

Standard Symbols (Blocks)

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OVERVIEW - SECTION 14.0


Denver Water has developed a customized set of symbols and blocks that shall be used when doing work with or for DW. When developing Civil plans, most of the symbols have already been applied to Civil 3D styles contained within the applicable DW templates [see [Section 10.0 – Drawing Templates \(DWTs\)](#)].

Symbols have also been developed as basic AutoCAD blocks; internally these blocks can be accessed through the tool palette [see [Section 15.0 – Tool Palettes](#)].

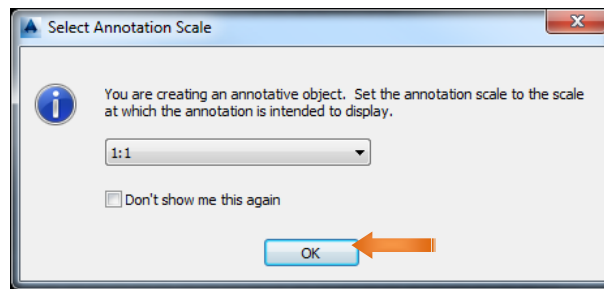
KEY POINTS

When using DW's standard symbols and blocks it is important to keep the following key points in mind: *Annotative Scaling, Dynamic Grips, Wipeout, and Attributes.*

ANNOTATIVE SCALING







Most blocks are intended to plot at the same size regardless of drawing scale. Blocks have been created to be annotative, which will automatically scale up or down based on the specified drawing/viewport scale. These blocks should not be scaled manually. An annotative feature can be easily recognized by the “scale” symbol  that appears when hovering over an object.

Click <OK> if the following pop-up appears when inserting a block:

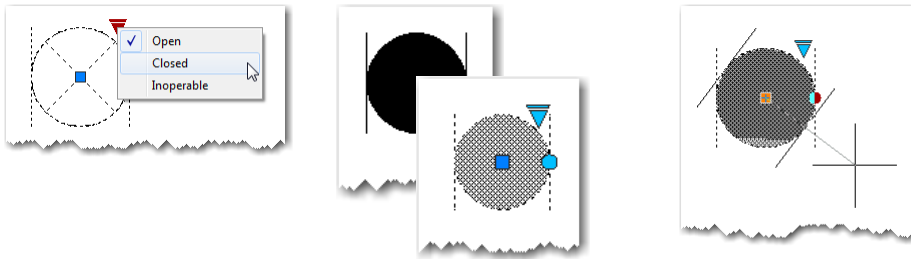


DYNAMIC GRIPS

Many blocks have dynamic properties that can be recognized by the additional grips. Use this table for descriptions of each Dynamic Grip and what they do:

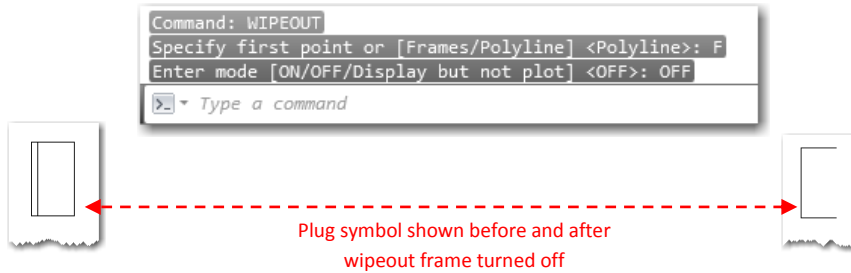
Grip Type		How the Grip Can Be Manipulated in a Drawing	Associated Parameters
Standard		Within a plane in any direction	Base, Point, Polar, and XY
Linear		Back and forth in a defined direction or along an axis	Linear
Rotation		Around an axis	Rotation
Flip		Click to flip the dynamic block reference	Flip
Alignment		Within a plane in any direction; when moved over an object, triggers the block reference to align with the object	Alignment
Lookup		Click to display a list of items	Visibility, Lookup

It is best to select the Visibility State before rotating or using other dynamic properties:



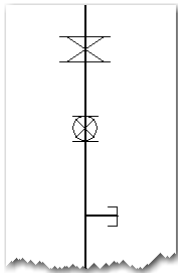
WIPEOUTS

Several symbols and blocks contain wipeouts that will plot if the frames are not turned off:

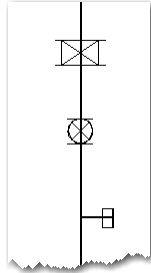


Symbols and blocks with wipeouts must be placed on top of linework to be effective:

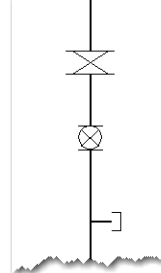
Wrong display order



Wipeout frames are
still on

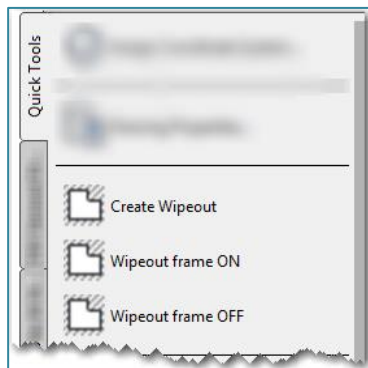


Wipeout frames are off and
display order is correct



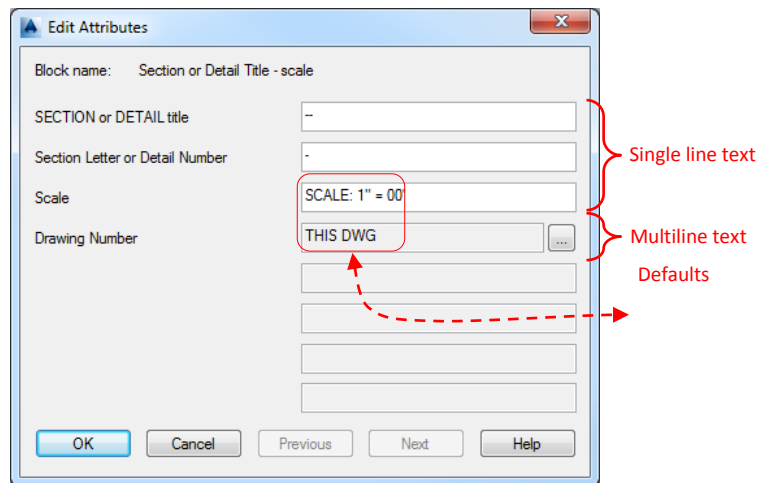
Tip: Tool Palette

Internally, quick access for turning wipeout frames on and off has been added to the *Quick Tools* tool palette:

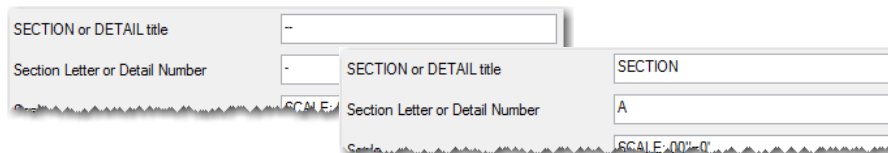


ATTRIBUTES

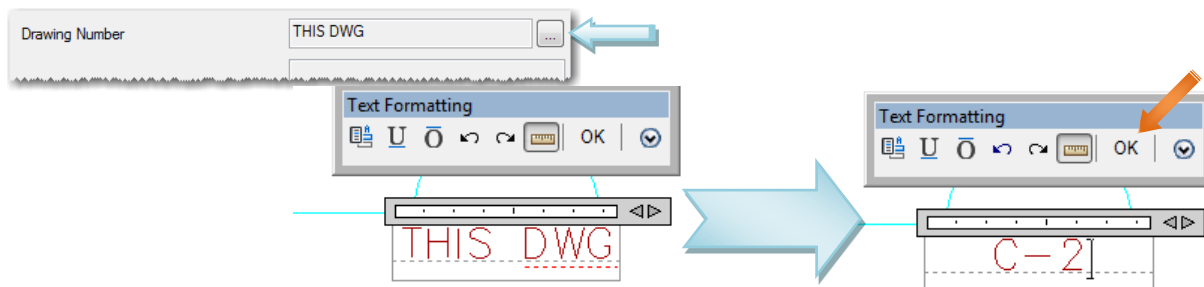
When a block contains attributes, a pop-up window will appear upon insertion, similar to the example shown below. Some of the values may contain defaults, be single line text, or may be multiline text:



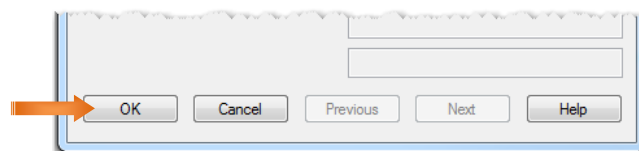
To edit the single line text click in the open value field and begin typing; defaults (such as dashes) can be removed and/or modified as needed:



To edit multiline text, click the ellipsis button; the Edit Attributes window will close and a Text Formatting tool bar will appear in the drawing area, indicating the text can now be edited. Once the text has been edited click <OK>:



The Edit Attributes window will reappear, once all desired values have been completed click <OK>:



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