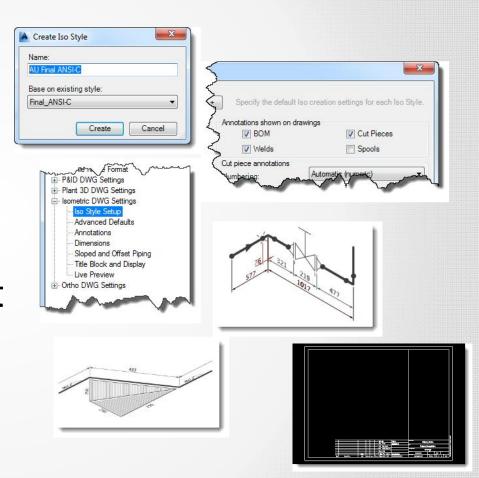
- Setup Isometrics from start to finish
- Use Tips & Tricks outside the User Interface
- Use your own Isometric Symbols
- Setup your title block





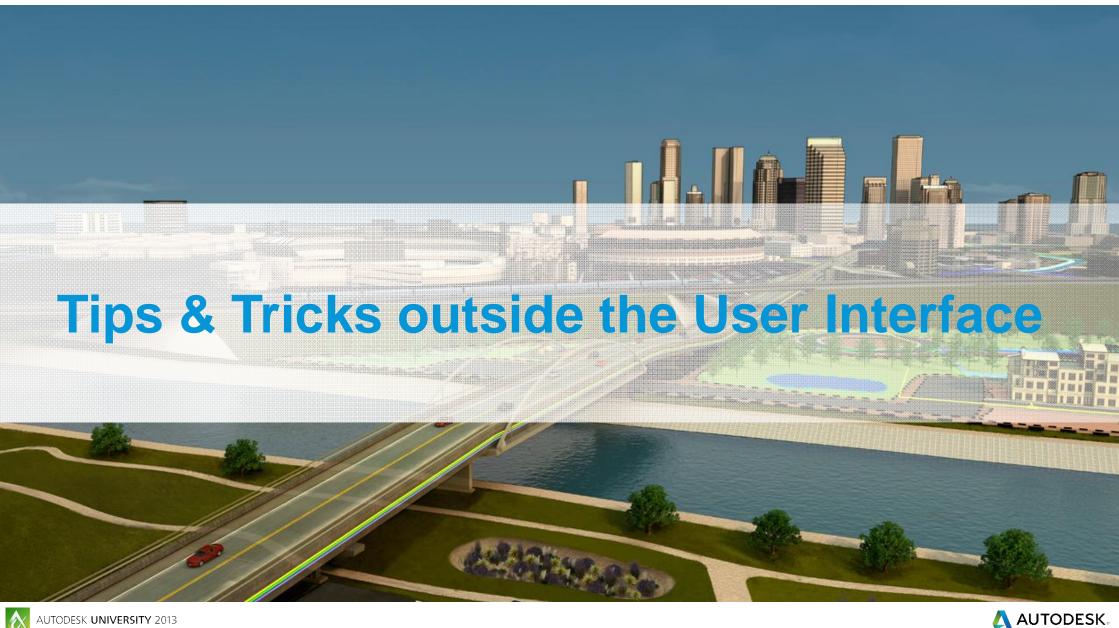
Setting up Isometrics from start to finish

- Create your own Iso-Style
- Configure general settings
- Setup "Advance Defaults"
- Adapt Annotations
- Check Dimensioning
- Define Sloped/Offset layout
- Modify Frame/Title Block





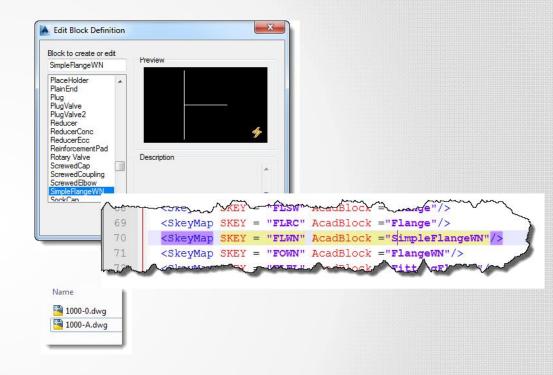




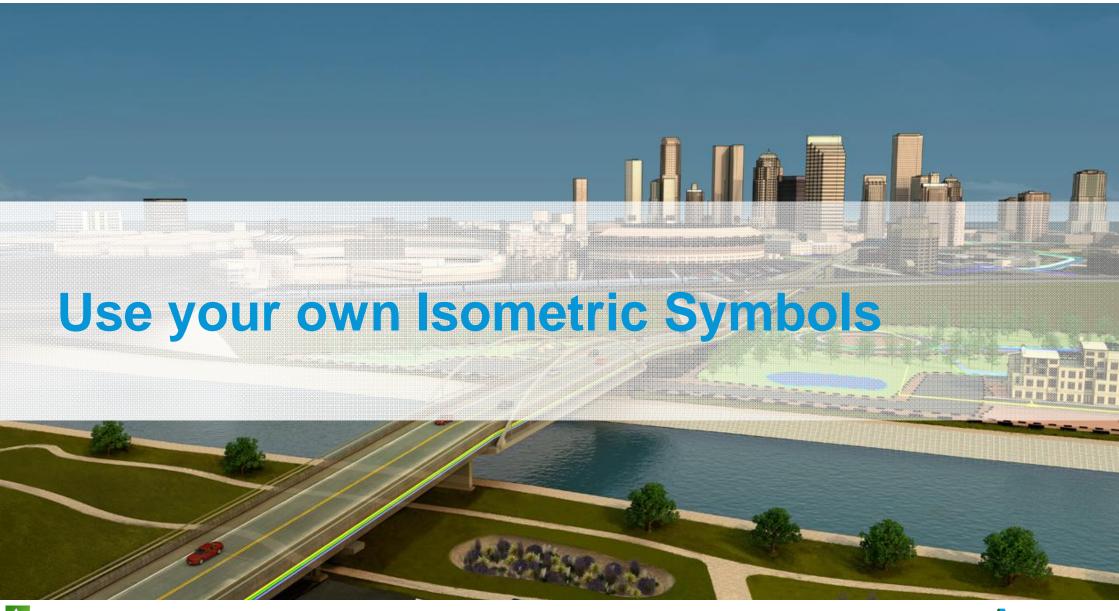
Tips & Tricks outside the User Interface

- Global Files
 - IsoSymbolStyles.dwg
 - IsoSkeyAcadBlockMap.xml

- Files of an Iso-Style
 - IsoConfig.xml
 - Iso.dwt



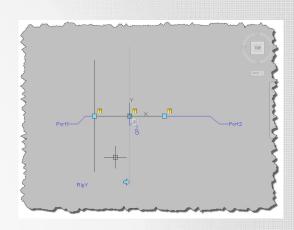




Use your own Isometric Symbols

- Copy existing Symbol
- Change/Draw the new Symbol
- Check Dynamic functions
- Set relation-ship for SKEY/Blockname
- Use new SKEY if necessary





```
SkeyMap SKEY = "FLRC" AcadBlock ="Flange"/>

SkeyMap SKEY = "FLRC" AcadBlock ="Flange"/>

SkeyMap SKEY = "FLWN" AcadBlock ="SimpleFlangeWN"/>

SkeyMap SKEY = "FOWN" AcadBlock ="FlangeWN"/>

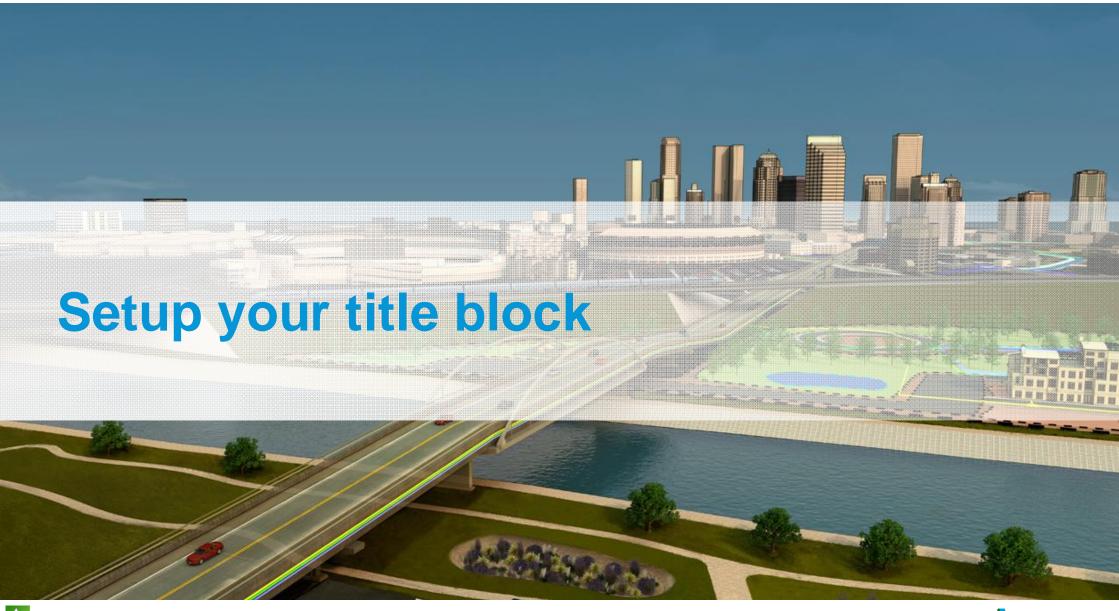
SkeyMap SKEY = "FOWN" AcadBlock ="FlangeWN"/>

SkeyMap SKEY = "FOWN" AcadBlock = "FlangeWN"/>

SkeyMap Skey = "FlangeWN"
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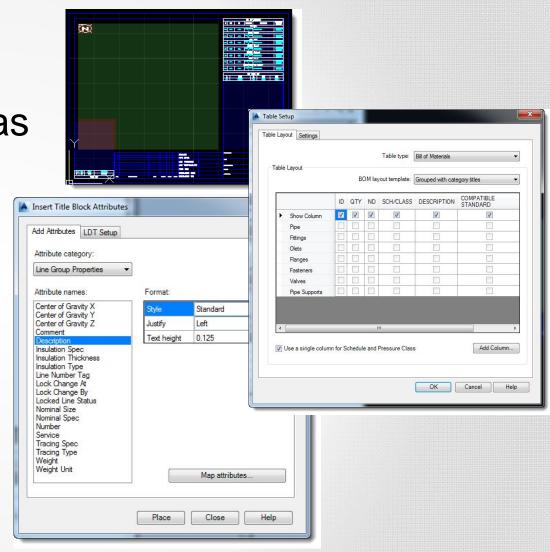






Setup your title block

- Define Draw/No-Draw Areas
- Position Tables
- Setup Tables (e.g. BOM)
- Configure Title Block





Class summary

- Start with your own Iso-Style
- Modify your Iso-Style
- Got to the IsoConfig.xml if necessary
- Create and Map your own symbols



