CHAPTER 20 EXERCISES

1. **Object Selection Filters.**

Object selection filters allow you to globally select all instances of an object for some editing function. In this exercise, we will use the object selection filters to change the color of the text in the PLAN drawing.

A. Open the PLAN drawing.
B. Type Filter.
C. Choose Clear List to start with a new filter criteria list.
D. In the Select Filter area, open the drop-down list and select Text from the list. After the drop-down list closes and displays “Text”, choose Add to List. This will add “Object =Text” to the filter criteria.
E. Pick Apply to apply the filtering criteria to the drawing. At the “Select Objects:” prompt, type All. From all the objects in the drawing, AutoCAD filters out those objects that are not text. When the “Select objects:” prompt returns, press Enter to complete the selection process.
F. Next, type Change. When AutoCAD prompts to “Specify change point or [Properties]”, enter P.
G. At the “Enter property to change [Color/Elev/Layer/LType/ItScale/LWeight/Thickness]” prompt, type C for Color.
H. AutoCAD then prompts for “New Color.” Type 2 (yellow) press Enter.
I. Press Enter again.
J. All text should now be yellow.

2. **Object Selection Filters**

Use the process shown above to change the color (use any color you prefer) of all the doors. The best way to accomplish this is by filtering the layer A-DOOR.

A. Type Filter.
B. Choose Clear List to start a new list.
C. In the Select Filter area, open the drop-down list and select Layer. Notice that the box below with the X value (now 0.0000) is now accessible. Type A-DOOR for the name of the layer you want to apply the filter to, then select Add to List
D. Continue the processes used in Exercises 1 to complete this exercise.

3. **Object Selection Filters**

Use Object Filters to change the properties of the windows, the brick hatching, and the kitchen and bathroom tile.
4. **Qselect**

Complete the floor plan shown in Figure AR20-1, but do not copy the dimensions. When constructing the drawing, create all objects on Layer 0. When completed, create the layers named **A-WALL**, **A-DOOR**, and **A-WINDOW**. Finally, use **Qselect** to move all walls, doors and windows to the appropriate layers.

![Figure AR20-1](image-url)