

This is arial text style

**This is hatten text style**

This is narrowroman t

This is hand text style

## Chapter 8:

### Annotation Styles

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In this chapter you learn how to create Text Styles, Dimension Styles and Multileader Styles.

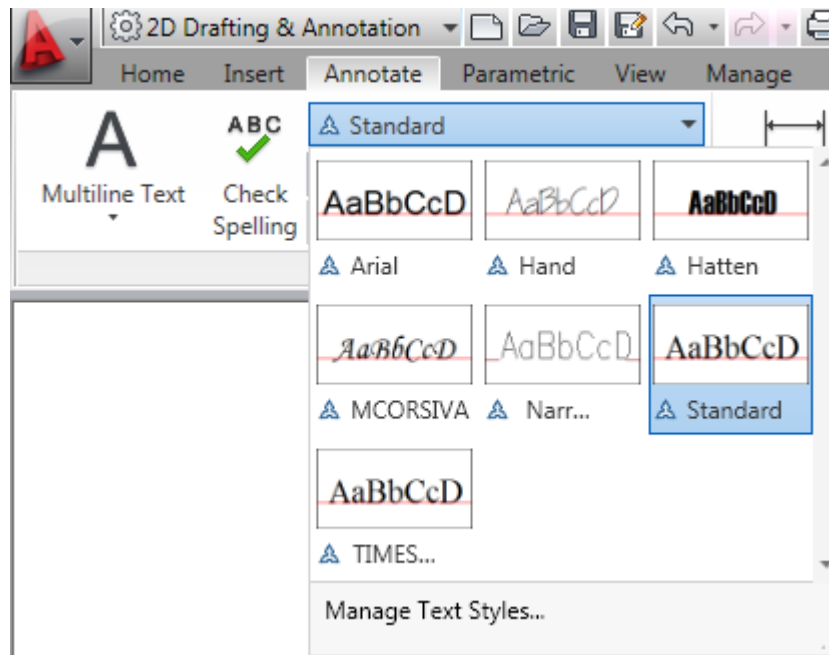
This chapter introduces:

- Creating Text Styles
- Creating Dimension Styles
- Creating Multileader styles

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
## 8.1 Creating Text Styles

When you add text to your drawing, it uses the properties (height, font, etc.) of the current *text style*, as shown in Figure 8-1. Text Styles should be created in the template files so that everyone on the same project uses the same styles. You can create a new style by assigning the height, width and slant to a text font, or to a typeface design.




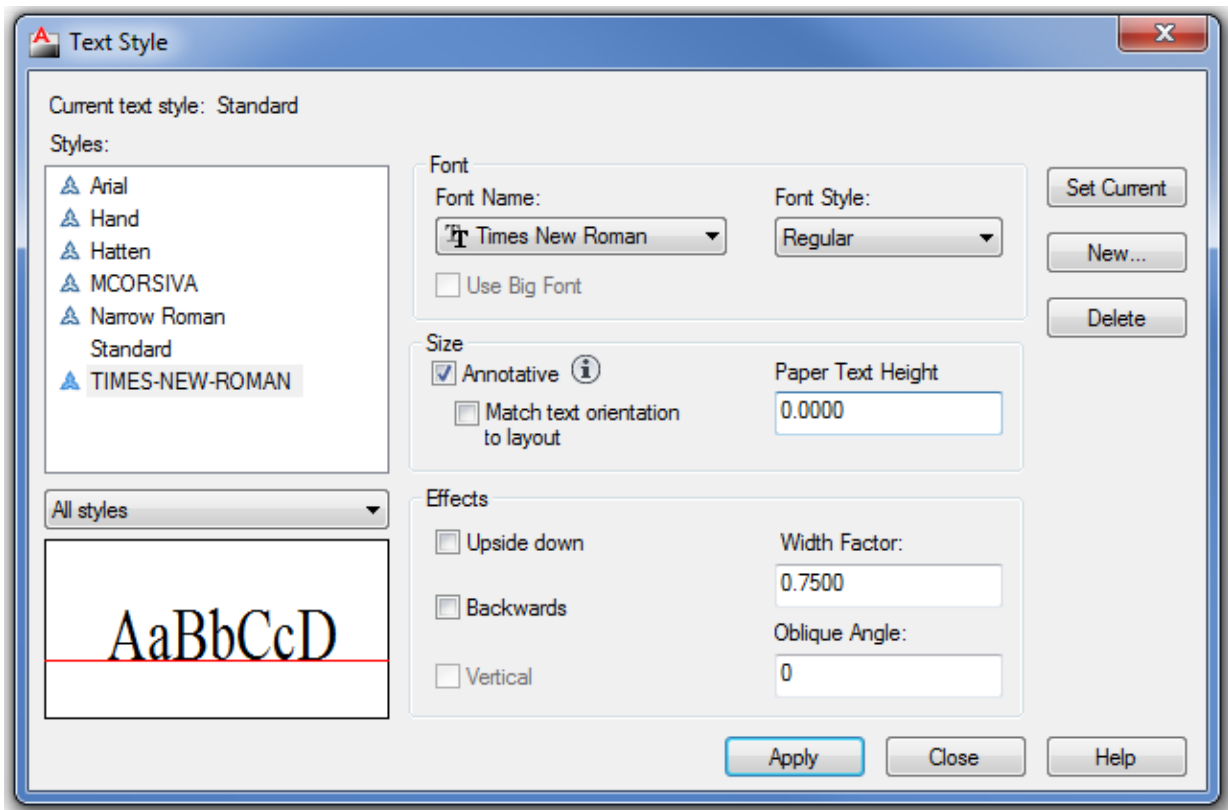
**Figure 8-1**

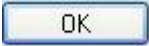
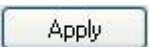
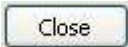
- AutoCAD is supplied with just two default styles, called **Standard** and **Annotative**. You can create as many other styles as needed.
- AutoCAD is supplied with a variety of font files for creating different styles of text. There are two different types of fonts: Truetype fonts (used by most Microsoft Windows programs) and AutoCAD shape fonts. You can use the fonts that AutoCAD installs or other Truetype fonts that were installed with Windows.
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 <b>Text Style</b>	
<b>Ribbon:</b>	Home tab> Annotation panel or <i>Annotate</i> tab>Text panel>Text Styles list>Manage Text Styles or  in the <i>Annotate</i> tab>Text panel
<b>Command prompt:</b>	styles or ST

**How To: Create a Text Style**

1. Start the **Text Style** command.
2. In the Text Style dialogue box shown in Figure 8-2, click  . The new style will take on the attributes of the current text style.

**Figure 8-2**

3. In the New Text Style dialog box, type a new name and click .
4. Expand the Font name drop-down list, select a font (you can see what the font looks like in the *Preview* area of the dialogue box). For some fonts, you can also specify a font style (bold, italic, etc).
5. Select the **Annotative** option if you want the text style to scale per viewport. You can also set a default height for the style, but this is typically left at **0** so that you can use one style for different-sized text.
6. In the *Effects* area, set up the desired properties.
7. Click  to continue working in the dialogue box or  to close the dialogue box. The style created is now the current style.

■ You can change the current style in the Text Style Control in *Home* tab>Annotation Panel , the *Annotate* tab> Text panel, or the *Text Editor* contextual tab>Style panel when you have started the **Multiline Text** command.

■ You can change the style of existing text by selecting the text object and clicking the desired style from the Styles toolbar.

■ If you modify an annotative style, you will need to use **annoupdate** to update any existing objects to match the revised annotative style.


## Style Effects

The effects are what make a text style different from just any font. You can define several text styles that use the same font but differ in width, oblique angle, etc.

<b>Width factor</b>	Defines the character width relative to the height. A width factor of <b>1</b> is the default. Numbers greater than one increase the width; numbers less than one decrease the width. Typical width factors are in the range of 0.8 to 1.5.
<b>Oblique angle</b>	Allows you to slant the lettering. Positive values incline the top of the text to the right; negative values slant it to the left. Typical obliquing angles range from +10 to -10. Angles of +30 and -30 are commonly used to label isometric drawings.

- Text is normally placed horizontally in a drawing. Vertical, upside-down, or backward text orientation may also be defined when creating text styles.

## Notes on Text Styles

- The *Preview* shows what your text style will look like. It shows all the effects of a text style except the height.
- To rename a text style, double-click on the same style name. In the edit box type the new name.
- To delete a text style that you no longer need, highlight it in the list and click . It will only delete if it is not in use.
- Some TrueType fonts can be either filled or outlined. To have them filled in your drawing, you need to set the **TextFill** system variable to **ON (TextFill = 1)**.
- **Match Properties** (in the *Home* tab>Clipboard panel) is a useful command for copying the style from one piece of text to other text in your drawing.

## Practice Exercise 8-1: Creating and Using Text Styles

standard style  
 arial text style  
 hand text style  
 hatten text style  
 narrowroman text

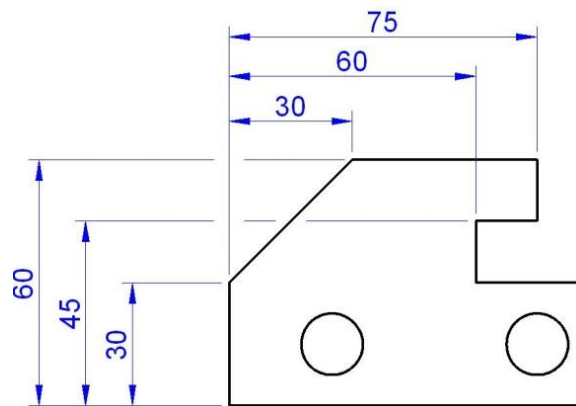
**Figure 8-3**

*In this practice you will define several new text styles, as shown in Figure 8-3. Estimated time for completion: 10 minutes. You will need to know how to use the multiline text command (from Stage 1) for this exercise.*

1. Open drawing **Stage 2 Exercise 8-1.dwg** from your class files folder, notice that the current text style is **Standard**.
2. Make the **Notes** layer current.
3. Switch to one of the layouts. Use **Multiline text** to place the text **The Standard Style** anywhere in the drawing. Zoom in if you need to see it.
4. Start the **Text Style** command. Modify the Standard Style and change the font name to **romans**. Click  and  . Notice how the text you just entered updated.
5. Stay in the Text Style dialogue box and click  .
6. Create a new style named **Title**. Set the *Font Name* to **Arial**, the *Font Style* to **Bold** and the *Width Factor* to **1.5**. Click  to save the changes.
7. Create another new text style named **Hand2**. Select **Cityblueprint** for the *Font Name*. Set the *Width Factor* to **1.5**. Click  to save the changes.
8. Create another new text style named **Dimensions**. Select **romans** for the *Font Name*. Set the *Width Factor* to **0.8**. Click  to save the changes and click  to close the Text Style dialog box.
9. Make each style current and then add text to the drawing using a text string to test the styles.
10. Set the current style to **Hand**.
11. Erase all text then save the drawing as **Stage 2 Exercise 8-1 Completed.dwg**.

## 8.2 Creating Dimension Styles

The dimension style controls all aspects of how your dimensions look (type and size of arrows, type of units displayed, text specifications, and text placement, etc.). You may need several styles in a drawing to show different information, as shown in Figure 8-4. For example, in mechanical drawings you may have one style with decimal units that shows two decimal places of precision, another that shows three decimal places and a third that shows both English and Metric units at the same time. The **Dimension Style** command opens the Dimension Style Manager where you can create and modify dimension styles.




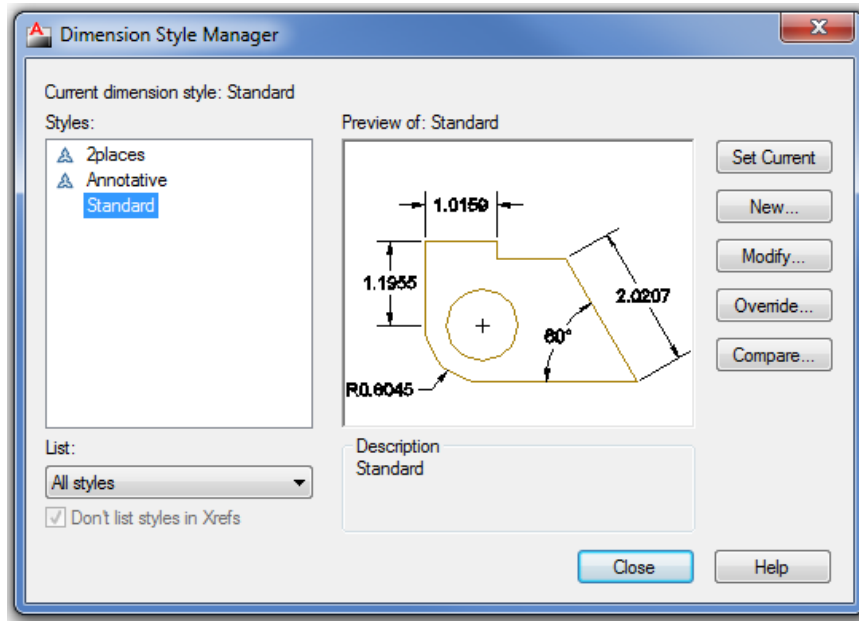
**Figure 8-4**

- You can set the current dimension style in the Dimension Style Control in the *Home* tab>Annotation Panel or *Annotate* tab>Dimensions panel.
- AutoCAD comes with a two default styles, called **Standard** and **Annotative**. You can create other styles as needed.

Dimension Style	
Ribbon:	Home tab> Annotation panel or  in the <i>Annotate</i> tab>Dimensions panel
Command prompt:	dimstyle

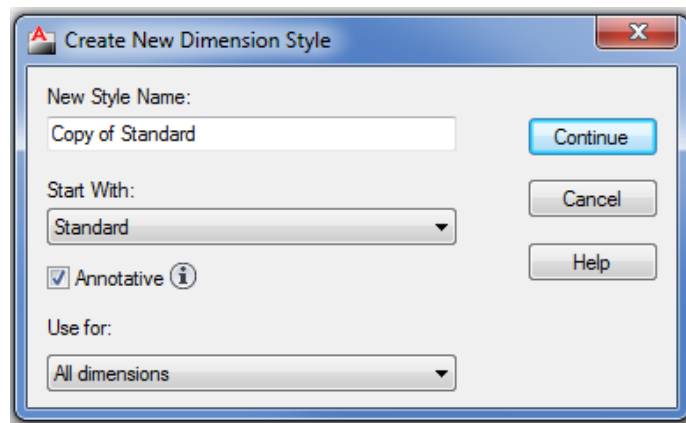
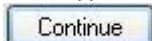
## How To: Create a Dimension Style

1. Start the **Dimension Style** command and click  in the Dimension Style Manager as shown in Figure 8-5.

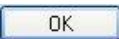
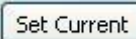
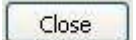


**Figure 8-5**

2. The Create New Dimension Style dialogue box will appear, as shown in Figure 8-6. In the *Start With* drop-down list, select the style to use as a template. In the *New Style Name* field, type a new style name and then select the **Annotative** option as needed. Click

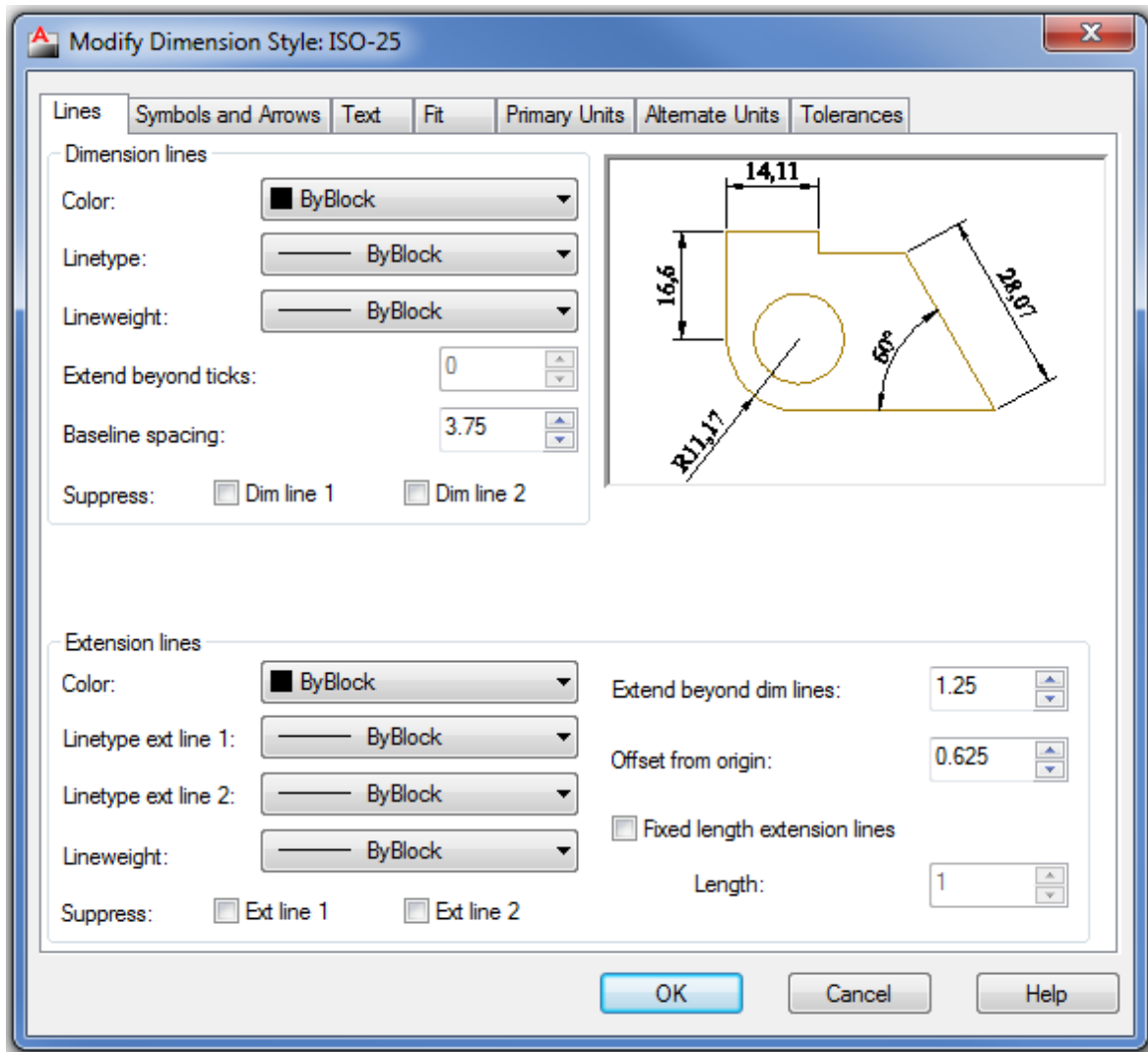


**Figure 8-6**

3. Modify the tabs as need (see the next pages for reference) and click .
  4. If you want to make the new style current, double-click on its name in the *Styles Area* or select it and click .
  5. Click .
- All distances and sizes specified for the dimension style should be the final plotted distance or size.

## Dimension Style Lines Tab

The *Lines* tab controls the appearance of the dimension lines and extension lines, as shown in Figure 8-7.

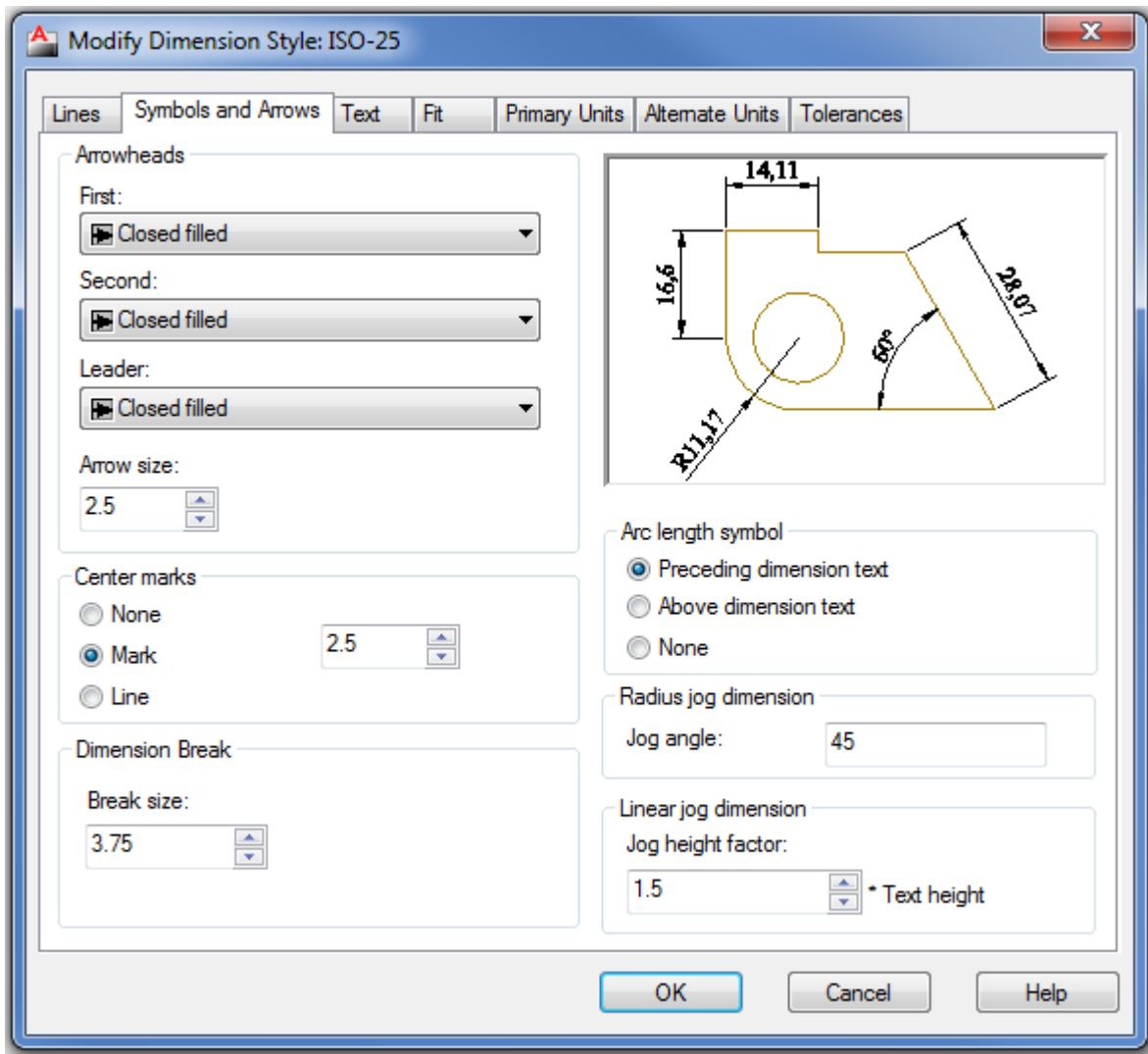


**Figure 8-7**

- If you expand one of the drop-down lists that does not contain numbers, you can scroll through it by rolling the wheel on the wheel mouse.
- *Colour* and *Lineweight* are set to **ByBlock** by default. This is essentially the same thing as **ByLayer**. The dimension elements will take on the colour and linetype of the current layer.
- *Extend beyond ticks* applies only if ticks are used rather than arrowheads.
- *Baseline spacing* applies to baseline dimensions applied with the **Baseline** tool or with **Quick Dimension**.
- *Offset from origin* controls the size of the gap between the object and the start of the extension line.
- *Fixed length extension lines* controls how far the line reaches from the dimension line towards the dimensioned object.

## Dimension Style Symbols and Arrows Tab

The *Symbols and Arrows* tab controls the style and size of arrowheads on the dimension lines and leaders, as well as other symbols, such as Centre marks (for circles and arcs) and the Arc length symbol, as shown in Figure 8-8.



**Figure 8-8**

- Note that the *leader* (used for radius, diameter, and angular dimensions) can have a different arrow style from the dimension lines.
- *Centre Marks* are used with Radius and Diameter dimensions, as well as the **Centre Mark** command.