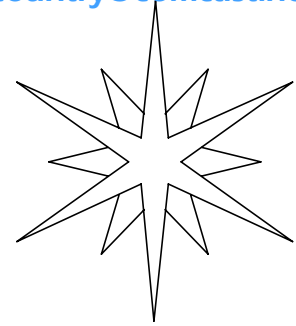


Chapter 5 12 POINT STAR**A. OPEN B FILE.**

- Step 1. Click the **File** from the Menu Bar.
- Step 2. Click **Open** from the File Menu..
- Step 3. Click **No** to save current part.
- Step 4. Key in **a:b** for the filename and press ENTER.

B. TURN OFF GRID AND SNAP.

- Step 1. Turn off the Grid and Snap. Use **CTRL-G**. Hold down CTRL and press G.
- Step 2. Click **Off** in **Grid Properties** Display.
- Step 3. Click to **uncheck Active** in **Snap Properties**. Click OK.

C. CREATE THREE 6 SIDED POLYGONS.

- Step 1. ESC to Main Menu.
- Step 2. F1 CREATE.
- Step 3. F8 POLYGON.
- Step 4. F1 CENTER AND RADIUS.
- Step 5. Key in **6** for Number of Sides and press ENTER.
- Step 6. Key in **30** for Rotation Angle and press ENTER.
- Step 7. Key in **3** for Radius and press ENTER.
- Step 8. F1 CORNER.
- Step 9. F1 OUTLINE.
- Step 10. F9 KEY IN.
- Step 11. Key in:
Zero (**0**) for coordinate X and press ENTER.
0 for Y and press ENTER.
0 for Z and press ENTER, **Fig. 1.**

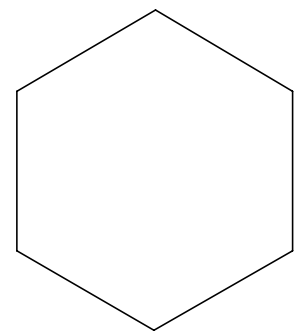


FIG. 1

- Step 12. Use **ALT-A** to center the polygon on the screen. Hold down ALT and press A.

Fit on Screen ALT-A**Delete CTRL-Q****Redraw CTRL-R****Half Size ALT-H**

Step 13. F10 BACKUP **four times** to choose option.

Step 14. Key in **0** for Rotation Angle and press ENTER.

Step 15. Key in **2** for Radius and press ENTER.

Step 16. F1 CORNER.

Step 17. F1 OUTLINE.

Step 18. F9 KEY IN.

Step 19. Key in:
Zero (**0**) for coordinate X and press ENTER.
0 for Y and press ENTER.
0 for Z and press ENTER, **Fig. 2.**

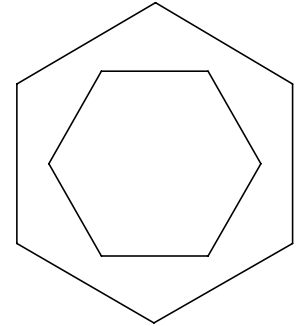


FIG. 2

Step 20. F10 BACKUP **three times** to choose option.

Step 21. Key in **.5** for Radius and press ENTER.

Step 22. F1 CORNER.

Step 23. F1 OUTLINE.

Step 24. F9 KEY IN.

Step 25. Key in:
Zero (**0**) for coordinate X and press ENTER.
0 for Y and press ENTER.
0 for Z and press ENTER, **Fig. 3.**

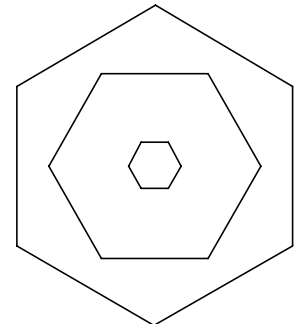


FIG. 3

D. SAVE TO DISK.

Step 1. Click **Save As** from the File Menu.

Step 2. Key in **a:12star** for the filename and press ENTER.

Step 3. Press **ESC** for Part Description.

E. DRAW THE BIG POINTS.

Step 1. Draw the next lines in a different color. Change the color to **red**. Click the color swatch in the side Tool Bar. Click the red, number 2.

Step 2. **ESC** to Main Menu.

Fit on Screen ALT-A	Delete CTRL-Q	Redraw CTRL-R	Half Size ALT-H
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Step 3. F1 CREATE.

Step 4. F1 LINE

Step 5. F1 ENDPOINTS.

Step 6. F3 ENDENT. Endent will perform a search and locate the exact corner you are drawing a line to.

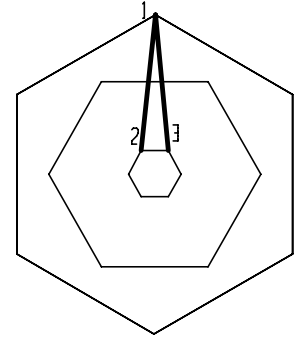


FIG. 4

Step 7. Move the cursor to Point 1 on the big polygon and click, **Fig. 4**. Stretch the line to Point 2 on the small polygon and click. Draw the other side, click Point 1 on the big polygon and click Point 3 on the small polygon, **Fig. 5**.

Step 8. Continue and draw the points of the star from the big polygon to the small polygon, click Point 1 on the big polygon and click Point 2 or Point 3 on the small polygon, **Fig. 5**.

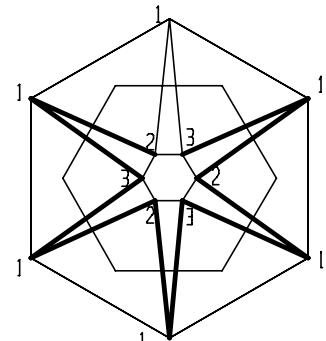


FIG. 5

Step 9. Use **CTRL-R** to clear temporary markers. Hold down CTRL and press R.

Step 10. Save the drawing. Use **CTRL-S**.

F. DRAW THE SMALL POINTS.

Step 1. Draw the next lines in a different color. Change the color to **yellow**. Click the color swatch in the side Tool Bar. Click the yellow, number 4 .

Step 2. ESC to Main Menu.

Step 3. F1 CREATE.

Step 4. F1 LINE

Step 5. F1 ENDPOINTS.

Step 6. F3 ENDENT. Endent will perform a search and locate the exact corner you are drawing a line to.

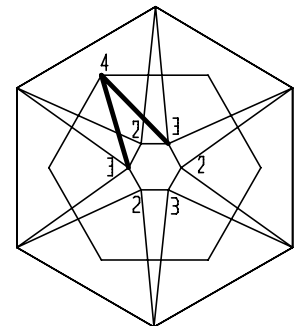


FIG. 6

Step 7. Move the cursor to Point 4 on the middle polygon and click, **Fig. 6**. Stretch the line to Point 3 on the small polygon and click. Draw the other side, click Point 4 on the middle polygon and click Point 2 or Point 3 on the small polygon, **Fig. 6**.

Fit on Screen ALT-A	Delete CTRL-Q	Redraw CTRL-R	Half Size ALT-H
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Step 8. Continue and draw the points of the star from the big polygon to the middle polygon, click Point 4 on the middle polygon and click Point 2 on the small polygon, **Fig. 7**.

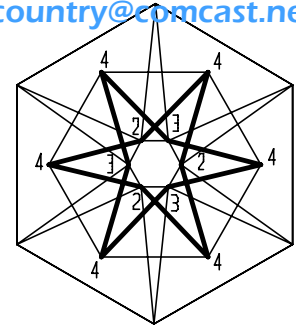


FIG. 7

Step 9. Use CTRL-R to clear temporary markers. Hold down CTRL and press R.

Step 10. Save the drawing. Use CTRL-S.

G. DELETE the THREE POLYGONS.

Step 1. The polygons are no longer needed. Use CTRL-Q to delete them. Hold down CTRL and press Q. Select the polygons with clicks and press ENTER, **Fig. 8**.

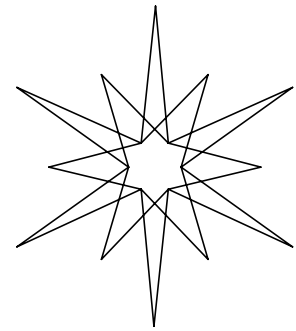


FIG. 8

H. EDIT USING TRIM FIRST.

Step 1. ESC to Main Menu.

Step 2. F2 EDIT.

Step 3. F1 TRIM/EXTEND.

Step 4. F1 FIRST.

Step 5. Trim lines of the small yellow points to the big yellow points. To trim part of line, click the line you are to keep, Line 1, the outside of the yellow line, **Fig. 9**. Move cursor close to the intersection with Line 2 the red line, and click. Repeat at other yellow lines. That is, click the part of the line you are keeping, Line 1 or yellow lines, then move cursor close to the intersection with Line 2 or the red lines and click, **Fig. 10**.

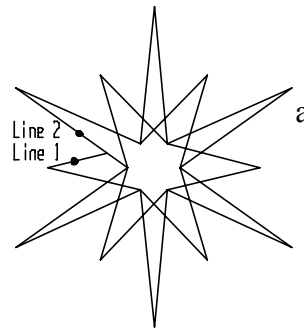


FIG. 9

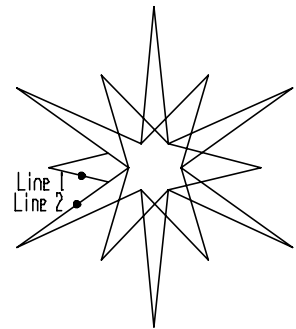


FIG. 10

Step 6. Save the drawing. Use CTRL-S.

I. ADD YOUR NAME AND THE PERIOD.

Step 1. Use Alt-H to reduce the drawing half size. Hold down ALT and press H. Use: **Detail, Note, Key-In** commands to add text.

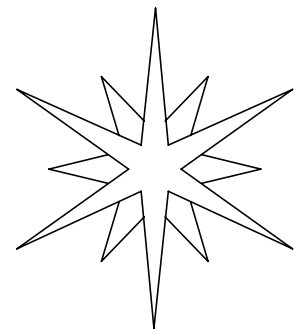


FIG. 11

J. SAVE TO DISK.

Step 1. Save the drawing. Use CTRL-S.

Fit on Screen ALT-A	Delete CTRL-Q	Redraw CTRL-R	Half Size ALT-H
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