

Table of Contents

PART I — INTRODUCTION TO CORELCAD 2016 1

1. Introducing CorelCAD 20163

About CorelCAD	4
Benefits of Using CorelCAD.	4
<i>Impressive Compatibility</i>	4
<i>Familiar User Interface</i>	4
<i>Drafting Tools</i>	4
<i>Collaboration</i>	5
<i>Flexible Viewing</i>	5
<i>Organized Layouts</i>	6
<i>Solid Modeling</i>	6
<i>Parametric Constraints</i>	6
<i>Application Programming Interfaces</i>	6
Platforms	7
<i>System Requirements</i>	7
<i>Language Support</i>	7
<i>Demo Version</i>	7
COMPATIBILITY WITH CORELDRAW AND COREL DESIGNER.	8
HERE'S WHAT'S NEW IN CORELCAD 2016.	10



2. A Quick Tour Through CorelCAD	15
Starting CorelCAD	15
KEY TERMS IN THIS CHAPTER	16
NEW IN 2016	16
Starting the program in Windows 8's Modern (Tablet) Interface	17
Starting The Program in Windows 7 and 10	17
Starting the program on Mac OS X	18
The Program Window	19
Upper Part of the Window	19
<i>Drawing Tabs</i>	20
<i>Menus and Toolbars</i>	21
Middle Part of the Window	21
COLORS OF THE COMMAND TEXT	22
<i>Bottom Part of the Window</i>	22
Navigating the User Interface	23
The Crosshair and Other Cursors	23
The Command Window	25
REVEALING HIDDEN UI ELEMENTS	27
Options Toolbar	29
Quick Access Toolbar and Information Center	31
<i>Quick Access Toolbar</i>	31
<i>Information Center</i>	32
WorkSpaces	32
Properties Palette	33
Tool Matrix	36
Turning Off the CS Icon	38
Online Help	39
Exiting The Program	40
Summary	40
3. Basic CAD Concepts	41
KEY TERMS IN THIS CHAPTER	42
NEW IN 2016	42
Vector Entities	43
Alternative Ways to Specify Entities	46
Specifying Coordinates	46
Keyboard Input	46
How Coordinates are Specified	46
<i>2D Cartesian Coordinates</i>	47
<i>3D Cartesian Coordinates</i>	47



<i>Polar Coordinates</i>	47
<i>Cylindrical Coordinates</i>	47
<i>Spherical Coordinates</i>	48
Point Filters	48
Direct Distance Entry	48
Mouse Input	49
NAVIGATING WITH THE MOUSE	50
Selecting Entities	51
Grips Editing.	51
NAVIGATING BY TOUCHSCREEN.	52
<i>Moving and Stretching with Grips</i>	52
<i>Erasing with Grips</i>	53
Selecting Multiple Entities	53
<i>Selecting Multiple Entities by Rectangle</i>	53
Selecting Entities by Location	55
Selecting Entities by Properties.	56
AutoCAD Command Compatibility	57
Summary	57

PART II — 2D ARCHITECTURAL DRAFTING 59

4. Starting New Drawings 61

Before You Begin.	61
Preparing for Drawing	61
KEY TERMS IN THIS CHAPTER	62
NEW IN 2016	62
Starting With a New Drawing	63
Saving Drawings	63
ABOUT THE SAVEAS COMMAND	66
Setting Up Units.	67
Limiting the Drawing Boundary.	69
UNITS OF ANGLE MEASUREMENT.	69
Setting the Snap and Grid SPacing	70
<i>Setting the Snap Spacing</i>	70
<i>Grid Spacing</i>	72
Seeing the Entire Drawing.	73
Adding Layers	74
Creating Layers by Naming Them.	74
ABOUT LAYERS	76
Making Automatic Backups.	80
Summary	81



5. Drawing Walls 83

KEY TERMS IN THIS CHAPTER	84
Bringing Back the Office Drawing	85
OPENING DRAWINGS WITH THE OPEN DIALOG BOX	86
Drawing Walls	87
Drawing Lines with Absolute Coordinates	87
Drawing Lines with Relative Coordinates	89
SUMMARY OF LINE COMMAND OPTIONS	89
Using Entity Snaps	91
ALL ABOUT ENTITY SNAPS	92
Drawing Rectangles	93
SUMMARY OF RECTANGLE COMMAND OPTIONS	94
Drawing PolyLines	97
Drawing Internal Walls	99
Changing Layers Quickly	99
SUMMARY OF POLYLINE COMMAND OPTIONS	100
Drawing Walls with RichLines	101
<i>Placing RichLines</i>	101
SUMMARY OF LAYER DROPLIST ICONS	101
<i>Zooming In and Out</i>	102
SUMMARY OF RICHLINE COMMAND OPTIONS	103
<i>Defining RichLine Styles</i>	104
<i>Erasing Entities</i>	105
<i>Oops! Unerasing Entities</i>	106
<i>Replacing RichLines</i>	106
Thickening Walls	109
Changing the Lineweight	109
Widening PolyLines	110
Offsetting Lines	111
SUMMARY OF EDITPOLYLINE COMMAND OPTIONS	112
<i>Trimming Lines</i>	113
SUMMARY OF OFFSET COMMAND OPTIONS	114
SUMMARY OF TRIM COMMAND OPTIONS	115

6. Printing Drawings 117

KEY TERMS IN THIS CHAPTER	118
NEW IN 2016	118
Printing the Office Drawing	119
Making Draft Prints (Windows)	119

SELECTING THE DEFAULT PRINTER.....	120
Printing the Office Drawing Manually (Windows)	122
<i>Printer/Plotter Options</i>	123
<i>Paper Size Option</i>	124
<i>Print Scale Options</i>	124
<i>Specifying a Custom Print Scale</i>	125
<i>Print Range Options</i>	125
<i>Printing Named Views</i>	126
<i>Printing a Windowed Selection</i>	126
<i>Geometry Orientation</i>	127
<i>Print Offset</i>	128
<i>Other Options</i>	128
<i>Additional Buttons</i>	129
<i>Additional Options</i>	129
<i>Shaded Views</i>	130
THE EARLY WARNING SYSTEM	131
<i>PrintStyle Table</i>	132
Printing the Office Drawing Again (Windows)	132
Draft Prints (Mac OS X)	133
Printing the Office Drawing Manually (MAC OS X)	135
<i>Printer Options</i>	135
Detailed Print Configuration (Mac OS X)	137
<i>Print Range</i>	138
<i>How to Create and Print a Named View</i>	138
<i>How to Print a Specified Window</i>	139
<i>Print Scale</i>	140
<i>How to Create a Custom Plot Scale</i>	141
<i>Print Offset</i>	141
<i>Page Layout</i>	142
<i>Print Styles</i>	143
<i>Options</i>	144
<i>Saving Settings as Presets</i>	145
<i>How to Save Print Settings</i>	145
<i>OS X Options</i>	146
Printing the Office Drawing with Page Layouts	147
<i>Borrowing Page Layouts</i>	147
<i>Using Page Layouts</i>	149
Previewing the Print	149
Assigning Print Styles	151
Creating Print Styles.....	151
Print Style Options.....	153
Applying Print Styles	155

Print Stamps	158
Defining Print Stamps	158
Using Print Stamps	160
Summary	160

7. Adding Symbols 161

Drawing Desk Symbols	161
KEY TERMS IN THIS CHAPTER	162
NEW IN 2016	162
Drawing Unit-size Desks	163
Converting Symbols Into Blocks	164
Inserting Blocks into Drawings	167
Using Dynamic Blocks	170
Creating Symbols, Step-by-Step	172
Chair Block	172
Rounding Corners	173
Mirroring Arms and Backs	175
Making Window and Door Blocks	179
<i>Drawing Door Symbols</i>	180
Placing Many Furnishings at Once	183
Sourcing Ready-drawn Blocks	187
Accessing Design Resources	187
Source of Blocks from Web Sites	189
Downloading and Inserting Blocks	192
<i>Downloading Blocks</i>	192
<i>Inserting Downloaded Blocks</i>	195
Tips for Placing Blocks	197
Extracting Blocks From Drawings	198
Exporting Blocks	198
Summary	199

8. Text and Attributes 201

KEY TERMS IN THIS CHAPTER	202
NEW IN 2016	202
Placing Simple Text	203
SUMMARY OF -SIMPLENOTE COMMAND OPTIONS	205
SUMMARY OF TEXTSTYLE DIALOG BOX OPTIONS	206
Settings Text Styles	207

Editing Text	209
<i>Switching to Dialog Box Editing</i>	210
<i>Editing Text with Properties</i>	211
Placing Paragraph Text	211
SUMMARY OF NOTE COMMAND OPTIONS	213
Modifying Paragraph Text	214
SUMMARY OF EDITNOTE TOOLBAR OPTIONS	215
Facilities Management	216
Stage 1: Defining Attributes	216
Stage 2: Adding Attributes to Blocks	218
SUMMARY OF MAKEBLOCKATTRIBUTE DIALOG BOX OPTIONS	219
<i>Editing Attribute Data</i>	222
Stage 3: Extracting Attributes	222
Exporting Data to Spreadsheets	223
Importing Spreadsheet Data as Tables	225
SUMMARY OF TABLE COMMAND OPTIONS	226
Editing Tables	227
<i>Editing Cell Text</i>	227
<i>Editing the Look of Cells and Tables</i>	228
<i>Tutorial: Adding and Formatting Rows</i>	230
SUMMARY OF TABLESTYLE COMMAND OPTIONS	230
Summary	232

9. Placing Dimensions 233

KEY TERMS IN THIS CHAPTER	234
NEW IN 2016	234
Linear Dimensions	235
Horizontal Dimensions	235
<i>Vertical Dimensions</i>	236
SUMMARY OF LINEARDIMENSION COMMAND OPTIONS	237
<i>Scaling Dimensions</i>	239
<i>Dimensioning Entities</i>	241
<i>Parallel Dimensioning</i>	242
Continued Dimensions	242
<i>Baseline Dimensions</i>	244
Radial Dimensions	245
<i>Diameter Dimensions</i>	246
Modifying Dimension Styles	247
<i>Dimension Style Guide</i>	250



Customizing Dimension Text	252
Dimension Palette Orientation	253
<i>Text Formatting Options</i>	253
<i>Text Fields</i>	254
<i>Favorites</i>	254
Summary	254

PART III — 2D & 3D MECHANICAL DESIGN

10. Scan and Trace 257

KEY TERMS IN THIS CHAPTER	258
NEW IN 2016	258
Importing Scanned Images	260
WHICH IMAGE FILE TYPE TO USE?	261
<i>About Path Types</i>	262
Examining the Attached Image	263
SUMMARY OF ATTACHIMAGE DIALOG BOX OPTIONS	264
Rotating Entities	265
SUMMARY OF ROTATE COMMAND OPTIONS	266
Scaling Entities	267
SUMMARY OF SCALE COMMAND OPTIONS	269
Tracing Over Scanned Images	270
Layers and Rectangles	270
<i>Drawing the Side View</i>	270
<i>Drawing the Front View</i>	273
SUMMARY OF MOVE COMMAND OPTIONS	274
<i>Chamfering Entities</i>	276
SUMMARY OF CHAMFER COMMAND OPTIONS	278
<i>Drawing Linestyles</i>	279
SUMMARY OF LINSTYLE DIALOG BOX OPTIONS	281
Dual Dimensioning	284
Summary	286

11. Isometric Drafting 287

KEY TERMS IN THIS CHAPTER	288
Setting Up an Isometric Template	289
Isometric Text Styles	291
Isometric Dimension Styles	294

Drawing in Isometric Mode	296
Drawing Isometric Boxes	296
Drawing Irregular Boxes	299
Placing Isometric Text	304
Placing Isometric Dimensions	305
Summary	308
12. Solid Modeling	309
KEY TERMS IN THIS CHAPTER	310
Drawing 3D Solid Primitives	311
SUMMARY OF BOX COMMAND OPTIONS	312
Viewing in 3D	312
SUMMARY OF ROLLVIEW'S ARC BALL OPTIONS	313
Adding More Solids	314
Extruding 2D Objects to Create 3D Solids	316
SUMMARY OF EXTRUDE COMMAND OPTIONS	318
Drawing Cylinders (Holes)	319
Applying Boolean Operations	321
Subtracting Solids	321
Joining Solids	322
Analyzing Solid Models	323
SUMMARY OF MASSPROP REPORT	324
Summary	324
13. Multiple Viewports, Multiple Drawings	325
KEY TERMS IN THIS CHAPTER	326
Creating Multiple Viewports	328
Sheets and Viewports	332
Adding More Viewports	334
SUMMARY OF VIEWPORT COMMAND OPTIONS	335
Attaching Multiple Drawings	338
<i>Updating Referenced Drawings</i>	340
Summary	342
14. Dimensional & Geometric Constraints, and Parameters . 343	
KEY TERMS IN THIS CHAPTER	344
NEW IN 2016	344

Types of Constraints 345

 About Dimensional Constraints. 345

 SUMMARY OF DIMENSIONAL CONSTRAINTS 346

 CONTROLLING DIMENSIONAL CONSTRAINTS 347

 CONTROLLING GEOMETRIC CONSTRAINTS 347

 About Geometric Constraints 348

 SUMMARY OF GEOMETRIC CONSTRAINTS 349

 About Parameters 350

 Part Relationships. 353

 Generating Configurations. 356

 Using the Parameters Palette 359

 SUMMARY OF PARAMETRIC EXPRESSIONS 360

 Other Parametric Manipulations 361

Grips Editing. 361

Properties Bar 361

Other Parameter Controls 362

Summary 362

PART IV — APPENDICES

A. Alphabetical Command Summary 365

B. Command Aliases 381

C. Keyboard Shortcuts 395

 Keyboard Shortcuts for Windows 396

 Keyboard Shortcuts for Mac OS X 397

D. Button Clicks & Double Clicks 399

 Mouse Buttons 400

 3D Mouse Actions. 403

 Touchscreen Gestures. 404