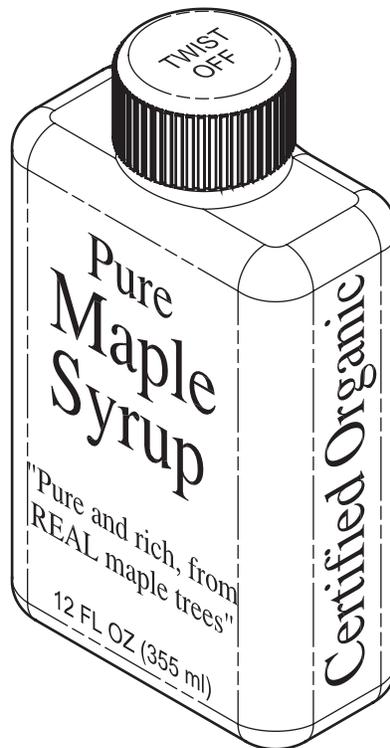


Isometric Text

Isometric text is parallel to and aligns with a corresponding plane. See **Figure 10A-1**. Text added to horizontal and vertical isometric planes has a 30° or -30° oblique angle, depending on the application. Before adding isometric text, establish text styles to preset the necessary oblique angles. Create a text style named Isometric 30, for example, and enter 30 in the **Oblique Angle:** text box of the **Text Style** dialog box. Create another text style named Isometric -30° , and enter -30° in the **Oblique Angle:** text box.

You can draw isometric text using the **MTEXT** or **TEXT** tool. You must rotate the text 30° , -30° (330°), 90° , -90° (270°), 150° , or 210° , depending on the isometric plane that is parallel to the text, and the drawing application. When creating mtext, pick the first corner of the text boundary, and then use the **Rotation** option to specify the angle of the text boundary. Pick the second corner and begin typing. When creating single-line text, set the rotation angle at the Specify rota-

Figure 10A-1. An example of an isometric assembly drawing with isometric text.



tion angle of the text <0>: prompt. Rotate existing text using an editing tool. **Figure 10A-2** shows examples of oblique angles and text rotation necessary to create isometric text.

AutoCAD does not actually create isometric text objects. The **MTEXT** and **TEXT** tools do not use isometric text editors or text boundaries, even if you set the **Isometric snap** mode. See **Figure 10A-3**. Therefore, you must be creative and use available text settings to draw effective isometric text. In addition, you may find that the **TEXT** tool is often more useful than the **MTEXT** tool, even when you are adding multiple lines of text, because you can control individual lines of text without tedious paragraph formatting.

Figure 10A-2. Use a text style with a 30° or -30° obliquing angle, and rotate the text object to achieve the correct isometric text.

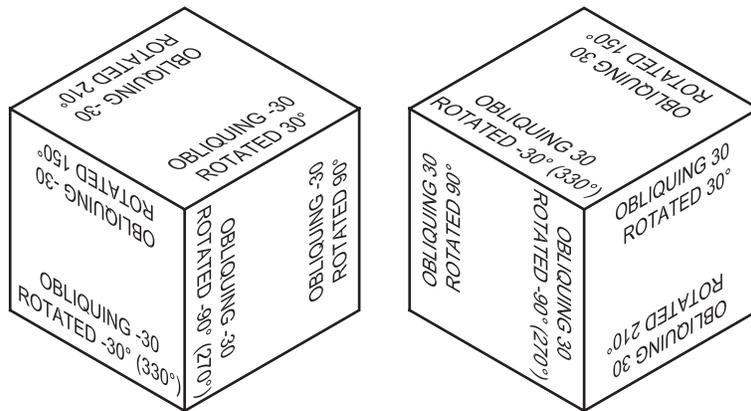
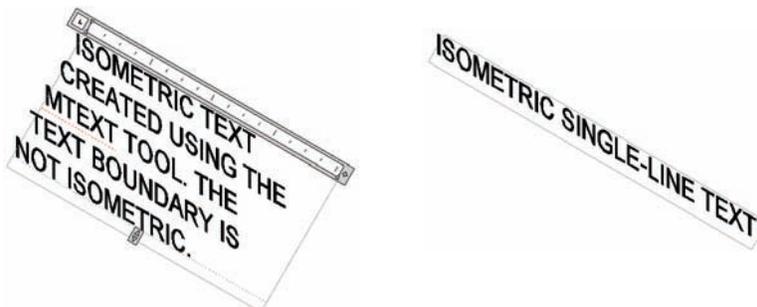


Figure 10A-3. Text tools function using a nonisometric format. This often makes it difficult to create and locate isometric text accurately.



Mtext

Single-Line Text



NOTE

When adding text to a nonisometric surface, you must calculate an oblique angle other than the 30° or -30° appropriate for text on a horizontal or vertical isometric plane. See **Figure 10A-4**.

Activity 10A-1

1. Start a new drawing from scratch or use a template of your choice.
2. Create a text style named ISOMETRIC 30 that uses the Arial font and 30° oblique angle. Create another text style named ISOMETRIC -30 that uses the Arial font and -30° oblique angle. Create another text style named ISOMETRIC -11 that uses the Arial font and -11° oblique angle.
3. Draw the $2 \times 2 \times 2$ cubes shown in Figure 10A-2. Add the text shown in Figure 10A-2 using the **TEXT** tool and a .1" text height.
4. Draw the $1 \times 2 \times 2$ wedge shown in Figure 10A-4. Add the text shown in Figure 10A-4 using the **TEXT** tool and a .1" text height. Do not dimension the drawing.
5. Save the drawing as ACT10A-1.

Figure 10A-4. Constructing text on a nonisometric plane. Remember that text is always parallel to and aligned with the surface.

