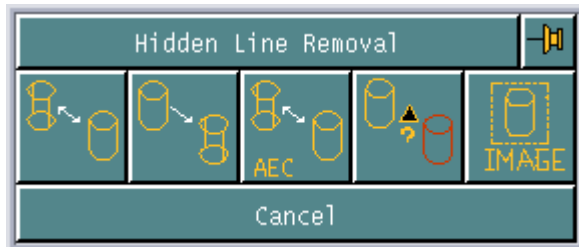


## Befehlsübersicht / Sichtbarkeiten



### Hidden-Line-Removal ( verdeckte Kanten ausblenden ) :

```
HIDE OBJect All Blank : view ...  
HIDE OBJect Blank : view ... ; MODEL ent ...  
UNHIDE OBJect All : view ...  
UNHIDE OBJect : view ... ; MODEL ent ...
```



### Im Drafting-Menü

### Schnitt-Darstellung :

```
DEFine SECTION Cutaway ... : view .. DRAW loc .. MODEL ent ...  
UNDEFine SECTION : view ...
```

### Kein Menü / keine Online-Dokumentation

### Z-Clipping :

```
DEFine CUTview Name ... : View origin ... View Corners ...  
REVISE CUTview ... : view ...
```



## Im Drafting-Menü

### Elemente "erasen" ( View-bezogen ausblenden ) :

```
ERase ENTity : MODEL ent ...      ( in einer View )
ERase ENTity : MODEL ent ... ; view ...  ( in mehreren Views )

ERase ENTity Edge : MODEL ent ...
ERase ENTity Edge : MODEL ent ... ; view ...

REEcho ENTity : view ... ; MODEL ent ...
REEcho ENTity ALLVIEWS : MODEL ent ...
REEcho ENTity Edge : view ... ; MODEL ent ...
```



## Im Drafting-Menü

### Liniendarstellung verändern ( komplettes Element ) :

```
CHANge APPEARance FONT FROM ANY TO font : MODEL ent ...
CHANge APPEARance FONT FROM ANY TO font ALLVIEWS : MODEL ent ...

ERase APPEARance FONT ANY : MODEL ent ...
ERase APPEARance FONT ANY ALLVIEWS : MODEL ent ...
```

### Liniendarstellung verändern ( nur Teilbereiche ) :

```
CHANge APPEARance INTERVAL BLANK ADD : MODEL ent d1
DRAW loc d2d3 ...
CHANge APPEARance INTERVAL BLANK ADD ALLVIEWS : MODEL ent d1
DRAW loc d2d3 ...

ERase APPEARance INTERVAL ANY : MODEL ent ...
ERase APPEARance INTERVAL ANY ALLVIEWS : MODEL ent ...

CHANge APPEARance INTERVAL FROM ANY TO font ADD : MODEL ent ...
CHANge APPEARance INTERVAL FROM ANY TO font SUB : MODEL ent ...
CHANge APPEARance INTERVAL FROM ANY TO font REP : MODEL ent ...
```

HIGHLIGHT...

Im ENTITY-Pulldown

### Parametrische / Explizite Elemente hervorheben :

HIGHLIGHT ENTity Explicit : MODEL ent ...

HIGHLIGHT ENTity Parametric : MODEL ent ...

BLANK/UNBLANK...

im ENTITY-Pulldown

### Elemente ausblenden / einblenden :

BLANK ENTity : MODEL ent ...

BLANK ENTity Edge : MODEL ent ...

UNBlank ENTity

MARK/UNMARK...

im ENTITY-Pulldown

### Elemente markieren ( Mark / Unmark ) :

MARK ENTity On : MODEL ent ...

MARK ENTity Clear : MODEL ent ...

### Temporäre Darstellungen ( Visibility ) / Aufbereitung zum Plotten :

#### Grid-Darstellung

ECHO GRID ON Snap / OFF Nosnap

#### CPL-Symbol

ECHO CPLane ON / OFF

#### View-Frames

ECHO FRAME ( Off )

#### Drawing-Entities

ECHO ENTITY DRAW ALL ON / OFF

#### TAG-Darstellung

ECHO TAG ON / OFF

#### Figur-Symbole

ECHO APPEARANCE SYMBOLS ON / OFF

#### Spez. Elemente (Nodal-Entities)

ECHO ENTITY ON CNOD / OFF CNOD

ECHO ENTITY ON TNOD / OFF TNOD

