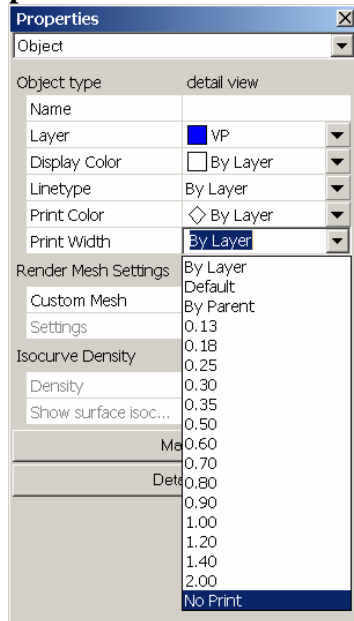
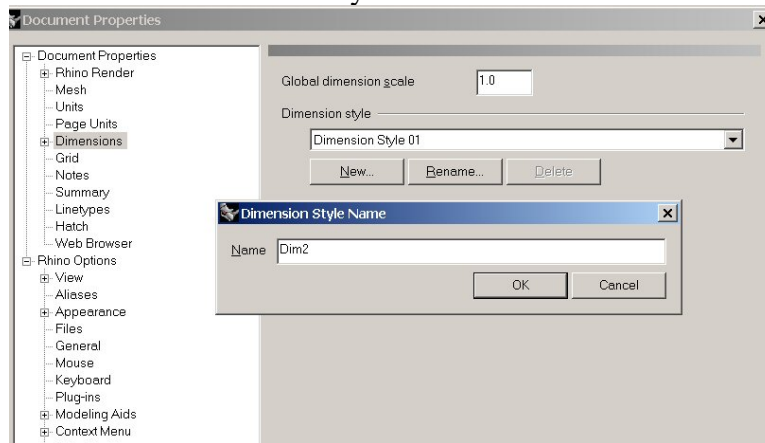


## Adding Dimensions to the Detail

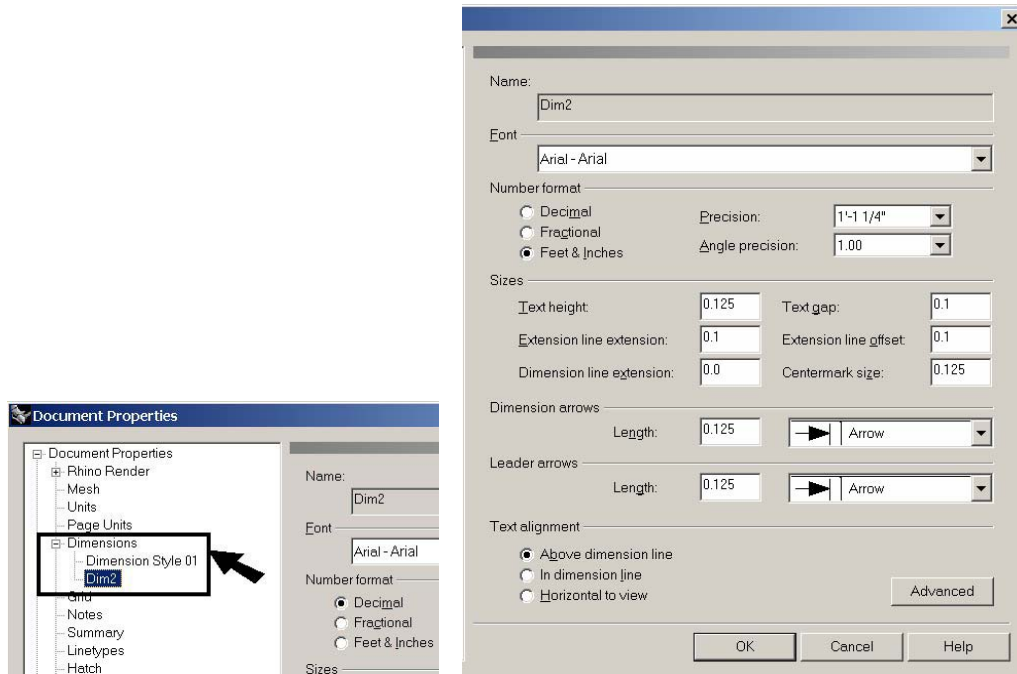
1. To set the Detail edges to not print, assign the Print Width to “no print” in the Properties dialog. Pick or highlight the edge of the Detail, open **Properties**. Under **Print Width** field, select **no print**. You can change both Details to **no print** at the same time.



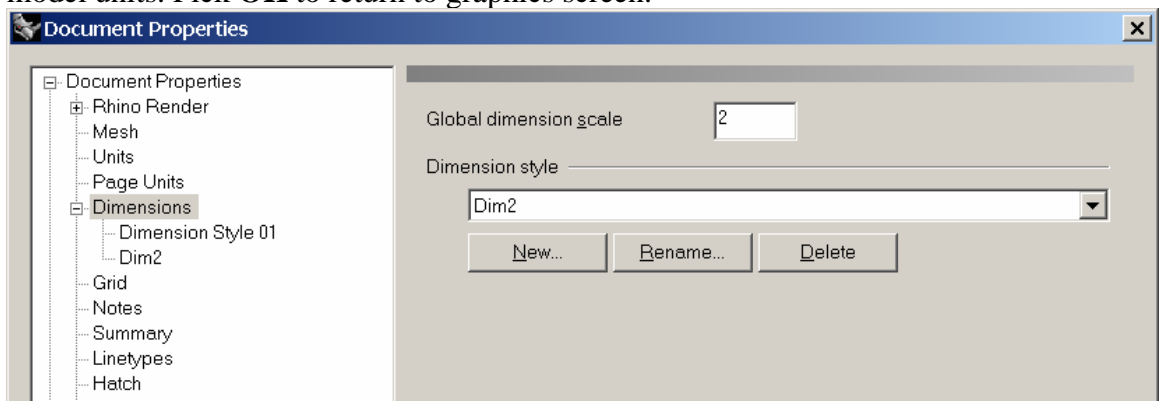
2. Next make a **Dimension** layer. Set color to **green** and make it **current**.
3. Under the **Dimension** menu, select **Dimension Properties**. Pick the **New** button and name the dimension style **Dim2**.



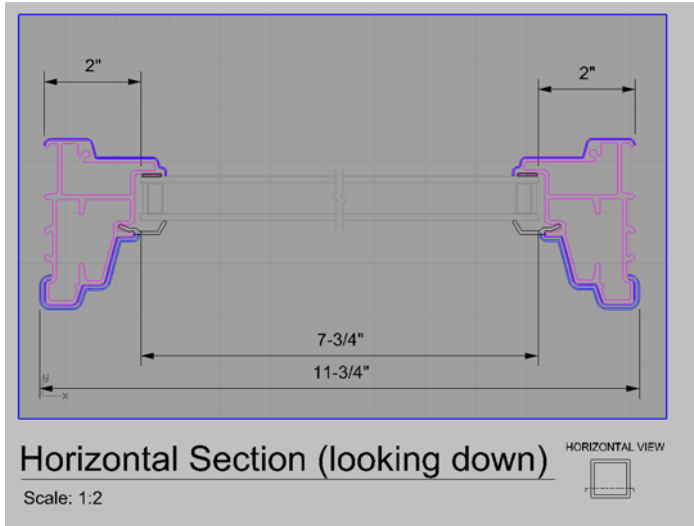
- Cascade out the dimension style tree and click **Dim2**. On the right side of the dialog, set the dimension fields to appropriate values. See image below for these settings.



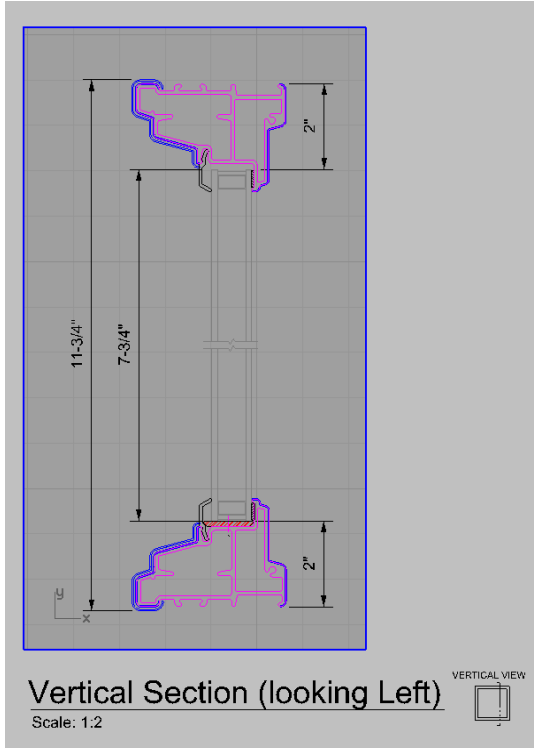
- Pick main **Dimension** dialog. From the right of the dialog, set the **global scale** to **2**. This will compensate for the **Detail** being scaled by  $\frac{1}{2}$ . or **1** paper unit per **2** model units. Pick **OK** to return to graphics screen.



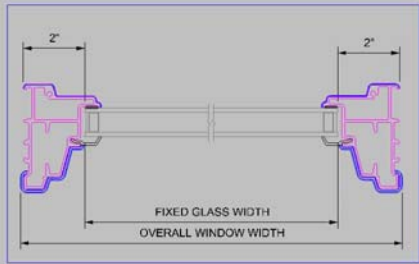
- Because dimensions are more closely related to the model and reflect the size of model geometry; create them in Detail view.* With the Detail active, create these linear dimensions in the horizontal view.



7. With the Detail active, create these linear dimensions in the vertical view.

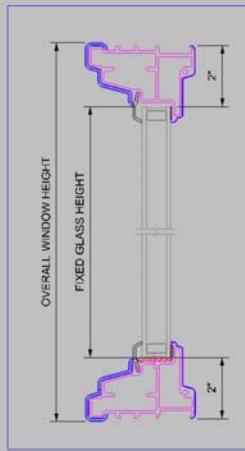


8. Double click on the dimension text and change the value to the suggested text strings below.



Horizontal Section (looking down)

Scale: 1:2



Vertical Section (looking Left)

Scale: 1:2