That CAD Girl

jennifer dibona

website: www.thatcadgirl.com
email: thatcadgirl@aol.com
phone: (919) 417-8351
fax: (919) 573-0351

Using Visibility Parameters in Dynamic Blocks to Create a Key Map

1. Isolate the layers showing the lines/polylines of the project boundary and phase lines.
2. Create a block of these entities – not a wblock. In the Create Block dialog box, choose an insertion point on or near the project boundary. Also, place a check in the box next to "Open in Block Editor".
3. When the block editor opens, go to the Parameters tab of the block authoring palette and select the command to insert a "Visibility Parameter".
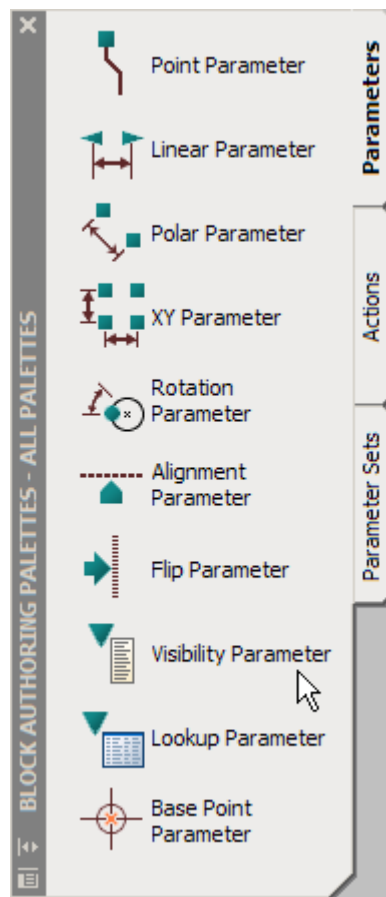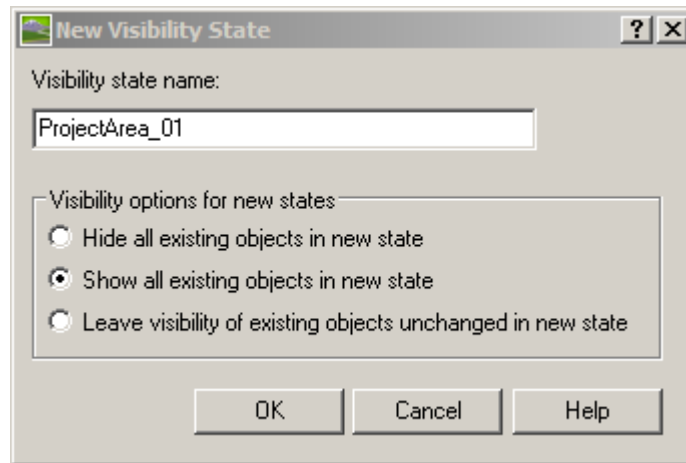

4. Place the visibility parameter next to the project boundary. This will activate the visibility states area of the block editor menu and will show the default visibility state, "VisibilityState0".
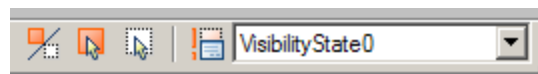
5. Open the visibility states dialog box by selecting this icon → 🔳

Visibility States

Visibility states:

✔ VisibilityState0

Set current
New...
Rename

6. Select the "New" button to open the "New Visibility States" dialog box

New Visibility State

Visibility state name:

ProjectArea_01

Visibility options for new states
○ Hide all existing objects in new state
● Show all existing objects in new state
○ Leave visibility of existing objects unchanged in new state

OK   Cancel   Help

7. Enter "ProjectArea_01" for the new Visibility State name and "Show all existing objects in new state" for the Visibility Options.
8. Repeat this step to create "ProjectArea_02", "ProjectArea_03", etc.
9. Back in the "Visibility States" dialog box, select the default state, "VisibilityState0" and then pick "Delete" to delete the unneeded state.
10. Select OK to close the dialog box.
11. Use the Hatch and MText command to add Area labels and shading to the different map areas.

12. Depending on the current Visibility State, pick the "Make Objects Invisible" button → 🔲 and then select the shading and/or area labels to be made invisible for the Visibility State.
13. Change the Visibility State and then repeat the previous step for remaining visibility states.
14. Once finished, select the different visibility states to make sure that all states are set up properly.
15. If you have accidentally set an object invisible that should be visible, select the Visibility Modes button → 🔲
16. Objects visible for the state will appear bold and objects invisible for the state will appear shaded.
17. Once finished, pick the button to "Close Block Editor" and save your changes.
18. Once back in the regular drawing mode, check the visibility parameter of the block to make sure it acts properly when changing states.
19. Use the WBLOCK command and select the objects by "Block". Save the WBLOCK with other project blocks.